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BRITISH SKYDIVING 4-WAY NATIONAL CHAMPIONSHIPS 2026

TECHNICAL RULES

(Note: this document details the technical rules, and should be read alongside document "British Skydiving 4-Way FS Nationals General Rules 2026" which sets out the general rules, information and logistics. All competitors will accept these rules as binding on entering the competition.)

1. GENERAL

1.1 The competition shall comprise the following categories and planned round numbers:

- 4-Way Formation Skydiving Sequential – AAA – 10 rounds.
- 4-Way Formation Skydiving Sequential – AAA (Open) – 10 rounds.
- 4-Way Formation Skydiving Sequential – AA – 8 rounds.
- 4-Way Formation Skydiving Sequential – A – 8 rounds.
- 4-Way Formation Skydiving Sequential – Rookie – 8 rounds.

1.2 The competition will be conducted in accordance with the FAI, according to the regulations of the Sporting Code of the FAI, General Section, and Section 5 as approved by the ISC and validated by the FAI, and these rules. All participants accept these rules and the FAI regulations as binding at the point of registration for the competition. No departure from these rules is permitted except for circumstances outlined in paragraph 1.3 below.

1.3 Changes to these rules are approved by the Elite Performance Committee (EPC) and ratified by the Council of British Skydiving. Where an unforeseen change is felt necessary to ensure the smooth running of the competition a meeting will be held between Chief Judge, Meet Director and competitors (team captains) with a process applied as determined by Chief Judge and Meet Director (e.g. voting on a solution) to resolve any matters arising.

1.4 There shall be no maximum number of scored jumps per day. This includes re-jumps & tie break jumps.

1.5 Wind Tunnels: Competitors are not permitted to use wind tunnels (free fall simulators) after the draw has been made for any competition at which they are intended to be, or become, a competitor (FAI rule 4.3 – page 6). Competitors may recommence wind tunnel use once the competition has concluded. If a competitor competes at a competition having used a wind tunnel after the draw for the competition in question (and before conclusion of that



competition), all team performances contributed to by that person shall receive a score of zero.

- 1.6 Competitors may only make jumps at the host DZ between the draw being made and the conclusion of the competition for all categories in which that competitor is a participant (e.g. upon conclusion of the Rookie category, a "Rookie-only" category competitor may make jumps while the other categories conclude).

2. TEAM COMPOSITION

- 2.1 Each team competing in "Rookie", "A" and "AA" categories shall comprise (up to) 7 different people defined as follows:

- 4 x formation flyers
- 2 x alternative flyers
- 1 x camera flyer

- 2.2 Each team competing in "AAA" and "AAA (Open)" categories shall comprise (up to) 6 different people defined as follows:

- 4 x formation flyers
- 1 x alternative flyer *
- 1 x camera flyer

* Although only 1 x alternative flyer may be used in the AAA and AAA (Open) categories during each competition, for the purpose of accruing UKSL league points, AAA and AAA (Open) teams may use a total of 2 x alternative flyers throughout the season.

Competitors shall refer to the UKSL rules document Form 165, paying particular attention to paragraph 1(m), for further details on team compositions and the implications on accrual of UKSL League Points. Please contact the FS TEA(s) prior to entry form submission for further clarification if required. Contact details for the FS TEA(s) can be found by contacting British Skydiving.

- 2.3 At the point of registration for the British Skydiving 4-Way National Championships, all Team members intending to compete shall be listed on the appropriate registration form, and one of the members shall be nominated as the Team Captain.

- 2.4 For a team to enter the British Skydiving 4-Way National Championships it must specify on the appropriate entry form a minimum of 4 x formation flyers and 1 x camera flyer.

- 2.5 Teams wishing to utilise a pool camera flyer must make their own arrangements with the hosting DZ, and detail this on the appropriate entry form. As specified in the UKSL rules



document Form 165, pool camera flyers shall not be included in the limitations applied in relation to UKSL League Points accrual.

2.6 Any member of a team can take on any role (formation flyer, alternative flyer, camera flyer) throughout the competition at any time.

2.7 Only those members listed on an entry form may take part in the competition unless specific dispensation is sought and granted by the Meet Director and Chief Judge during the competition (e.g. to cover injuries etc). Whilst the host DZ will make efforts to accommodate, pool camera flyers are unlikely to be available to cover the scenario contemplated by this paragraph 2.7. Should a situation arise requiring this paragraph 2.7 to be enacted, UKSL Rules document Form 165 paragraph 1(m) applies in respect of UKSL League points accrual.

2.8 For the avoidance of doubt: a competitor **may not** compete with a differently named team in the **same** category at the same competition meet, but **may** compete with a differently named team in a **different category** at the same meet, subject to paragraph 2.9 below.

