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BRITISH SKYDIVING VFS 2-WAY and 4-WAY NATIONAL CHAMPIONSHIPS 2026

TECHNICAL RULES

(Note: this document details the technical rules, and should be read alongside document "British Skydiving VFS 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 Vertical Formation Skydiving Advanced – 8 rounds.
- 2-Way Vertical Formation Skydiving – 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.

2 DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

2.1 Body

Consists of the entire competitor and their equipment.

2.2 Dive

pool

Consists of the Random Formations and Block Sequences depicted in the Annexes to these rules.



2.3 Formation

Consists of competitors linked by grips. For VFS with each competitor in the correct orientation.

2.4 Grip

Consists of a stationary contact between any part of the palm side of the hand and/or fingers, and an arm, leg, or foot of another jumper as shown in 7.2. For VFS a foot grip extends to (and includes) the ankle.

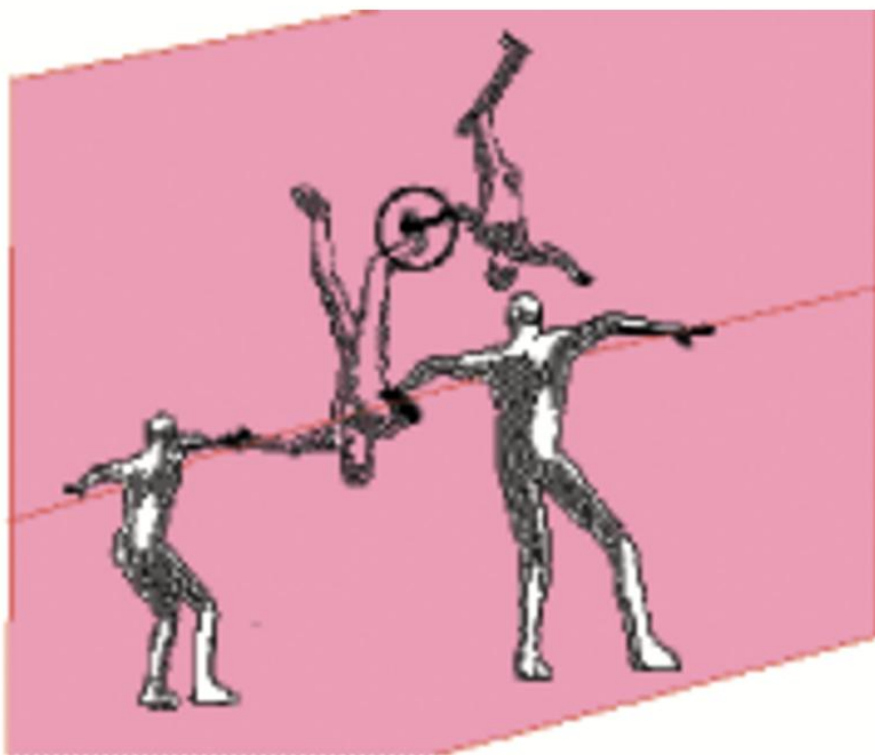
2.5 Grip

line

This is the line linking the torsos of two competitors via their arms or legs and feet and the grip that joins them.

- 2.5.1 For 4-way VFS, Clarification regarding random (O) - There is an imaginary vertical plane passing through the handgrips, with outside competitors having the hand grips on one side of the vertical plane and the competitor taking the leg grip on the other side of the vertical plane. No grip line may cross the vertical plane within the formation.

NB Formation (O) is not currently used at the British Skydiving Nationals



- 2.5.2 For 2-way VFS: clarification regarding randoms (F), (J) and (P) - the torsos of both competitors must be on the correct side of the grip line for the grips to be valid

2.6 Infringement

Is one of the following:

- 2.6.1 An incorrect or incomplete formation which is followed within working time by either:
 - A total separation or,
 - an inter, whether correct or not.
- 2.6.2 A correctly completed formation preceded by an incorrect inter or incorrect total separation.
- 2.6.3 A formation, inter, or total separation not clearly presented.

2.7 Inter

Is an intermediate requirement within a block sequence which must be performed as depicted in the dive pools.

2.8 Judgement

call

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

2.9 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 freefall video equipment that cannot be controlled. Solar interference resulting in a formation or inter not being visible will constitute an NV.

2.10 Omission

Is one of the following:

- 2.10.1 A formation or inter missing from the drawn sequence
- 2.10.2 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.
- 2.10.3 If both the inter and second formation in a block sequence are omitted, this will be considered as only one omission.

2.11 Round

A prescribed competition performance as described in these rules. A round has been completed when it has been performed by all participants in the relevant competition and been validly scored.

2.12 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.

2.13 **Sequence**

Is a series of random formations and block sequences which are designated to be performed on a jump.

2.14 **Subgroup**

Is the individual jumper, or linked jumpers, required to complete a designated maneuver during the inter of a block sequence.

2.15 **A subgroup's centerpoint**

Is one of the following:

2.15.1 The defined grip or the geometric center of the defined groups within a subgroup of linked jumpers.

2.15.2 The geometric center of an individual's torso.

2.16 **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.

2.17 **VFS orientation**

2.17.1 "The vertical": An imaginary line running parallel to the relative wind (see diagram).

2.17.2 "The horizontal": An imaginary line running perpendicular to the relative wind (see diagram).

