

CHAPTER 9: USPA NATIONAL FORMATION SKYDIVING CHAMPIONSHIPS COMPETITION RULES

TABLE OF CONTENTS

1	GENERAL	1
1.1	2-Way Mixed Formation Skydiving (MFS) Test Event.....	1
2	EVENT DESCRIPTION.....	1
2.1	2-Way Mixed Formation Skydiving (MFS)	1
3	COMPETITION DRAW	1
3.1	Event Specific Draws	1
3.2	Number of Rounds.....	1
	Appendix A: Definition of Symbols	2
	Appendix B: MFS Definitions of Symbols.....	3
	Appendix C: MFS 2-way Block Formations	4
	Appendix D: MFS 2-way Random Formations.....	6

FORMATION SKYDIVING

1 GENERAL

1.1 2-Way Mixed Formation Skydiving (MFS) Test Event

- 1.1.1 This event is a test event only. It will be at the same time as the MFS Open and Advanced classes at the 2019 USPA Skydiving Nationals.
- 1.1.2 Competitors from the MFS Open class may be permitted to compete as videographers in the MFS Intermediate class, at the discretion of the Chief Judge, Meet Director and the USPA Controller.
- 1.1.3 All other pertinent competition rules must be followed during this event. The only rules listed below are what differs from the MFS Open and Advanced class competition rules.

2 EVENT DESCRIPTION

2.1 2-Way Mixed Formation Skydiving (MFS)

- 2.1.1 Intermediate: Each round consists of three or four (whichever is drawn first) scoring formations from the dive pool. The draw for Intermediate excludes certain more difficult randoms (listed in event specific draws).

3 COMPETITION DRAW

3.1 Event Specific Draws

- 3.1.1 A separate draw will be made for the following classes and events:

3.1.1.1 2-Way MFS Intermediate




- Representations of the regular scheduled round numbers (i.e. 1...) will be placed singularly in one container. The first three numbers drawn shall determine which rounds will be designated back/belly only. These rounds will then be drawn from a dive pool consisting of blocks 7, 8, 10, and 12, and randoms G, K, L, Q, R, and T.
- All remaining rounds will be drawn from a dive pool consisting of blocks 4, 5, 6, and 11, and randoms B, C, E, F, H, J, O and P.

3.2 Number of Rounds

- 3.2.1 2-Way MFS Intermediate: One complete round constitutes a meet; the maximum (scheduled) number is six.

FORMATION SKYDIVING

APPENDIX A: DEFINITION OF SYMBOLS

	Indicates direction of turn by a sub-group.				
	Indicates turn by sub-group in either direction.				
	Indicates clarification of intent.				
<table border="1"><tr><td>90°</td><td>180°</td></tr><tr><td>270°</td><td>360°</td></tr></table>	90°	180°	270°	360°	Indicates approximate degrees of turn to show intent of the transition maneuver.
90°	180°				
270°	360°				

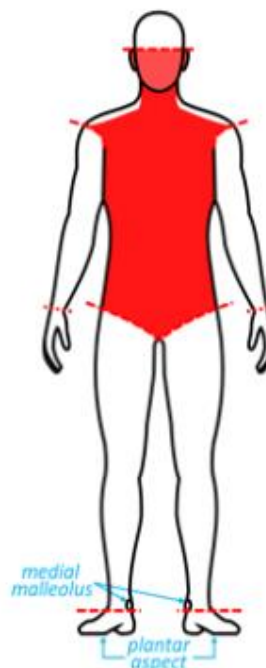
Definitions for Building a Formation

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** 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



Legend Point of View / Camera Position

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.



- 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.

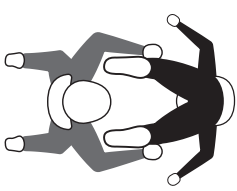
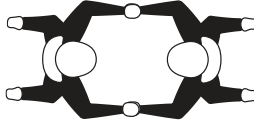
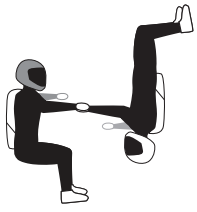
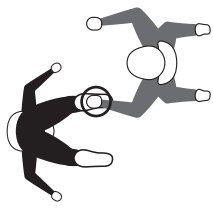
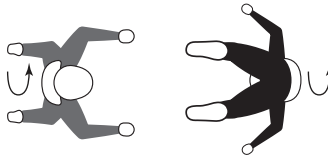
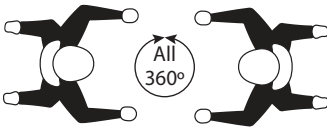
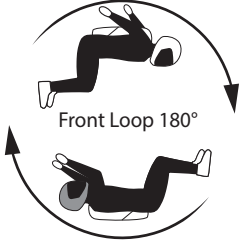
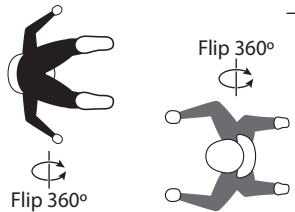
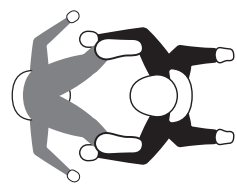
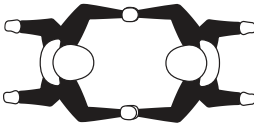
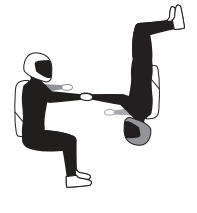
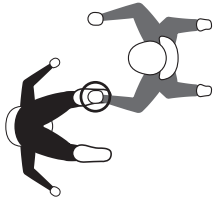




