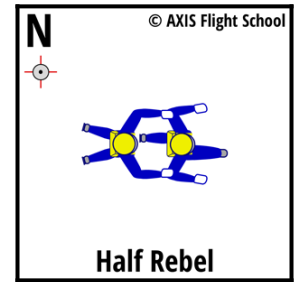
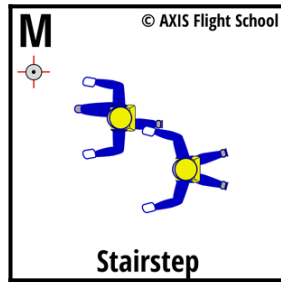
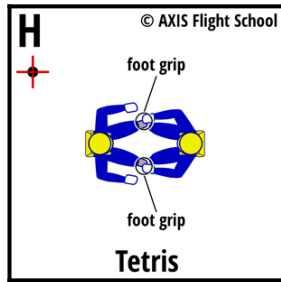
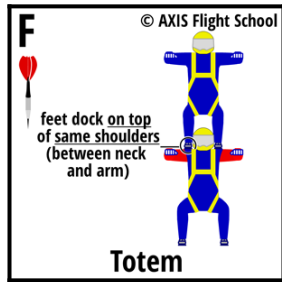
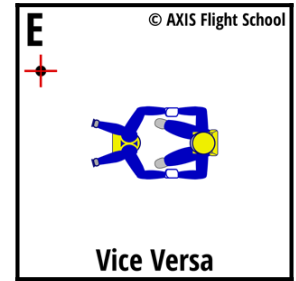
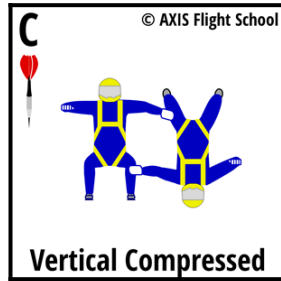
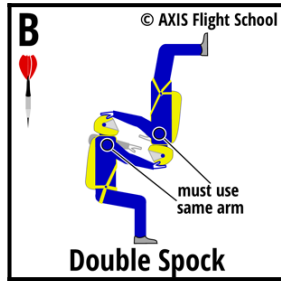
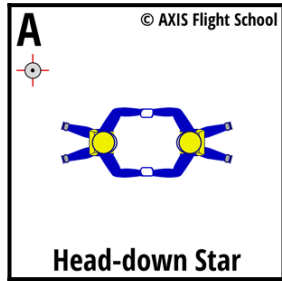


Random Formations (taken from the Mixed Formation Skydiving dive pool; see USPA SCM chapter 9)



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).

Legend Point of View / Camera Position

We have chosen three different points of view of a dart to indicate from which point of view the formation is depicted. The point of view is for reference only. The camera position is not a performance requirement.

- a) All parts of the dart can be seen. This symbol indicates an edge-on view. The camera flyer is on level with the subjects.
- b) 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.
- c) 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.

Block Formations (taken from the Mixed Formation Skydiving dive pool; see USPA SCM chapter 9)

1 © AXIS Flight School

Double 69

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

INTER

Double 69

2 © AXIS Flight School

Auger

INTER

Auger

3 © AXIS Flight School

Oil Drill

must use same arm

Front Loop 180°
INTER
Front Loop 180°

Oil Drill

must use same arm

4 © AXIS Flight School

Cogwheel

foot grip

Flip 360°
INTER
Flip 360°

Cogwheel

foot grip

5 © AXIS Flight School

Upright Auger

INTER

Upright Auger

6 © AXIS Flight School

Gears

foot grip

Flip 360°
INTER
Flip 360°

Gears

foot grip

Definitions for Building a Formation

Scoring Zones

- Head** Above the ears.
- Arm** Below a line from the tip of the shoulder to the armpit, including the hand, excluding the shoulder.
- Hand** Wrist to finger tips.
- Leg** Below a line from hip joint to crotch, including the foot.
- Foot** Below the ankle (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