2.17.3 "The flyers line": An imaginary, straight line of infinite length, roughly following the flyer's spine, from the center of the flyer's hips through the center of the flyer's head and beyond.

2.17.4 "The Hourglass": The acceptable range of deviation from the Vertical that a flyer's line may take when meeting an orientation requirement (head up or head down). A flyer's orientation shall be judged with The Vertical and the Horizontal intersection at the flyer's hips.

2.17.5 "Head Up": The flyer's line must fall within, and remain within, the upper portion of the Hourglass.

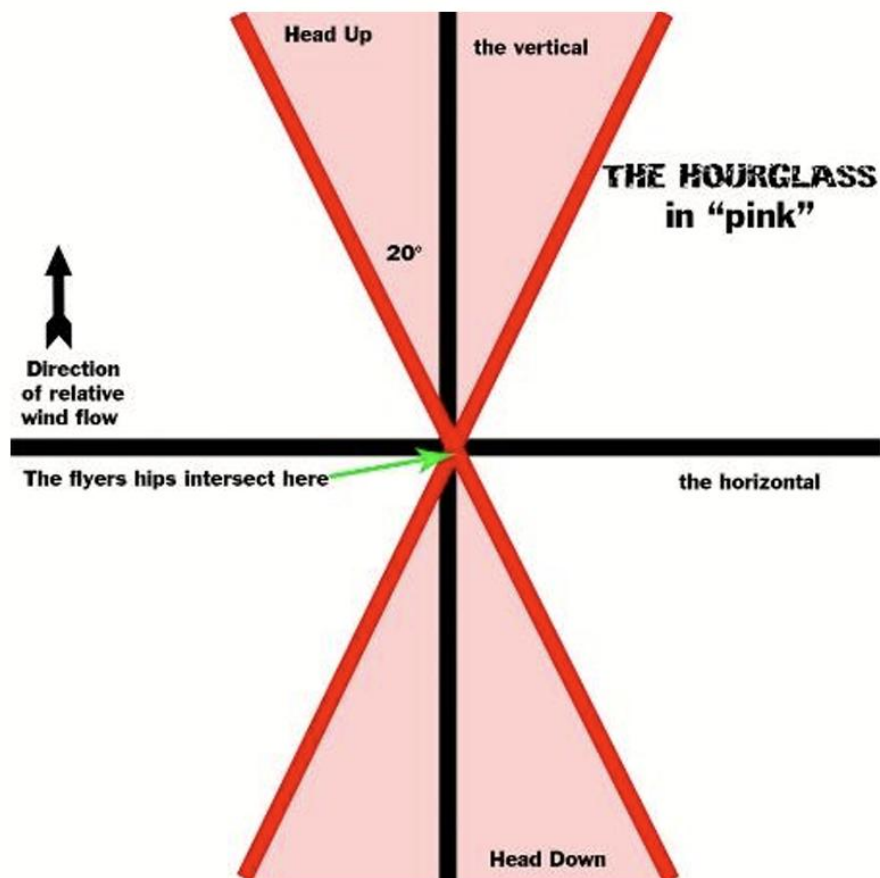
2.17.6 "Head Down": The flyer's line must fall within, and remain within, the lower portion of the Hourglass.

2.17.7 "Bellyflying": N/A



2.17.8 "Backflying":

N/A



2.18 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 in 3.1.

2.19 Zenith

Point of the celestial sphere located vertically above the head of an observer.

3 THE EVENTS

3.1 The discipline will be comprised of the follow events:

~~3.1~~

A) a) VFS 4-way "advanced" – 8 rounds using:

Only using the following randoms and blocks from Addendum E & F:

Blocks: 1, 3, 4, 7, 8, 9, 11, 13, 14, 16, 20, 21, 22

Randoms: A, C, E, H, J, K, L, P, Q

Addendum E: Vertical Formation Skydiving 4-way Block Pool 2026

Addendum F: Vertical Formation Skydiving 4-way Random Pool 2026

~~B)~~

~~B)~~ VFS 2-way – 8 rounds using:

Addendum G: Vertical Formation Skydiving 2-way 2026

3.1.1 N/A

3.1.2 All VFS events: Exit altitude is 3960 meters / 13000 feet AGL.
Working time is 35 seconds.

3.1.3 N/A

3.1.4 For meteorological reasons only, and with the consent of the Chief Judge and/or the Meet Director the exit altitude and/or working time may be reduced to continue the competition. In this case the following conditions will apply:

3.1.4.1 The working time will be 20 or 35 seconds for the VFS events. The reduced working time must be used if the exit altitude is lowered. The exit altitude and/or working time may only be changed for one or more whole rounds.

3.1.4.2 The minimum exit altitude will be 2750 meters / 9000 feet AGL for the VFS events.

3.1.5 Where possible the Meet Director will attempt to schedule VFS rounds at times when the sun is not within 20 degrees of the zenith to allow the team videographer to clearly video their team. Consideration should also be given to aircraft run in for all events to minimise sun interference on exit.

3.2 Objective of the events

3.2.1 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.

3.2.2 The accumulated total of all rounds completed is used to determine the placing of teams. Only one completed round is required to declare champions.