2.9 With the exception of camera flyers, any competitor wishing to compete with multiple teams as permitted by paragraph 2.8 must liaise with the host DZ at least 7 days in advance of the competition scheduled start date to understand manifest practicalities, and receive approval from the Meet Director prior to submittance entry forms implying their participation in more than one team. Although every effort will be made to accommodate competitors wishing to enter more than one team after this date, permission will be at the sole discretion of the Meet Director.

2.10 Teams should enter the category appropriate to the team's ability. Teams are encouraged to remember the spirit of the competition and move on as ability / experience improves year on year, and with due regard to the team members' past achievements, currency and mix thereof.

2.11 UKSL league points will be awarded for teams competing in the British Skydiving 4-Way National Championships in accordance with UKSL rules document Form 165, the points structure for which is more specifically set out in Section 8 of that document.

3. TEAM CAMERA FLYERS & POOL CAMERA FLYERS

3.1 As per paragraph 2.5, if a team wishes to utilise a pool camera flyer it shall enquire with the host DZ regarding availability and detail this on the team's entry form in advance of submission.



- 3.2 Teams shall not have a choice in which specific pool camera flyer is allocated, and these may be different for each competition round. It is highly recommended for teams to bring their own camera flyer.
- 3.3 If camera flyers are jumping for more than one team, the host DZ reserves the right to alter the order of jumping to optimise manifest efficiencies. Any camera flyers filming more than 1 team must have 2 sets of appropriate equipment (i.e. as a minimum, 2 x fully serviceable and suitable rigs).
- 3.4 As per paragraph 7(c) of the British Skydiving 4-Way FS General rules, ALL camera flyers must have an audible altimeter, have a single point release on their helmet and the CI at the DZ must approve the helmet for use in the competition during kit and documentation checks.
- 3.5 Camera flyers must ensure their camera set up is compatible with the scoring system.
- 3.6 The Hosting DZ will put procedures in place to ensure that the camera flyers offered as “pool camera” have adequate formation skydiving camera experience, such that their performance will not unduly affect the team’s score. Only under exceptional circumstances (in the sole judgement of the Chief Judge and Meet Director) will a pool camera flyer’s performance be deemed grounds for a re-jump. The incurrence of (a reasonable number of) camera busts alone shall not be automatic grounds for a re-jump. Amongst other factors, the Chief Judge and Meet Director may wish to consider the average number of camera busts incurred across a representative sample dataset to guide their judgement over what constitutes exceptional circumstances.

4. CONDITIONS APPLIED TO FACILITATE NATIONAL CHAMPION RESULT

- 4.1 The 4-Way FS National Championships will be held with an overarching aim to determine the AAA category 4-Way British National Champions over as many of the scheduled rounds as possible.
- 4.2 Consequently, if after the penultimate scheduled competition date has elapsed fewer than 6 full rounds have been completed by those competing in the AAA category – and if the Meet Director judges that the remaining competition time compromises 6 full rounds being completed by that category by the scheduled competition end time – jumping for all categories not competing in AAA may be suspended, and priority for manifesting the remaining rounds may be given to the teams in the AAA categories.
- 4.3 If the provisions of paragraph 4.2 are enacted, once the AAA category has completed 6 full rounds, jumping for all categories not competing in the AAA category shall recommence with priority given to those categories until they have completed 6 full rounds.



4.4 If the provisions of 4.2 and 4.3 are enacted, once all teams in all categories have completed 6 full rounds, manifest shall return to the typical approach as applied prior to the enactment of paragraph 4.2.

4.5 If it is judged unlikely that a round will be completed, that round will only commence at the Meet Director's discretion.

4.6 The FS 4-Way National Championships will be called with results based upon the completed rounds.

5. ABORTED JUMPS

5.1 Pertaining to jump run:

- a. If a team does not jump on their first assigned jump run, they may make no more than one additional jump run, unless authorised by the pilot to do so or where it is apparent that the team is exhibiting good safety practice or common sense in making additional passes.
- b. The competitor or team may choose to abort a jump for any pertinent reason and may descend with the aircraft. Whilst the length of time elapsed since take-off of the aircraft is not considered a pertinent reason to abort a jump, if the aircraft spends more than fifteen (15) minutes above 3000 m (10,000 ft) msl or ten (10) minutes above 3650 m (12,000 ft) msl and there is no supplementary oxygen provided, that will constitute a pertinent reason. If a jump run is aborted and the meet director decides that the reason is pertinent, the jump must then be made at the earliest opportunity.
- c. If a competitor or team fails to follow the provisions of both limbs of paragraph 5.1 above or aborts a jump without a pertinent reason (as determined by the Meet Director) they will receive a score of zero for the jump.

