

# AXIS Flight School

## XF - Cross Formation

---



## Competition Rules

# XF - Cross Formation

---

## 1 General

During descent teams made up of one skydiver under canopy and one skydiver with a wingsuit perform a sequence of formations drawn from the dive pool as shown in appendix A.

## 2 Event Description and Performance Requirements

### 2.1 2-way XF

- 2.1.1 Open: Each round consists of five or six (whichever is drawn first) scoring formations from the dive pool.
- 2.1.2 Advanced: Each round consists of three or four (whichever is drawn first) scoring formations from the dive pool.
- 2.1.3 Intermediate: Each round consists of three or four (whichever is drawn first) scoring formations from the dive pool.

## 3 Team Composition

### 3.1 2-way XF

- 3.1.1 Each team may consist of three members, including a videographer, and any one, but only one of the team members may serve as videographer on any particular round.

## 4 Competition Draw

### 4.1 General

- 4.1.1 The Chief Judge will supervise the draw of the formations.
- 4.1.2 Teams will be given no less than two hours between the draw and the start of the competition.

### 4.2 Event Specific Draws

#### 4.2.1 2-Way XF

- 4.2.1.1 Open  
Representations of the lettered random formations and numbered block sequences from the current dive pool are singularly placed in a container.
- 4.2.1.2 Advanced  
Representations of the lettered random formations and numbered block sequences from the current dive pool are singularly placed in a container.

- 4.2.1.3 Intermediate  
Representations of the lettered random formations and numbered block sequences (except blocks 4, 5, and 6) from the current dive pool are singularly placed in a container.

## **4.2 Procedure**

- 4.2.1 Individual withdrawal from the container, without replacement, determines the sequences to be jumped in each round.
- 4.2.2 If while drawing for a round, there are insufficient formations remaining to complete that round, all formations are replaced in the container and said round is re-drawn.
- 4.2.3 When available, an electronically generated draw may be used.

## **4.3 Order of Jumping**

- 4.3.1 Teams are manifested and sent to the aircraft in the order drawn, but the exit order will be determined by meet management based on flight profile of the canopies or other pertinent conditions.

# **5 Procedures (Exit Altitude, Working Time, Exit Procedures, etc.)**

## **5.1 Events**

### **5.1.1 2-Way XF**

- 5.1.1.1 Each jump is made from 13,000 feet.
- 5.1.1.2 Working time begins at the moment of the first grip of the first separation of a hand or foot “grip” from the first formation whether correct or not, or 90 seconds after the exit of the first team member (including the videographer), whichever is first.
- 5.1.1.3 Each sequence should be repeated until the working time of 90 seconds has expired.

## **5.2 Higher descent rates**

- 5.2.1 Any team whose descent rate puts them below 3,000 feet before working time expires must report this to the Meet Director before the start of that event.
- 5.2.2 Appropriate changes in exit altitude will be made at the Meet Director’s discretion.
- 5.2.3 Any additional cost will be borne by the team.

## **5.3 Exit Procedures**

- 5.3.1 There is no limitation on the exit other than those imposed by the chief pilot for safety reasons.
- 5.3.2 The pilot chute must not be withdrawn from the equipment until the competitor is clear of the aircraft.
- 5.3.3 The pilot must maintain the altitude and direction until well clear of the jumpers.
- 5.3.4 Teams will be responsible for their own exit once the aircraft is on jump run.

## **5.4 Break-off Procedures**

- 5.4.1 All forms of cross formation activity must cease by 3,000 feet with all jumpers separated from one another (unless an emergency situation has occurred).
- 5.4.2 The Meet Director has the authority to disqualify for that round any team in breach of this rule.

## **5.5 Number of Rounds**

- 5.5.1 The minimum number of rounds to constitute a meet in each event is one, and the maximum (scheduled) number is three.

# **6 Definitions**

## **6.1 Scoring Formation**

A scoring formation is a formation that is correctly completed and clearly presented either as a random formation or within a block sequence as depicted in the dive pool, and which, apart from the first formation, must be preceded by a correctly and clearly presented total separation or inter, as appropriate.

## **6.2 Grip**

A grip consist of

- 6.2.1 a handhold between the skydiver under canopy and the skydiver flying the wingsuit, or
- 6.2.2 a handhold of the skydiver flying the wingsuit on the foot of the skydiver under canopy.

## **6.3 Dock**

A dock consists of

- 6.3.1 both feet of the skydiver under canopy simultaneously touching the back of the upper part of the body of the skydiver flying the wingsuit, or (for future formations)
- 6.3.2 both knees of the skydiver under canopy simultaneously touching the back of the upper part of the body of the skydiver flying the wingsuit.

## **6.4 Upper part of the body (wingsuit)**

The upper part of the body of the skydiver flying the wingsuit extends from the tip of the shoulders down to an imaginary line between the fingertips of both hands when the wingsuit is fully expanded.

## **6.5 Sequence:**

A series of random formations or blocks and random formations that are designated by the draw.

## 6.6 Inter

An inter is an intermediate requirement which must be performed as depicted in the block portions of the dive pools.

## 6.7 Omission

An omission is one of the following:

- 6.7.1 A formation or inter is missing from the drawn sequence.
- 6.7.2 No clear intent to build the correct formation or inter is seen, but another formation or inter is presented, and there is an advantage to the team resulting from the substitution.

## 7 Scoring

- 7.1 A team will score one point for each judgeable scoring formation performed in the sequence within the allotted working time of each round. Teams may continue scoring by continually repeating the sequence.
- 7.2 Three points will be deducted for each omission; if both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.
- 7.3 If an infringement in the scoring formation of a block sequence is carried into the inter, this will be considered as one infringement only, provided that the intent of the inter requirements for the next formation is clearly presented and no other infringement occurs in the inter.
- 7.4 The minimum score for any round is zero points.