3.2.2.1 If two or more teams have equal scores, the following order of procedures will be applied to determine the final placings:

- i) 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,
- ii) The highest score in any completed round,
- iii) The highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken,
- iv) The fastest time (measured to hundredths of a second) to the last formation scored within infringement by both teams in the last completed round. Starting time must be that used for the original evaluation of the jump.



3.3 Performance Requirements

- 3.3.1 Each round consists of a sequence of formations depicted in the dive pools of the appropriate addendum, as determined by the draw.
- 3.3.2 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.
- 3.3.3 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. For VFS mirror images are only permitted when set in a vertical plane.
- 3.3.4 In sequences, total separation is required between block sequences, between random formations, and between block sequences and random formations.
- 3.3.5 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 center point to be presented to the center point(s) of the other subgroup(s). For judging purposes, the approximate degrees and direction of turn of subgroup center points will be assessed using only the two dimensional video evidence as presented. Degrees of turn must be in a single direction.
- 3.3.6 Contact is allowed between different subgroups during the inter of a block sequence. If an inter requires orientation change of a subgroup, no grip may be taken between that subgroup and any other subgroup during the orientation change.
- 3.3.7 Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other jumpers in that subgroup.
- 3.3.8 Assisting handholds on other bodies in a scoring formation are not permitted.
- 3.3.9 Handholds by the jumper on their own body within a subgroup or a scoring formation are permitted.
- 3.3.10 For VFS, no grip line (ref 2.3) may cross another grip line within a formation.

4 GENERAL

RULES

- 4.1 Teams may consist of competitors of either or both sexes.
 - 4.1.1 Individuals competing in all categories of VFS must hold FF2 (or equivalent at the discretion of the Meet Director, with exception of 4.1.2.
 - 4.1.2 Videographers for 2-way VFS holding only FF1 may be permitted to compete at the discretion of the Meet Director.

NB. Guidance for Meet Directors: 2-way VFS can be safely and sufficiently filmed "Head Up" while on-level with a 2-way formation. This contrasts with 4-way VFS which needs to be filmed from below, in a Head Down orientation. The videographer should be



confident in their own ability to stay within proximity of other flyers, who may experience sudden changes in vertical fall rate, while in a Head Up orientation. It is the responsibility of all flyers within the team to maintain a safe separation following break-off.

4.2 The

Draw

- 4.2.1 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.
- 4.2.2 Event draws: All Block Sequences (numerically numbered, worth 2 points) and the Random Formations (alphabetically marked, worth 1 point) shown in the appropriate addenda 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:
- a) 4 or 5 scoring formations, whichever number is reached first for VFS 4-way advanced.
 - b) 3 or 4 scoring formations, whichever number is reached first for VFS 2-way
- 4.2.3 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 draw or 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, to complete the competition draw.
- 4.3 Competitors are not allowed to use a wind tunnel (freefall simulator) after the draw has been made.

4.4 Jump Order

- 4.4.1 The jump order for each competition round should be determined by the jump master of each lift.

4.5 Video Transmission and Recording

- 4.5.1 Each team shall provide video evidence required to judge each round. Each freefall Videographer must use the video transmission system if provided by the Organiser.
- 4.5.2 For the purposes of these rules, "freefall video 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, and battery(ies). All video equipment must deliver a High Definition 1080 type digital signal with a minimum frame rate of 50 frames



per second, through a memory card. The videographer is responsible for ensuring the compatibility of the freefall video equipment with the scoring system.

- 4.5.3 As soon as possible after each jump is completed, the freefall videographer must deliver the freefall video 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.
- 4.5.4 Only one video recording will be dubbed and judged. Secondary video recordings may only be used in NV situations.
- 4.5.5 The dubbing station will be as close to the landing area as possible.
- 4.5.6 A competition official will be appointed by the Chief Judge prior to the start of the Judges' Conference. The Video Controller may inspect a team's freefall video equipment to verify that it meets the performance requirements as determined by him/her. Inspections may be made at any time during the competition which does not interfere with a team's performance, as determined by the Event Judge. If any freefall video equipment does not meet the performance requirements as determined by the Video Controller, this equipment will be deemed to be unusable for the competition.
- 4.5.7 N/A
- 4.5.8 If freefall video equipment is found to have been deliberately tampered with, the team will receive no points for all competition rounds involved with this tampering.
- 4.5.9 N/A

4.6 Exit procedure

- 4.6.1 There are no limitations on the exit other than those imposed by the Chief Pilot for safety reasons.
- 4.6.2 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.

4.7 Scoring

- 4.7.1 A 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.
- 4.7.2 For each omission three points will be deducted. If both the inter and second formation in a block sequence are omitted, this will be considered as only one omission.
- 4.7.3 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.
- 4.7.4 The minimum score of any round is zero points.



4.8 Re-jumps

- 4.8.1 In an NV situation, the video evidence will be considered insufficient for judging purposes, and the Chief Judge will assess the conditions and circumstances surrounding that occurrence. In this case a re-jump will be given unless the Chief Judge 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. If a re-jump is offered due to sun interference, the maximum score possible for the re-jump will be the initial score awarded plus any points lost due to the sun interference.
- 4.8.2 Contact or other means of interference between competitors in a team and/or their Videographer shall not be grounds for the team to request a re-jump.
- 4.8.3 Adverse weather conditions during a jump are not grounds for protest. However, a re-jump may be granted due to adverse weather conditions, at the discretion of the Chief Judge.
- 4.8.4 Problems with a competitor's equipment (excluding freefall video equipment) shall not be grounds for the team to request a re-jump.