5.2 Pertaining to meteorological conditions:

- a) Jumping will continue whilst - in the opinion of the Meet Director and the Chief Judge - satisfactory weather conditions for both jumping and judging purposes prevail. (For UK Nationals as per the British Skydiving Ops Manual).
- b) No further exits will be made following the interruption of an event by reason of weather conditions until the conditions are again satisfactory. The performance of jumpers or teams that have already exited the aircraft will, if possible, be evaluated.



For the avoidance of doubt; the Meet Director and Chief Judge shall hold authority over the decision as to the suitability of weather conditions for jumping and judging. Teams are expected to board the aircraft for any round it is manifested for. Any team that chooses not to board the aircraft for a manifested round will score zero for that round.

The Meet Director and Chief Judge will do their utmost to ensure that competitors are only asked to board the aircraft when meteorological conditions are suitable; however, the host DZ reserves the right to charge competitors the full price for any further lifts required to complete the round, even if the Meet Director decides that the reason for non-exit was "pertinent".

6. DEFINITION OF WORDS AND PHRASES

6.1 Formation: consists of competitors linked by grips.

6.2 Grip: consists of stationary contact between any part of the palm side of the hand and / or fingers of one jumper, and an arm, leg or foot of another jumper as shown in paragraph 18.5.

6.3 Body: consists of the entire competitor and their equipment.

6.4 Dive Pool: consists of the Random Formations and Block Sequences depicted in the addenda to these rules.

6.5 Subgroup: is the individual jumper, or linked jumpers, required to complete a designated manoeuvre during the inter of a block sequence.

6.6 A subgroup's center point: is one of the following:

- a) The defined grip or the geometric centre of the defined grips within a subgroup of linked jumpers.
- b) The geometric centre of an individual's torso.

6.7 Total Separation: is when all competitors show at one point in time they have released all their grips and no part of their arms have contact with another body.

6.8 Inter: is an intermediate requirement within a block sequence which must be performed as depicted in the dive pools.



6.9 Sequence: is a series of random formations and block sequences which are designated to be performed on a jump.

6.10 Scoring formation: is a formation which 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 after exit, must be preceded by a correctly completed and clearly presented total separation or inter, as appropriate.

6.11 Infringement: is one of the following:

- a) An incorrect or incomplete formation which is followed within working time by either:
 - i. a total separation or,
 - ii. an inter, whether correct or not.
- b) A correctly completed formation preceded by an incorrect inter or incorrect total separation.
- c) A formation, inter, or total separation not clearly presented.

6.12 Omission: is one of the following:

- a) A formation or inter missing from the drawn sequence.
- b) No clear intent to build the correct formation or inter is seen and another formation or inter is presented and there is an advantage to the team resulting from the substitution.
- c) If both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.

6.13 Working Time: is the period of time during which teams are scored on a jump which starts the first moment any competitor (other than the Videographer) separates from the aircraft, as determined by the Judges, and terminates a number of seconds later as specified paragraph 7.

6.14 NV: Formations, inters, or total separations not visible on screen due to meteorological conditions (such as rain, clouds, sun etc), or factors relating to the Videographer's video equipment that cannot be controlled. Solar interference resulting in a formation or inter not being visible will constitute an NV.

6.15 Judgement Call: An assessment by the judges of a formation, infringement or omission that is not unanimous.

7 WORKING TIME, EXIT ALTITUDE & TIME BETWEEN ROUNDS



- 7.1 Working time shall be either 20 seconds or 35 seconds.
- 7.2 The normal (aspired to) exit altitude shall be 3,200 meters / 10,500 feet AGL with a normal working time of 35 seconds.
- 7.3 For meteorological reasons only, and with the consent of the Meet Director and the Chief Judge, the exit altitude and/or working time may be changed. If the exit altitude is lowered from 3,200 meters / 10,500 feet AGL, the working time shall be reduced to 20 seconds.
- 7.4 If a reduced working time is introduced part way through any particular category's round, the scores from that round will be rendered void and the next round will commence.
- 7.5 The ideal exit altitude shall be 3,960 meters / 13,000 feet AGL.
- 7.6 The minimum exit altitude shall be 2,290 meters / 7,500 feet AGL.
- 7.7 For minimum time between competition rounds, please refer to FAI Sporting Code Section 5, para 5.2.5.

8 OBJECT OF THE EVENT

- 8.1 The objective of the event is for the team to complete as many scoring formations as possible within the working time, while correctly following the sequence for the round.
- 8.2 The sum of the scores from all completed rounds is used to determine the placing of teams. Only one completed round per competing category is required to declare champions.
- (N.B. for the avoidance of doubt; a completed round is a round where all teams in a particular category have performed that particular round's sequence and had their video footage scored. This could result in a different number of completed rounds for each competing category).
- 8.3 If two or more teams have equal scores the following order of procedures will be applied to determine the final placings:
- a) the highest score from one tie break round, if possible (for the first three placings only).
The tie-break round will be the next drawn round of the competition,
 - b) the highest score in any completed round,



- c) the highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken,
- d) the fastest time (measured to hundredths of a second) to the last formation scored without infringement by both teams in the last completed round. Starting time must be that used for original evaluation of the jump.

