

Subject:	PROPOSED DIVE POOL, 2-WAY MFS	Annex No. -	36
Author:	USPA Skydiver's Competition Manual	Agenda ref. -	14.4.3
Date:	02 December 2014	Page -	1 of 4

From USPA Skydiver's Competition Manual 2014, Pages 5-3, 5-35, 5-36

FORMATION SKYDIVING

3.2 4-Way FS/VFS

3.2.1 Each team may consist of up to six members, including a videographer, but is eliminated from competition if, for any reason, it is cut to three or fewer members and a videographer.

3.2.2 The videographer on an all-women 4-Way team competing in the Open class may be either sex.

3.3 8-Way

3.3.1 Each team may consist of up to ten members, including a videographer, but is eliminated from competition if, for any reason, it is cut to seven or fewer members and a videographer.

3.4 16-Way

3.4.1 Each team may consist of up to 18 members, including a videographer, but is eliminated from competition if, for any reason, it is cut to 15 or fewer members and a videographer.

3.5 10-Way

3.5.1 Each team may consist of up to 12 members, including a videographer, but is eliminated from competition if, for any reason, it is cut to nine or fewer members and a videographer.

4 COMPETITION DRAW

4.1 General

4.1.1 The Chief Judge will supervise a public draw of the sequences.

4.1.2 Teams will be given not less than two hours between the draw and the start of competition.

4.1.3 When available, an electronically generated draw may be used.

4.2 Event Specific Draws

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

4.2.1.1 2-Way MFS Open, 4-way VFS Open, 4-Way Advanced & Open, 8-Way Advanced & Open, and 16-Way

- Representations of the numbered block sequences and lettered random formations from the current dive pool are singularly placed in one container for each event.

Subject:	PROPOSED DIVE POOL, 2-WAY MFS	Annex No. -	36
Author:	USPA Skydiver's Competition Manual	Agenda ref. -	14.4.3
Date:	02 December 2014	Page -	2 of 4

- Individual withdrawal from the container, without replacement, determines the sequences to be jumped in each round.
- In 2-Way MFS Open, all points from the dive pool may be drawn in the same round.
- In 4-Way VFS, 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.

4.2.1.2 2-Way MFS Advanced

- Representations of the numbered block sequences and lettered random formations (except blocks 7 & 8 and randoms D, G, I, J, K and L) from the current dive pool are singularly placed in one container.
- Individual withdrawal from the container, without replacement, determines the sequences to be jumped in each round.