4.9 Training jumps

- 4.9.1 N/A

5 JUDGING

5.1 The competition jumps will be judged as the Videographer provides the video evidence. The Chief Judge may modify this procedure with the consent of the Meet Director.

5.2 The judging will, as far as practical circumstances allow, be judged in the reverse order of placing. The Event Judge may vary this to attempt to ensure that teams receive their scores prior to performing their next rounds.

5.3 At least three judges must evaluate each team's performance.

5.4 The Judges will watch the video evidence of each jump one time at normal speed to determine points in time. The moment of freeze frame at the end of working time will be determined at the first viewing. If a judgement call occurs, a second viewing of the jump or part(s) of the jump will be conducted at normal or reduced speed between 50-90 percent of normal speed. At the request of the Event Judge a third view of part(s) of the jump can be conducted at normal or reduced speed. The speed of the second and third viewings (normal or reduced) will be determined by the Event Judge. The Chief Judge will decide prior to the start of the Competition the percentage of reduced speed to be used for the different Events. The freeze frame from the first viewing will be applied on each viewing.



5.4.1 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 5.4. If the review results in a unanimous 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.

5.5 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 evaluations will be published.

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

- i) credit the scoring formation, or
- ii) assign an infringement, or
- iii) assign an omission, or
- iv) determine an NV situation.

5.7 The chronometer will be operated by the Judges or by a person(s) appointed by the Chief Judge and will be started as determined in 2.13. 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.

6 COMPOSITION OF TEAMS

6.1 Teams for the 4-way category will consist of five (5) members including the Videographer, and may be of either or both sexes. Teams for the 2-way category will consist of three (3) members including the Videographer, and may be of either or both sexes.

6.2 Subject to any manifesting constraints, competitors including Videographers may compete in more than one team or event if agreed before the start of any event.

6.3 Each team shall appoint a Team Captain. The Team Captain shall attend meetings called by the Meet Director for the purpose of obtaining competitor advice or opinion and for purposes of the draw.

6.4 Teams may have up to one alternate flyer who must be registered before the registration deadline.



7 DEFINITION

OF

SYMBOLS

7.1 Coding in the Dive Pool annexes is as follows:

7.1.1

Indicates direction of turn by the subgroup



7.1.2

Indicates turn by the subgroup in either direction



7.1.3

Indicates turns by all subgroups



7.1.4 a)

Indicates clarification of intent VFS



7.1.4 b)

Indicates clarification of intent FS

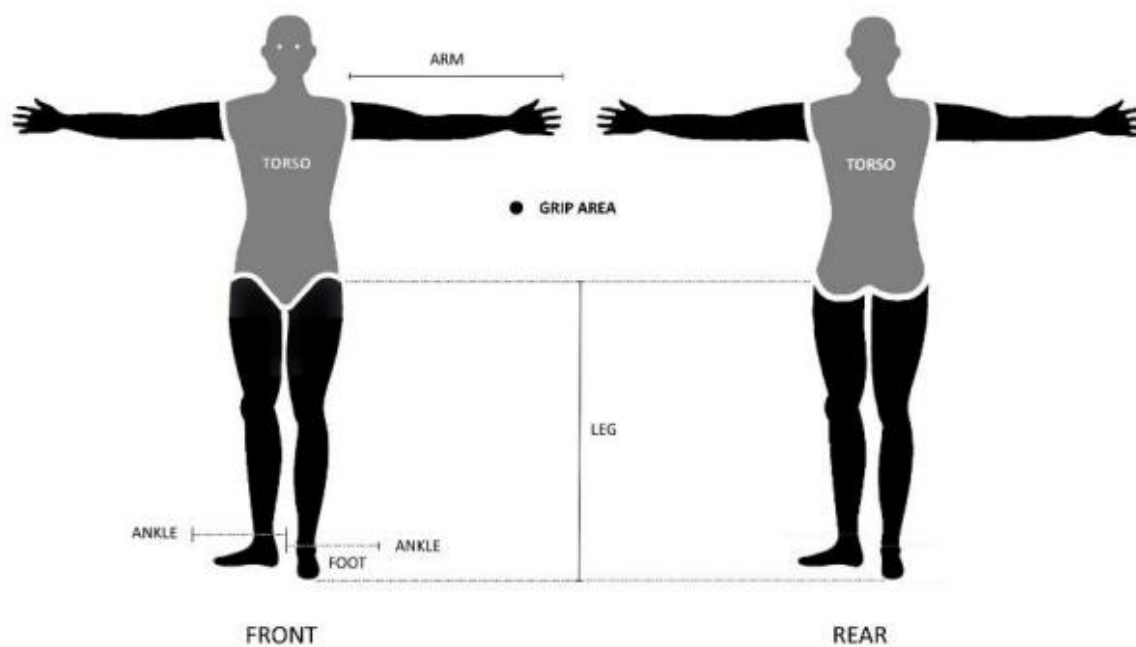


7.1.5

Indicates change of vertical orientation VFS



7.2 Visualisation for grip positions, ref 2.2:



8 PROGRAMME

OF

EVENTS

8.1 The event will consist of up to eight (8) rounds.

8.2 Minimum rounds to complete a competition is one (1) round.

9 TROPHIES AND MEDALS

9.1 A Trophy will be awarded to the British National Champions in 4-way VFS.

9.2 Medals in the British National championships will be awarded to competitors (including alternates) who placed first (gold), second (silver) and third (bronze) in the 4-way and 2-way events.