9 PERFORMANCE REQUIREMENTS

9.1 Each round consists of a sequence of formations depicted in the dive pools defined in Section 19, as determined by the draw.

9.2 It is the responsibility of the team to clearly present the start of working time, correct scoring formations, inters and total separations to the judges.

9.3 Scoring formations need not be perfectly symmetrical, but they must be performed in a controlled manner. Mirror images of random formations and whole block sequences are permitted.

9.4 In sequences, total separation is required between block sequences, between random formations, and between block sequences and random formations.

9.5 Where degrees are shown, (180°, 270°, 360°, 540°), this indicates the approximate degrees and direction of turn required to complete the inter as intended. The degrees shown are approximately that amount of the circumference of the subgroup's centerpoint to be presented to the centerpoint(s) of the other subgroup(s). For judging purposes, the approximate degrees and direction of turn of subgroups centerpoints will be assessed using only the two dimensional video evidence as presented. Degrees of turn performed must be in a single direction.

9.6 Contact is allowed between different subgroups during the inter of a block sequence.

9.7 Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other jumpers in that subgroup.

9.8 Assisting handholds on other bodies in a scoring formation are not permitted.

9.9 Handholds by the jumper on their own body within a subgroup or a scoring formation are permitted.



10 GENERAL RULES

10.1 Teams may consist of competitors of any gender, except where a team wishes to declare themselves as eligible to represent British Skydiving at a FCE in the female category where (except for the videographer) all competitors must be female.

10.2 The draw:

- a) The draw of the sequences will be done publicly and supervised by the Chief Judge. Teams will be given not less than two hours knowledge of the results of the draw before the competition starts.
- b) Event Draw: All the "Blocks" (numerically numbered) and the "Random Formations" (alphabetically marked) applicable (see 6.3) as shown in the appropriate annex will be singularly placed in one container. Individual withdrawal from the container (without replacement) will determine the sequences to be jumped in each round. Each round will be drawn so as to consist of up to the required numbers below. An appropriate computer software generated version of the above draw process may be utilised.
- c) Use of Dive Pool: Each block or formation will be drawn only once for the scheduled rounds of each competition. In the event that additional rounds are necessary, due to the tie-breaking jump-off, the dive pool for this round will consist of the blocks and formations which were not drawn for the scheduled rounds. In the event that all of the remaining blocks and formations do not complete the tie breaking round, the draw will continue from an entire original dive pool in that event, excluding any blocks or formations which have already been drawn for that round.
- d) AAA and AAA (Open) Event Draw: The draw will be comprised of 5 or 6 scoring formations per round, whichever number is reached first.
- e) AA 4-way Event Draw: The draw will be comprised of 4 or 5 scoring formations per round, whichever number is reached first.
- f) A 4-way Event Draw: The draw will be comprised of 3 or 4 scoring formations per round, whichever number is reached first.
- g) Rookie 4-way Event Draw: The draw will be comprised of 3 scoring formations per round.

11 VIDEO TRANSMISSION & RECORDING



11.1 Each team shall provide the video evidence required to judge each round. Each freefall Videographer must use the video transmission system if provided by the Organiser.

11.2 "Freefall camera equipment" shall consist of the complete video system(s) used to record the video evidence of the team's freefall performance, including the camera(s), recording media, cables, and battery(ies).

11.3 All footage submitted for scoring must comply with the following criteria:

- a) Resolution: High definition 1080 pixels.
- b) Framerate: minimum of 50 FPS.
- c) Memory card speed: minimum Class 10.

11.4 The videographer is responsible for ensuring the compatibility of the freefall camera equipment with the scoring system. Cameras with a 360° angle lens type attached may not be used.

11.5 Failure to meet any of these requirements will result in a 20% score penalty (rounded down to the next whole number) for that round.

11.6 As soon as possible after each jump is completed, the freefall videographer must deliver the freefall camera equipment (including the media used to record that jump) for dubbing at the designated dubbing station. The video evidence must remain available for viewing or download until all scores are posted as final.

11.7 Only one video recording will be dubbed and judged. Secondary video recordings may only be used in NV situations.

11.8 If the Competition Officials determine that the freefall camera equipment has been deliberately tampered with, the team will receive no points for all competition rounds involved with this tampering.