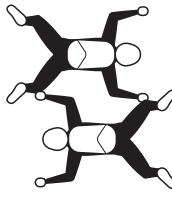
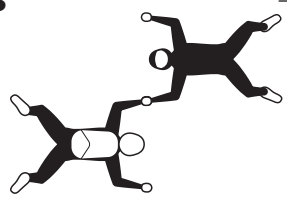

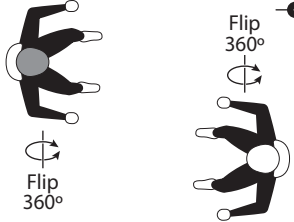
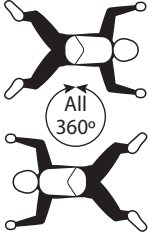
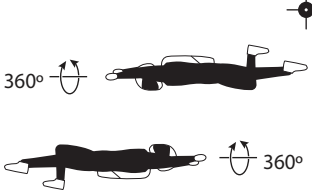
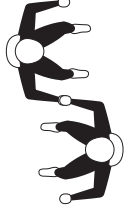
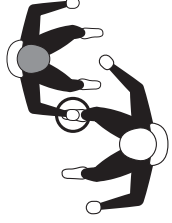
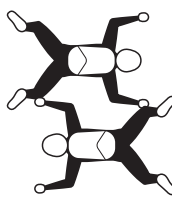
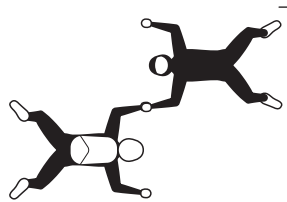
- c) Only the point, barrel and parts of the flight can be seen.
This symbol indicates a view from 'below'.
The camera flyer is leading or below the subjects.

**The camera view depicted is for reference only.
Camera positioning is not a performance requirement.**

FORMATION SKYDIVING

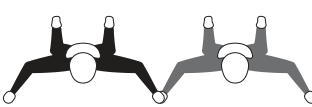
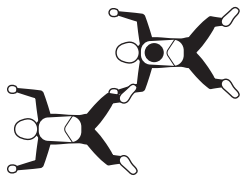
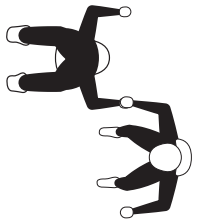

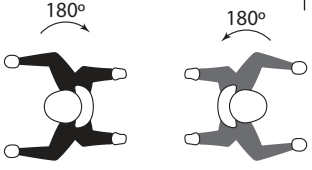
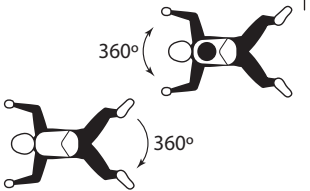
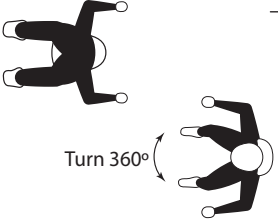
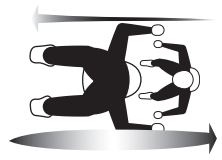
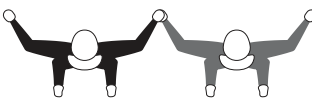
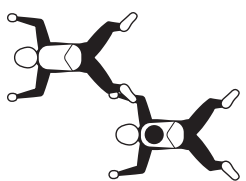
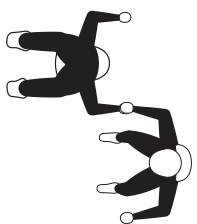