9.3 Prize giving will begin as soon as the host Drop Zone can arrange after the event has been completed and once any dignitaries who will be involved in the presentation are available.

10 FINAL DECISION

These rules will take precedence at all times. However, if due to ambiguity or omission, these rules are not deemed by the Chief Judge to be clear, the Chief Judge will refer to the FAI rules. If then no final conclusion can be reached from the FAI rules, the Chief Judge will refer the matter to the Meet Director whose decision will be final and binding.

ADDENDA

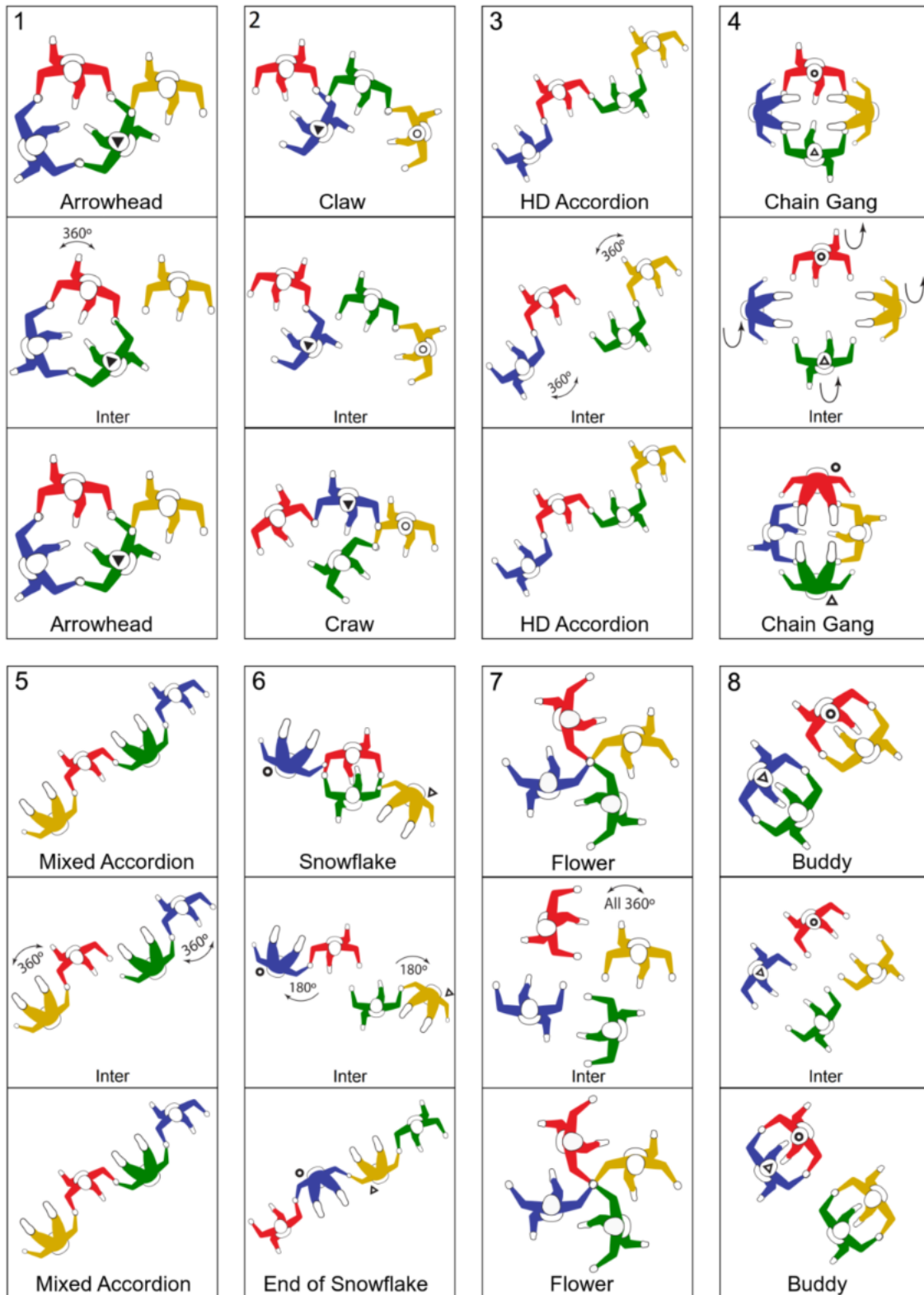
Annex E: Vertical Formation Skydiving 4-way Block Dive Pool