## 8 Judging

- 8.1 Judges will use air-to-air video evidence as described in this section, normally using an electronic scoring system to record their evaluation of the performance.
- 8.2 The judges shall start timing when the first team member (including the team's videographer) leaves the aircraft. The judges will watch the video evidence of each jump once at normal speed to determine points in time. If the first viewing has taken place and a clear decision has not been made as to when the working time begins, the Event Judge may guide the panel of judges as to when to start working time. At the end of working time, freeze frame will be applied on each full viewing. At the discretion of the Chief Judge or Event Judge, judges may then be allowed partial playback, slow motion, and multiple views to increase the quality and speed of the judging.
- 8.3 If using scoresheets, Judges should record the following for each team: team number, round number, and score. All the score sheets must be collected immediately after the judges have scored the jump for checking by the Event Judge and Chief Judge.

- 8.4 Each judge must have a digital stopwatch accurate to one one-hundredth (.01) of a second.
- 8.5 Freeze frame of the video image will not be used.
- 8.6 The following symbols will be used to mark the score sheets:
- / Correct Scoring Formation
  - O Incorrect or Incomplete Formation or Inter
  - NV NV Situation
  - // End of Working Time
- 8.7 The results of the evaluation will be checked by at least one judge.

## **9 Classification of Final Results**

- 9.1 The result for each team is the total points obtained by the team during all completed competition rounds, after each team has discarded its worst performance.
- 9.2 The winner is the team with the highest total score.

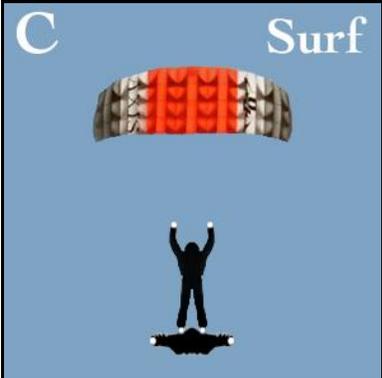
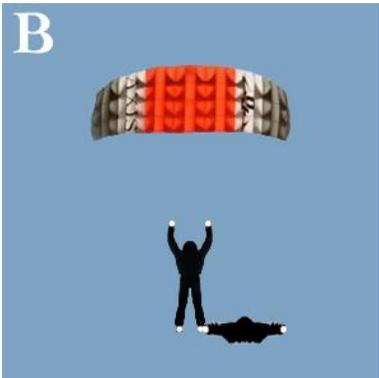
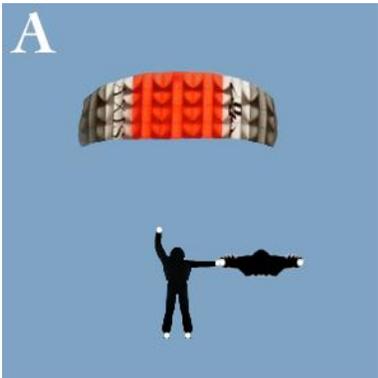
### **9.3 Tie-breaking Method**

If two or more teams have equal scores, the following order of procedures will be applied until the first three placings are determined:

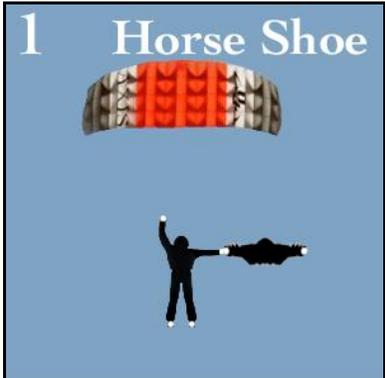
- 9.3.1 One tie-break round (jump off). The tie-break round will be the next drawn round of the competition, or if all scheduled rounds are complete, one additional round drawn by the Chief Judge.
- 9.3.2 If a tie still occurs for a medal, the team scoring the highest number of points for a single jump during the completed rounds wins the tied place.
- 9.3.3 If a tie still occurs, the team with the next highest score for a single jump during the completed rounds wins the tied place.

# Appendix A: Cross Formation Dive Pool

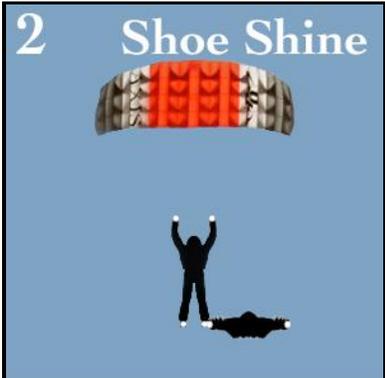
## 2-Way Random Formations



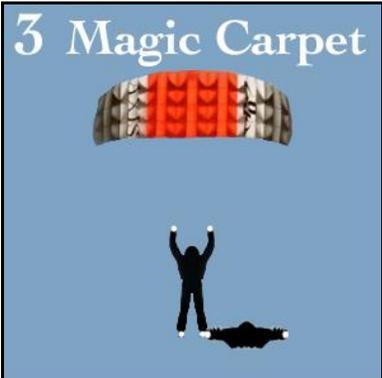
## 2-Way Block Sequences



**INTER**  
cross to  
other side



**INTER**  
cross to  
other side



**INTER**



4

Kick Flip



**INTER  
wingsuit barrel roll**



5

Trampoline



**INTER  
canopy barrel roll**



6

Cogs



**INTER  
wingsuit and canopy  
barrel rolls**