11.9 The dubbing station will be as close to the landing area as possible.

12 EXIT PROCEDURE

12.1 There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons.

12.2 The exit will be controlled by radio and commands relayed to the team in the aircraft by the pilot or crew. Exit commands will be made using an appropriate signal system.

13 SCORING

- 13.1A team will score one point for each scoring formation performed in the sequence within the allotted Working Time of each round. Teams may continue scoring by continually repeating the sequence.
- 13.2 For each omission three points will be deducted. If both the inter and the second formation in a block sequence are omitted, this will be considered as only one omission.
- 13.3 If an infringement in the scoring formation of a block sequence is carried into the inter (ref. 2.9.), 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.
- 13.4 The minimum score for any round is zero points.

14 RE-JUMPS

- 14.1In a NV situation, the video evidence will be considered insufficient for judging purposes, and the Competition Officials will assess the conditions and circumstances surrounding that occurrence. In this case a re-jump will be offered unless the Competition Officials determines that there has been an intentional abuse of the rules by the team, in which case no re-jump will be granted and the team's score for that jump will be zero.
- 14.2 Contact or other means of interference between competitors in a team and/or their camera flyer shall not be grounds for the team to request a re-jump.
- 14.3 Adverse weather conditions during a jump are no grounds for protest. However, a re-jump may be granted due to adverse weather conditions, at the discretion of the Chief Judge. Solar interference shall be taken into the Chief Judges consideration for application of this paragraph 14.3 as per FAI rules and process.
- 14.4 Problems with a competitor's equipment (including freefall camera equipment) shall not be grounds for the team to request a re-jump.

15 JUDGING

- 15.1The competition jumps will be judged as the Videographer provides the video evidence.



- 15.2 The judging will, as far as practical circumstances allow (landings out, re-jumps etc), be judged in the reverse order of placing for the semi-final and final in the senior categories and final only in other categories.
- 15.3 Three Judges must evaluate each team's performance.
- 15.4 To afford the Judges the best chance to score each jump fairly and accurately, in certain (predetermined) circumstances it may be necessary for video footage to be reviewed at a slower speed. Furthermore; to cater for differing category competence and differing sequence complexities, the selected speed reduction may differ per category and per competition round, but NEVER between teams within a category.
- 15.5 The following aims to set out the circumstances under which these principles will apply:
- a) The Chief Judge will decide prior to the start of each competing category's round the percentage of reduced speed to be used for that round and for each category.
 - b) The moment of freeze frame at the end of working time will be determined at the first viewing.
 - c) The freeze frame from the first viewing will be applied on each viewing.
 - d) The Judges will watch the video evidence of each jump one time at normal speed to determine points in time.
 - e) If a judgement call occurs, a second viewing of the jump will be conducted at normal or reduced speed between 50-90 percent of normal speed.
 - f) At the request of the Event Judge a (3rd) third view of part(s) of the jump can be conducted at normal or reduced speed.
 - g) The speed of the second and (if applicable) third viewings (normal or reduced) will be determined by the Event Judge
- 15.6 If, after the viewings are completed, and within fifteen seconds of the knowledge of the result, the Chief Judge, Event Judge or any Judge on the panel considers that an absolutely incorrect assessment has occurred, the Chief Judge or Event Judge will direct that only that part(s) of the jump in question be reviewed at reduced speed in accordance with the relevant review rules herein. If the review results in a minimum two to one judge decision by the Judges on the part(s) of the performance in question, the score for the jump will be adjusted accordingly. Only one review is permitted for each jump.



15.7 The Judges will use the electronic scoring system to record their evaluation of the performance. The Judges may correct their evaluation record after the jump has been judged. Corrections to the evaluation record can only be made before the Chief Judge signs the score sheet. All individual judge's evaluations will be published.

15.8 A majority of Judges must agree in the evaluation in order to:

- a) credit the scoring formation, or
- b) assign an infringement, or
- c) assign an omission, or
- d) determine an NV situation.

15.9 The chronometer will be operated by the Judges or by a person(s) appointed by the Chief Judge. If Judges cannot determine the start of the working time, the following procedure will be followed. Working time will start as the videographer separates from the aircraft and a penalty equal to 20% (rounded down) of the score for that jump will be deducted from the score for that jump.

16 MEDALS

16.1 All team members in the event will be awarded medals if placed First, Second or Third.

16.2 In the unlikely event of a tie after all tie-breakers, joint positions and medals may be awarded. The same logic should apply for all ties where the next medal is not awarded. For example:

- a) Two teams are joint 1st so both receive a gold medal - the next team has placed 3rd so receives a bronze medal.
- b) Two teams are joint 2nd and so gold-silver-silver is awarded. No bronze medal is awarded to the team in 4th place.
- c) Two teams are joint 3rd so gold-silver-bronze-bronze may be awarded.