Annex F: Vertical Formation Skydiving 4-way Random Dive Pool

Annex G: British Skydiving Vertical Formation Skydiving 2-way Dive Pool

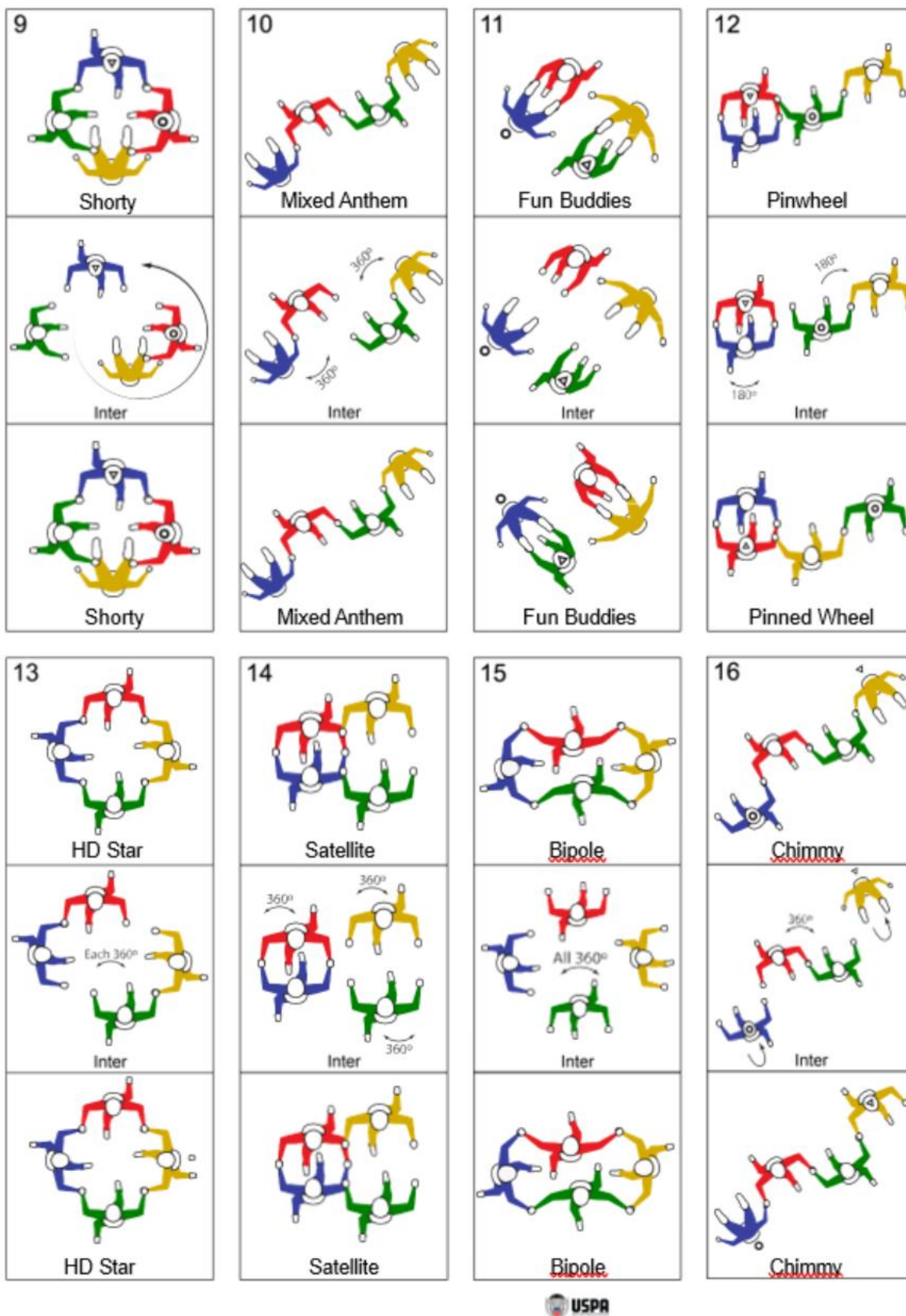
Annex E: Vertical Formation Skydiving 4-way Block Dive Pool 2026