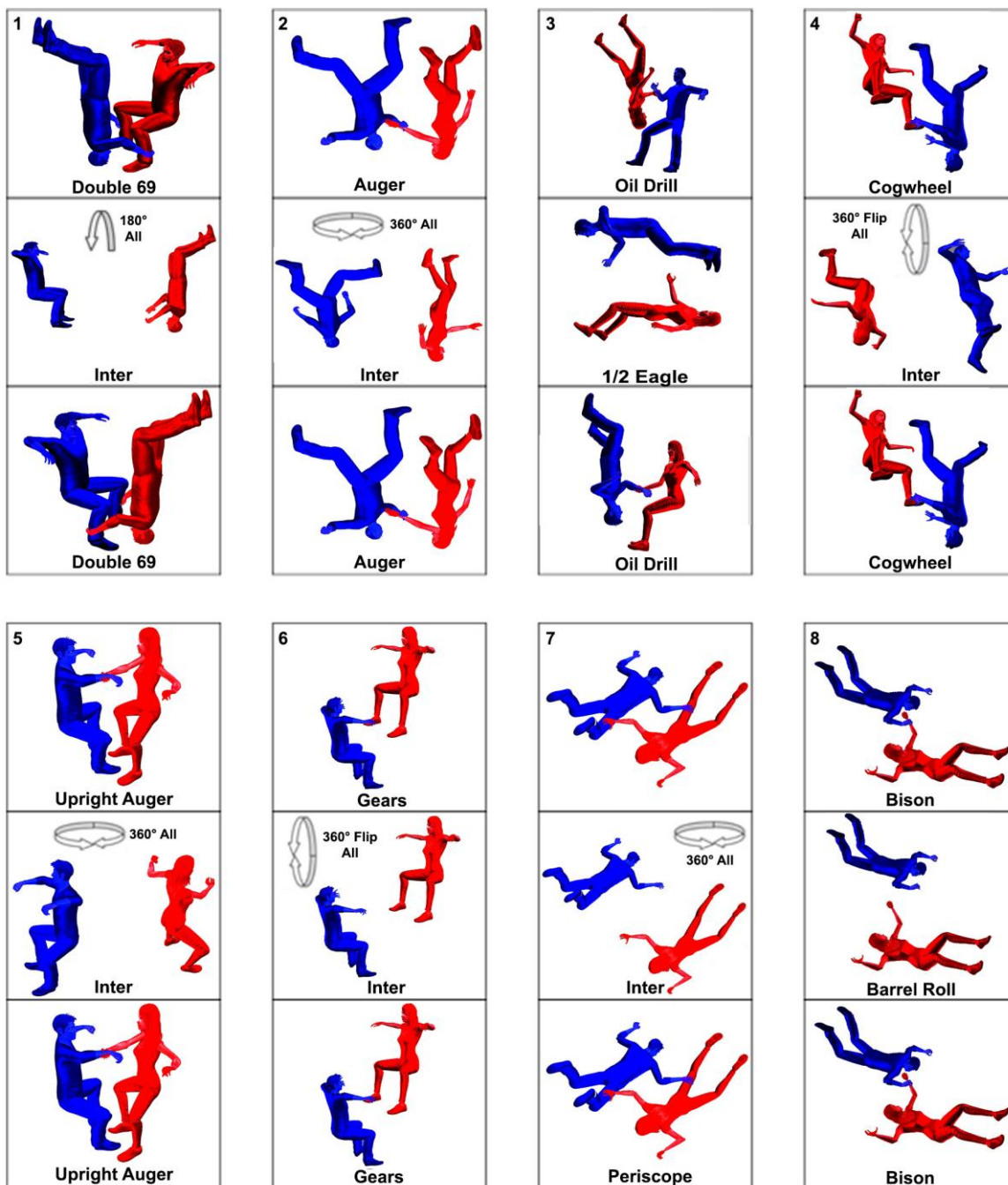
4.2.1.3 4-Way VFS Advanced

- Representations of the numbered block sequences (except blocks 4, 5, 6, 10, 11 and 17) and lettered random formations (except D, F, G, H, I and M) from the current dive pool are singularly placed in one container.
- Individual withdrawal from the container, without replacement, determines the sequences to be jumped in each round.
- 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.

Subject:	PROPOSED DIVE POOL, 2-WAY MFS	Annex No. -	36
Author:	USPA Skydiver's Competition Manual	Agenda ref. -	14.4.3
Date:	02 December 2014	Page -	3 of 4

FORMATION SKYDIVING

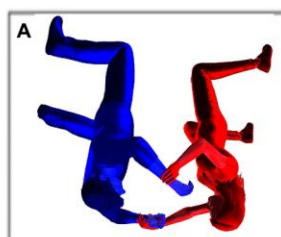
APPENDIX L: MFS 2-WAY FORMATIONS



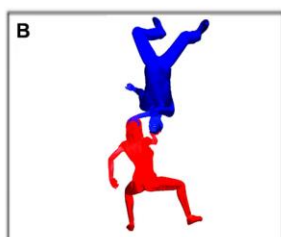
Subject:	PROPOSED DIVE POOL, 2-WAY MFS	Annex No. -	36
Author:	USPA Skydiver's Competition Manual	Agenda ref. -	14.4.3
Date:	02 December 2014	Page -	4 of 4

FORMATION SKYDIVING

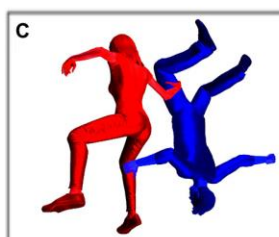
APPENDIX M: MFS 2-WAY RANDOM FORMATIONS



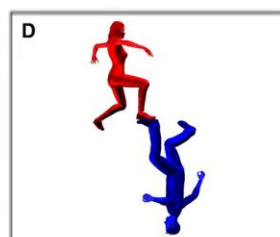
Head-down Star



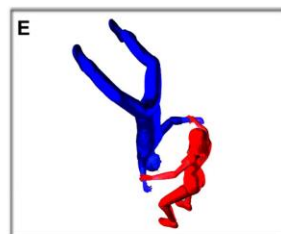
Double Spock



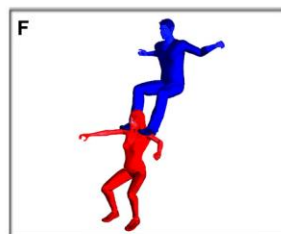
Vertical Compressed



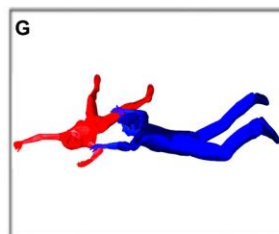
Sole to Sole



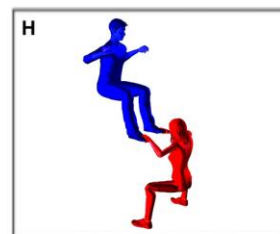
Vice Versa



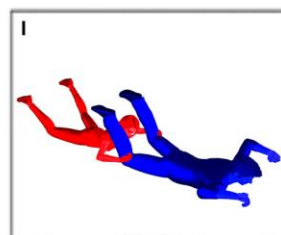
Totem



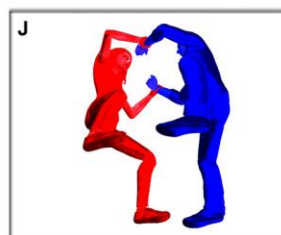
T-Square



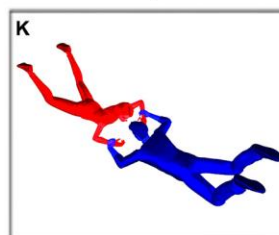
Tetris



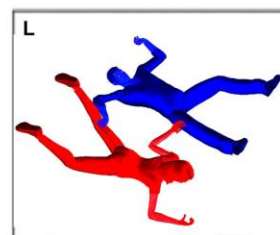
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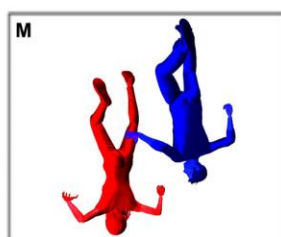
Upright Star



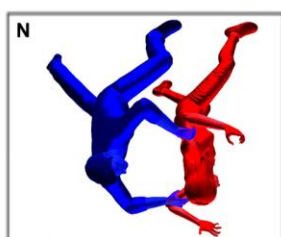
Belly Star



Waffle Maker



Stairstep



Half Rebel