17 DETERMINATION OF CHAMPION TEAMS

17.1 The sum of the scores attained by each team for every completed round when sorted in descending order shall determine the team placings. The champion team in each category shall be the team that scores the highest total number of points.

18 DEFINITIONS OF SYMBOLS

18.1 Indicates direction of turn by the subgroup:



18.2 Indicates turn by the subgroup in either direction:



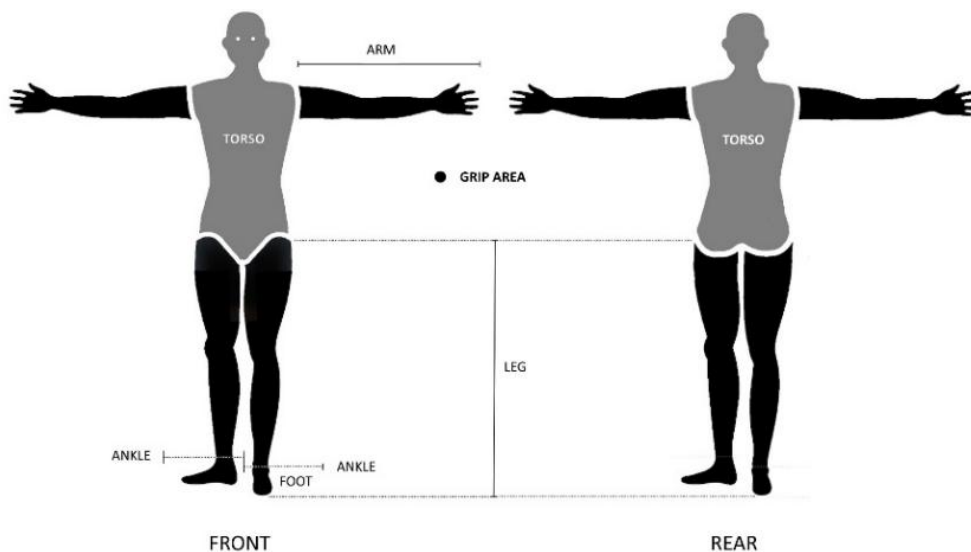
18.3 Indicates turns by all subgroups:



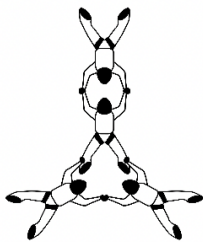
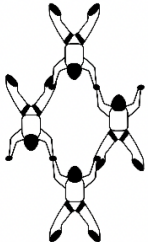
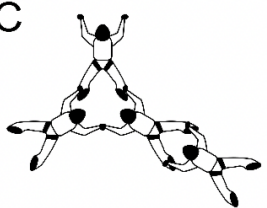
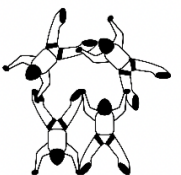
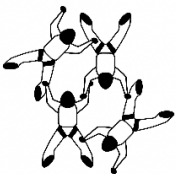
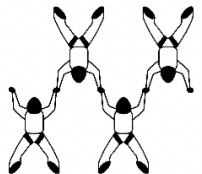
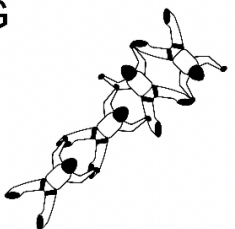
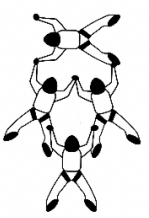
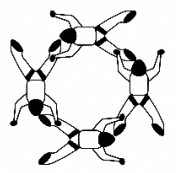
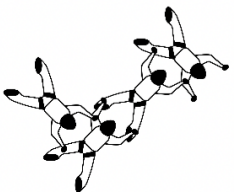
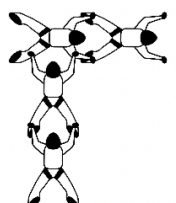
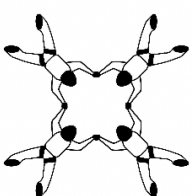
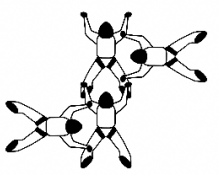
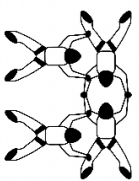
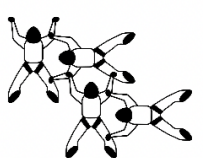
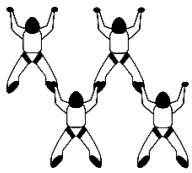
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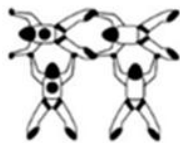
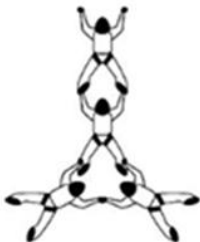
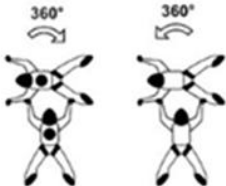
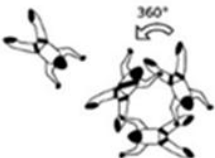
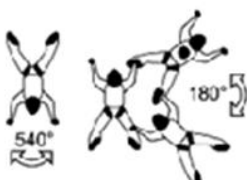
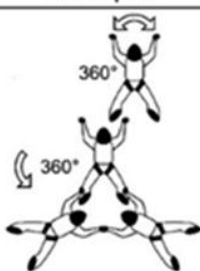
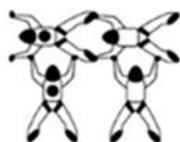
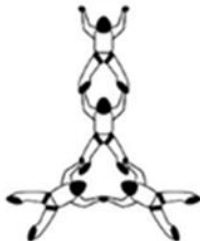
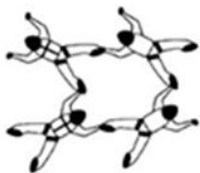
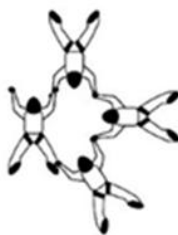
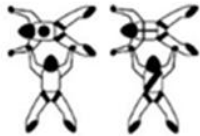
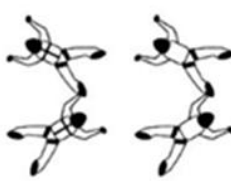
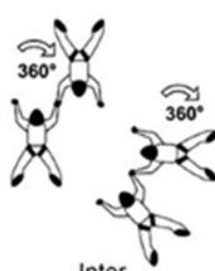
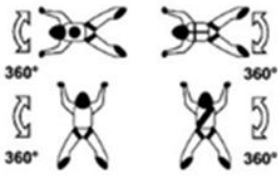
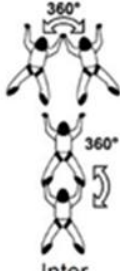
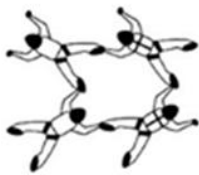
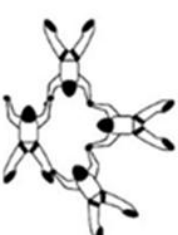