Appendix M: MFS 2-Way Block Formations

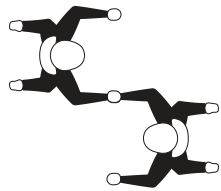
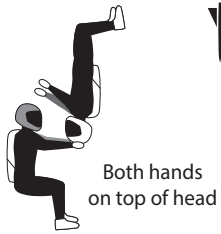
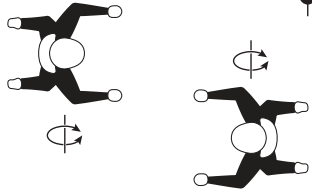
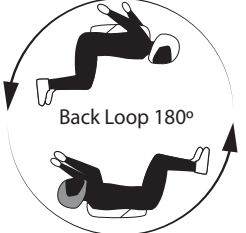
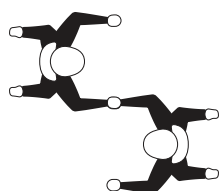
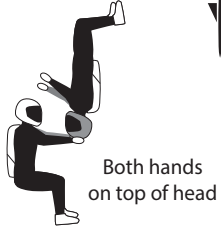
<p>1</p>  <p>Double 69</p>	<p>2</p>  <p>Head-down Star</p>	<p>3</p>  <p>Oil Drill</p>	<p>4</p>  <p>Cogwheel</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Double 69</p>	 <p>Head-down Star</p>	 <p>Oil Drill</p>	 <p>Cogwheel</p>

<p>5</p>  <p>Upright Auger</p>	<p>6</p>  <p>Gears</p>	<p>7</p>  <p>Periscope</p>	<p>8</p>  <p>Bison</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>
 <p>Upright Auger</p>	 <p>Gears</p>	 <p>Periscope</p>	 <p>Bison</p>

FORMATION SKYDIVING



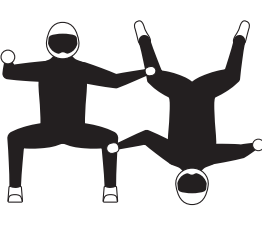

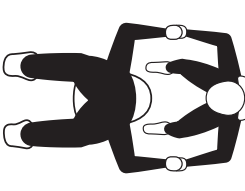

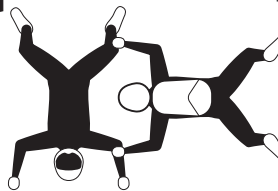
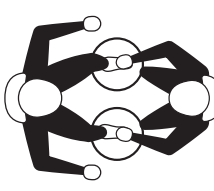
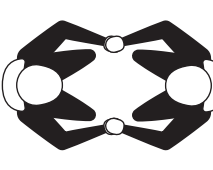
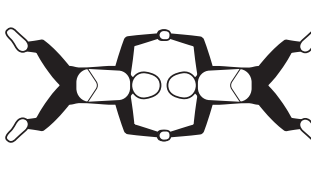





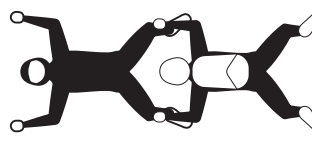
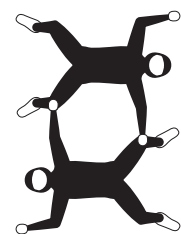

Appendix M: MFS 2-Way Block Formations (continued)

<p>9</p>  <p>Turnstile</p>	<p>10</p>  <p>Flat Stairstep</p>	<p>11</p>  <p>Mova</p>	<p>12</p>  <p>Mixed Star</p>
 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p>	 <p>Inter</p> <p>Both: Back Loop 180°</p>
 <p>Turnstile</p>	 <p>Flat Stairstep</p>	 <p>Mova</p>	 <p>Mixed Star</p>

<p>13</p>  <p>Arrow</p>	<p>14</p>  <p>Raw</p> <p>Both hands on top of head</p>
 <p>Inter</p>	 <p>Inter</p> <p>Back Loop 180°</p>
 <p>Arrow</p>	 <p>War</p> <p>Both hands on top of head</p>

FORMATION SKYDIVING

Appendix N: MFS 2-Way Random Formations

<p>A</p> <p>Two-handed grip</p>  <p>WindMarp</p>	<p>B</p> <p>Same Arm</p>  <p>Double Spock</p>	<p>C</p>  <p>Vertical Compressed</p>	<p>D</p> <p>Same Foot</p>  <p>Sole to Sole</p>
<p>E</p>  <p>Vice Versa</p>	<p>F</p> <p>Feet to dock on top of same arms, including shoulders</p>  <p>Totem</p>	<p>G</p>  <p>T-Square</p>	<p>H</p>  <p>Tetris</p>
<p>J</p>  <p>Upright Star</p>	<p>K</p>  <p>Belly Star</p>	<p>L</p>  <p>Waffle Maker</p>	<p>M</p>  <p>Stairstep</p>
<p>N</p>  <p>Half Rebel</p>	<p>O</p>  <p>Versa Vice</p>	<p>P</p>  <p>Upright Half Rebel</p>	<p>Q</p>  <p>Mixed Cat</p>
<p>R</p>  <p>Belgian Waffle</p>	<p>T</p>  <p>Caterpillar</p>		