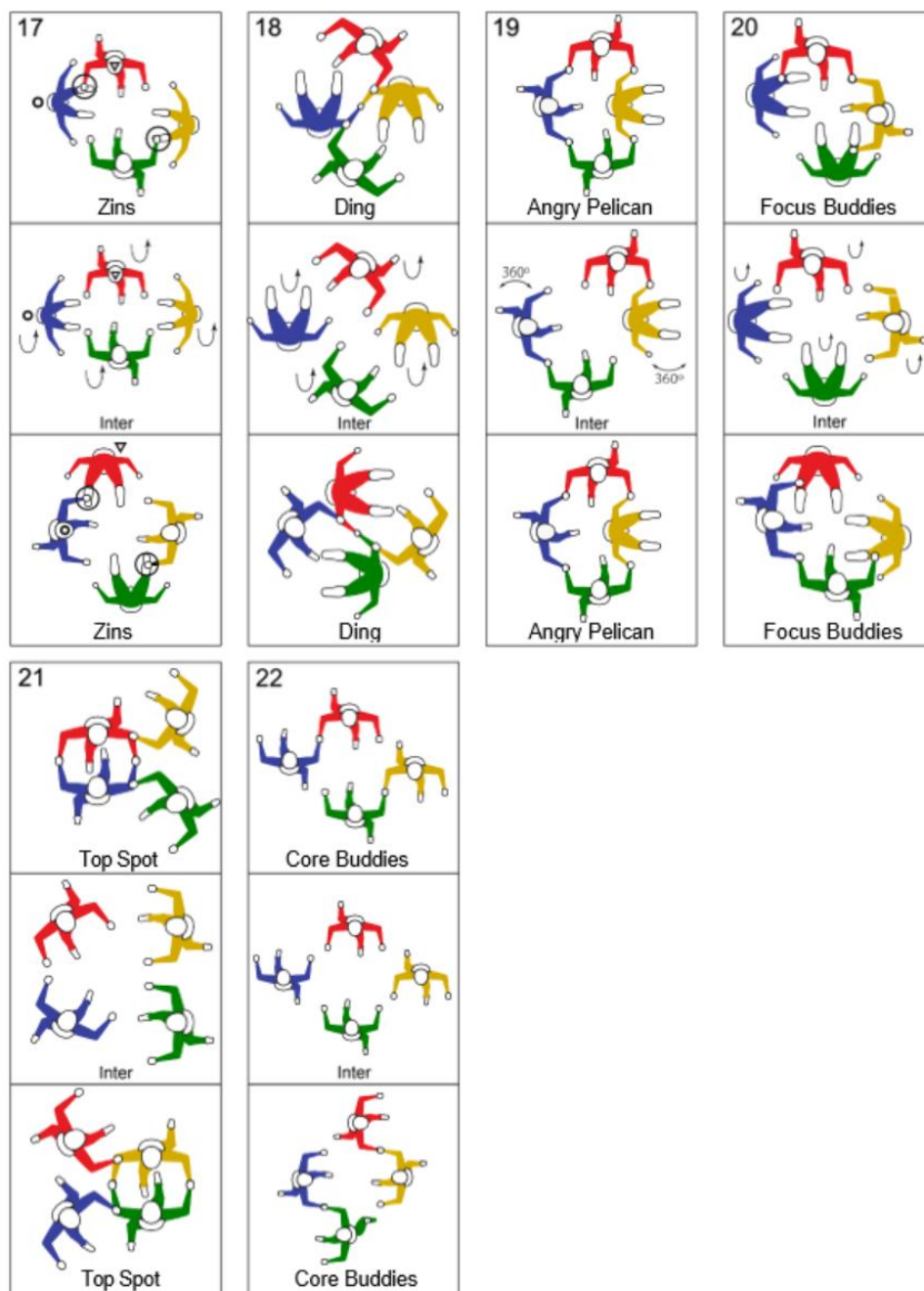




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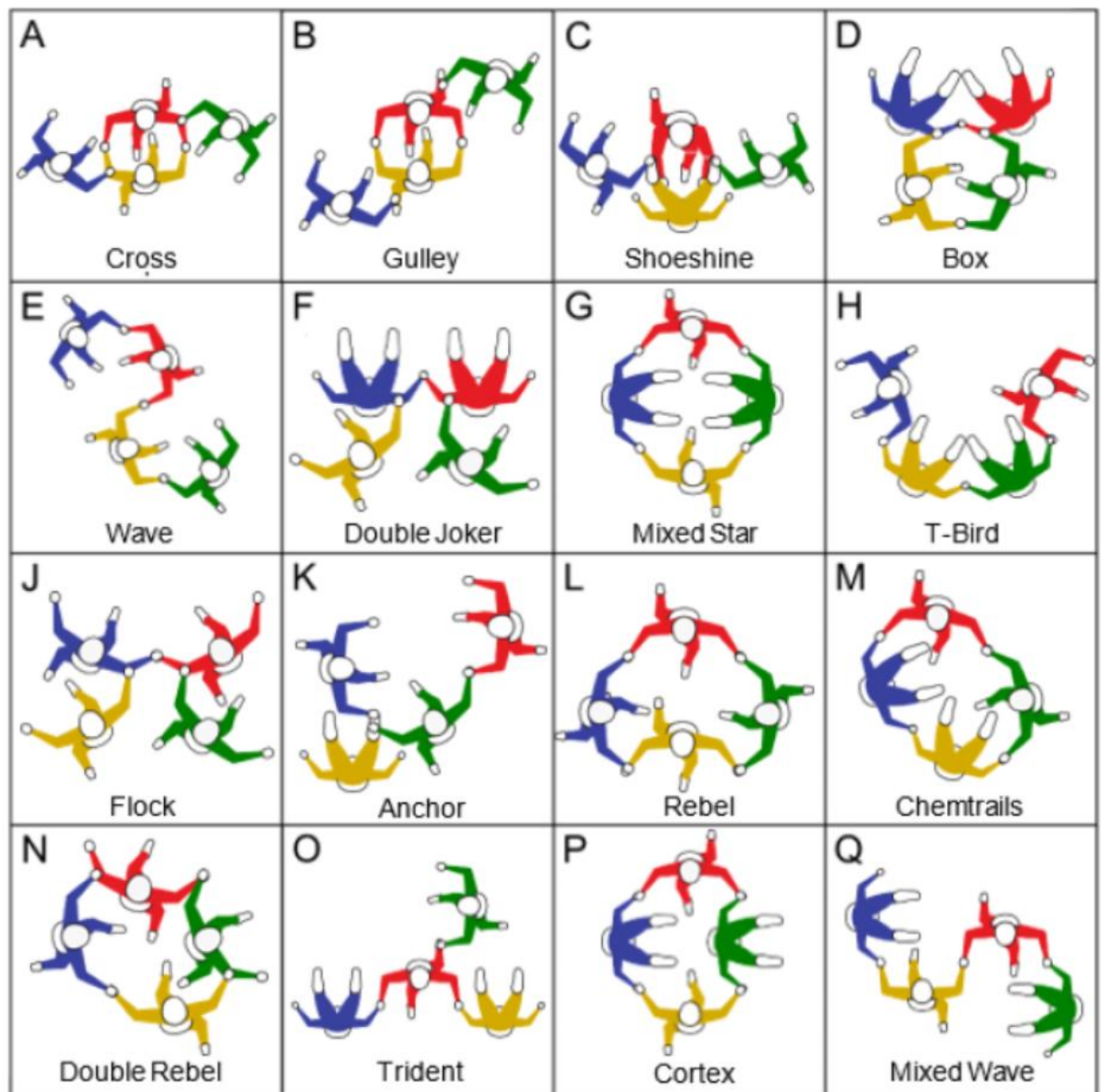