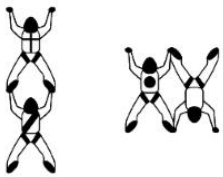
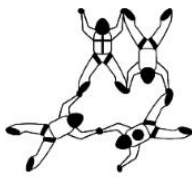
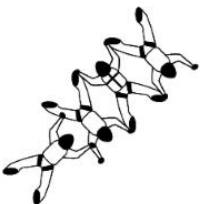
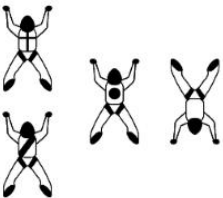
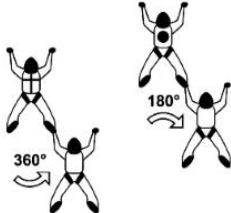
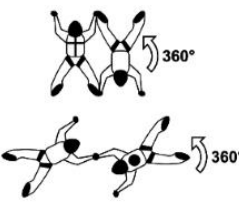
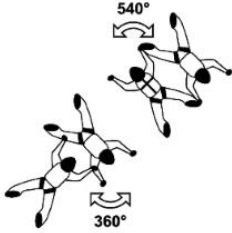
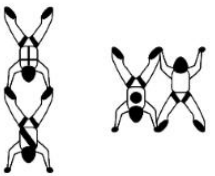
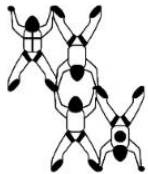
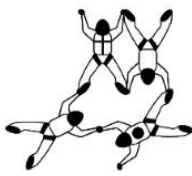
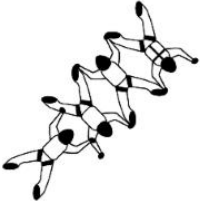
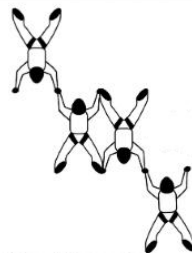
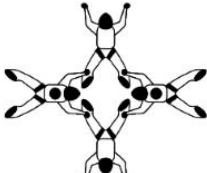
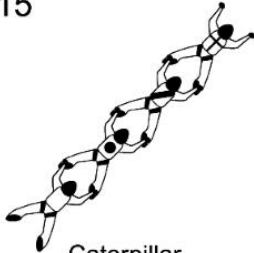
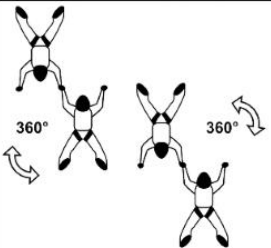
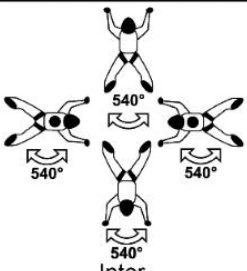
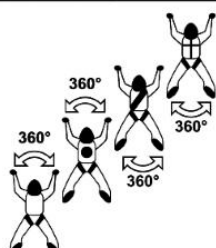
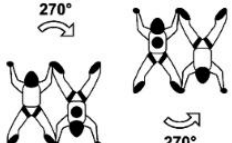
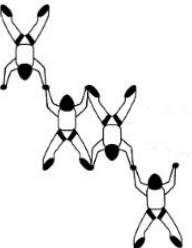
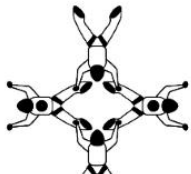
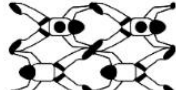
18.5 Visualisation for grip positions:

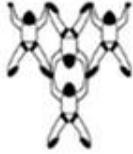
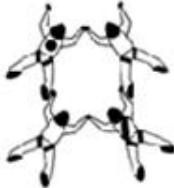
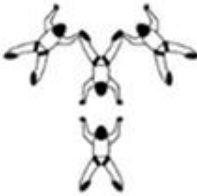
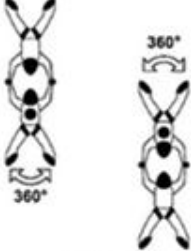
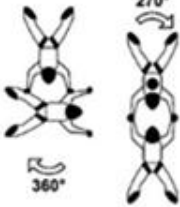
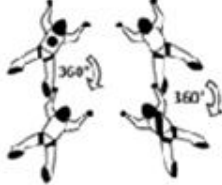
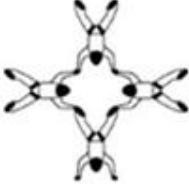
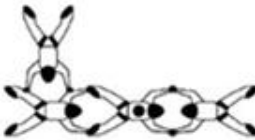
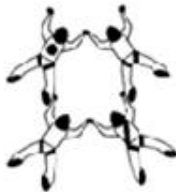
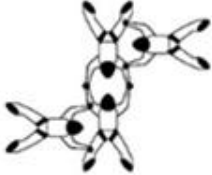
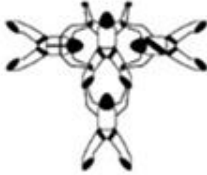
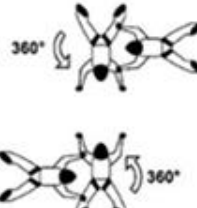
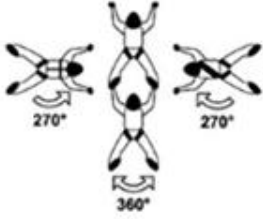
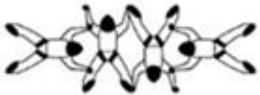
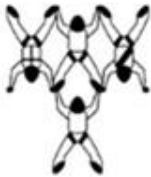


19 FORMATION SKYDIVING 4-WAY RANDOM & BLOCK DIVEPOOL

A  Unipod	B  Stairstep Diamond	C  Murphy Flake	D  Yuan
E  Meeker	F  Open Acordion	G  Cataccord	H  Bow
J  Donut	K  Hook	L  Adder	M  Star
N  Crank	O  Satellite	P  Sidebody	Q  Phalanx

1	2	3	4
			
Molar	Sidebody Donut	Side Flake Cpal	Monopod
			
Inter	Inter	Inter	Inter
			
Molar	Side Flake Donut	Turf	Monopod
5	6	7	8
			
Opal	Stardian	Sidebuddies	Canadian Tee
			
Inter	Inter	Inter	Inter
			
Opal	Stardian	Sidebuddies	Canadian Tee

9  Cat+Accordian	10  Diamond	11  Photon	12  Bundy
 Inter	 Inter	 Inter	 Inter
 Cat+Accordian	 Bunyip	 Photon	 Bundy
13  Mixed Accordian	14  Bipole	15  Caterpillar	16  Compressed
 Inter	 Inter	 Inter	 Inter
 Mixed Accordian	 Bipole	 Caterpillar	 Box

17  Danish Tee	18  Zircon	19  Ritz	20  Zipper
 Inter	 Inter	 Inter	 Inter
 Murphy	 Zircon	 Icepick	 Zipper
21  Zig Zag	22  Tee		
 Inter	 Inter		
 Marquis	 Chinese Tee		