Note: A circle denotes a foot grip (ref. Competition Rules 2.2)



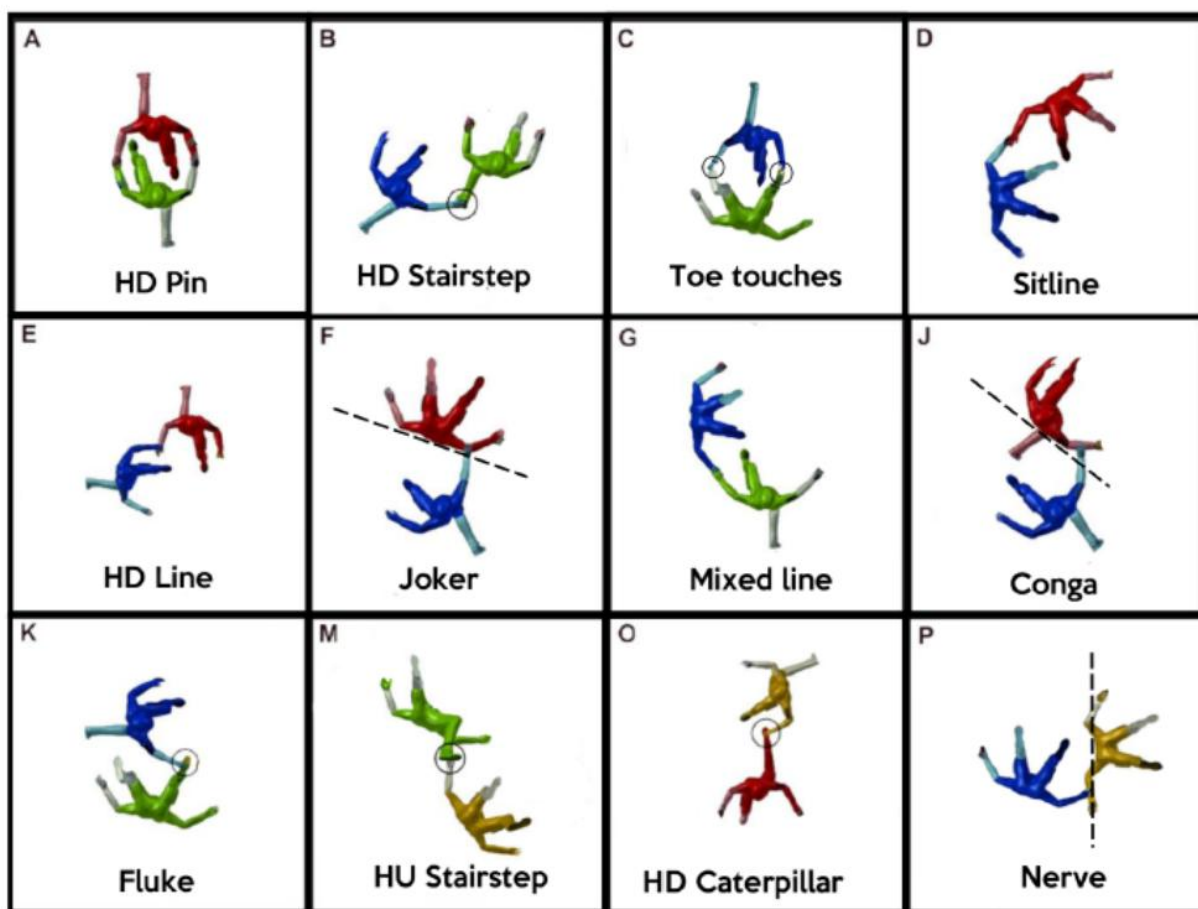
Annex F: Vertical Formation Skydiving 4-way Random Dive Pool 2026



Note: A circle denotes a foot grip (ref. Competition Rules 2.2)



Annex G: British Skydiving Vertical Formation Skydiving 2-way Dive Pool 2026



- Notes: (1) A circle denotes a foot grip.
 (2) A dashed line represents a vertical plane immediately behind the torso of the outfacing flyer. Each flyer must be on opposite sides of this plane.



images courtesy of International Bodyflight Association



4) Shackle 	5) Mix flower 	7) HD flower 	9) Duck 
Inter 	Inter 	Inter 	Inter 
Shackle 	Mix flower 	HD flower 	Goose 
16) Flip 	17) Stag 	18) Ping 	20) Double 69 
Inter 	Inter 	Inter 	Inter 
Flop 	Doe 	Pong 	Double 69 

Note: A circle denotes a foot grip (ref. Competition rules 2.2)



Images Courtesy of International Bodyflight Association

