



ISC JUDGES & FORMATION SKYDIVING COMMITTEES

ISC FORMATION SKYDIVING JUDGING GUIDELINES

A scenario-driven guideline to assist judges and competitors in applying and interpreting the FS Competition Rules consistently and as intended.

Change History

Version	Changes	Date
1.0	First release	20 Aug 2025

Approved by the ISC Judges Committee & ISC Formation Skydiving Committee

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1 INTRODUCTION

The FS Judging Guideline (JG) provides guidelines for judging FAI First Category Events in Formation Skydiving by describing:

- A collection of recurring scenarios that are not explicitly described in the Formation Skydiving Competition Rules, with clarification on how to interpret and judge them in competition;
- The intention, correct interpretation or clarification of potentially ambiguous or commonly misinterpreted rules, as agreed between the ISC Formation Skydiving Committee and ISC Judges Committee.

This is not a rules document.

This document cannot be used as grounds for a protest or the basis of points raised during a protest.

This is a living document, changed from time to time with the approval of the ISC Judges Committee and ISC Formation Skydiving Committee.

1.1 AIMS

- Define and maintain a single standard for Formation Skydiving judging across all FAI judging panels and meets;
- Create more consistent, predictable outcomes for teams;
- Avoid repeating debates with different conclusions at competitions;
- Exchange ideas and experience, knowledge and information between FS judges and teams.

Remember: Judgement calls will remain. This document does not change what judges see; it tries only to create a common, repeatable application of the rules to some historically problematic scenarios.

1.2 RESPONSIBILITY & APPROVAL

The ISC Judges Committee is responsible for the maintenance and publication of the Judging Guidelines.

Changes are made from time to time as needs for alignment or clarifications arise.

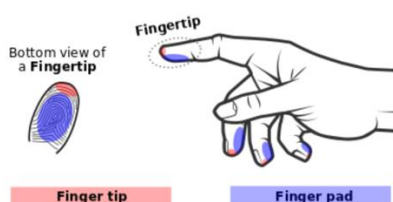
The contents and changes to the JG are to be approved by the ISC Judges Committee and ISC Formation Skydiving Committee and will be published on the FAI web site.

2 GUIDELINES

2.1 GRIP

The definition of a grip (Competition Rules 2.2) requires **stationary contact** between any part of the **palm side of the hand and/or fingers**, and an **arm, leg or foot** of another jumper (competitor) as shown in 7.2. For VFS a foot grip extends to (and includes) the ankle.

2.1.1 TAKING THE GRIP



Valid parts of the hand that may take the grip: any part of the **palm side of the hand and/or fingers (including thumb)**.

Reasonability check:

- Place your hand palm flat on a table. All parts touching the table surface are valid. The fingertips do not touch the table surface and are thus not valid.
- Visualise the hand taking the grip closing – would it result in a grasp or handhold of the correct body part?
 - Fingertips: No
 - Finger pads: Yes
 - One finger: Not likely
 - Two fingers: Tenuous, but possible (if stationary)
- Fingertips are not sufficient.
- Finger pads are sufficient.
- A single finger is not sufficient (some other valid area must also have simultaneous stationary contact (e.g., part of another finger, or part of the palm)).
- The wrist is not part of the hand.

SCENARIO

ASSESSMENT

EXPLANATION

Stationary contact from fingertips only



Illegal (incomplete)

The fingertips are not on the palm side of the hand.

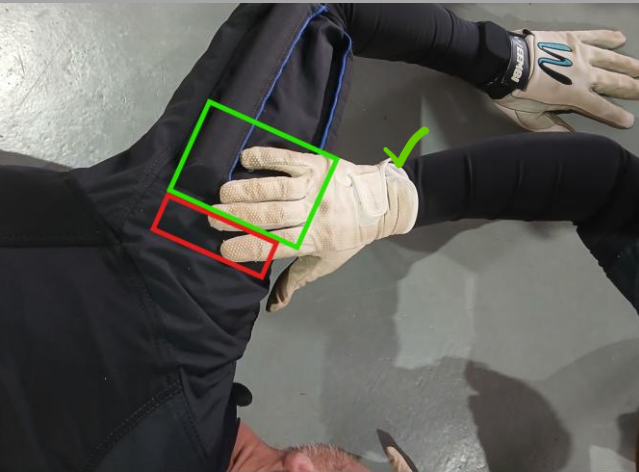
Stationary contact taken with finger pads only (more than one finger)



Legal

The finger pads are on the palm side of the hand (provided more than one finger).

Only a small portion of the palm side of the hand/fingers makes stationary contact.



Legal grip if the remainder is in contact with nothing.

This depends on the remainder (of the palm side of the hand):

- Where it lands (neutral, or illegal); and
- If it lands illegally, if it is a larger or smaller area than the legally gripping area.

If the remainder is touching nothing, the grip is legal.

If the remainder is in contact with an illegal target area, then score for where the majority of the grip falls.

Legal grip if the remainder is touching an illegal area, but it's a smaller area the legal contact.

e.g., Most of the hand is gripping a legal arm grip, and the smaller part is touching the shoulder: This is legal.



Illegal grip if the remainder is touching an illegal area with more surface than the legal contact.

But, if a small part of the hand is on the arm, but half the palm and the fingers are on the shoulder: This is a high grip.

Stationary contact is with one finger or thumb only.



Illegal (incomplete)

The Rules indicate "... and/or fingers ". A single finger is insufficient contact.

A closing hand could not reasonably result in a handhold if a single finger was the only contact area to begin with.

Multiple fingers without any hand can be tenuous -remember to check it is convincingly stationary.

Stationary contact with the back side of the hand or side of the hand.

Illegal (incomplete)

This is not the palm side. The back of the hand (dorsal side of the hand) and outer hand line are not part of the palm.

2.1.1.1 SUMMARY

Legal to take a grip with...

- ✓ Palm
- ✓ Part of palm side (with smaller remainder portion illegal)
- ✓ Part of the palm side (with remainder touching nothing)
- ✓ Multiple Fingers

Illegal to take a grip with

- ✗ Side of the hand
- ✗ Back of the hand
- ✗ Wrist
- ✗ Part of palm side (with larger remainder on illegal area)
- ✗ One finger or thumb only
- ✗ Fingertip/s

2.1.2 RECEIVING THE GRIP (“TARGET” AREA)

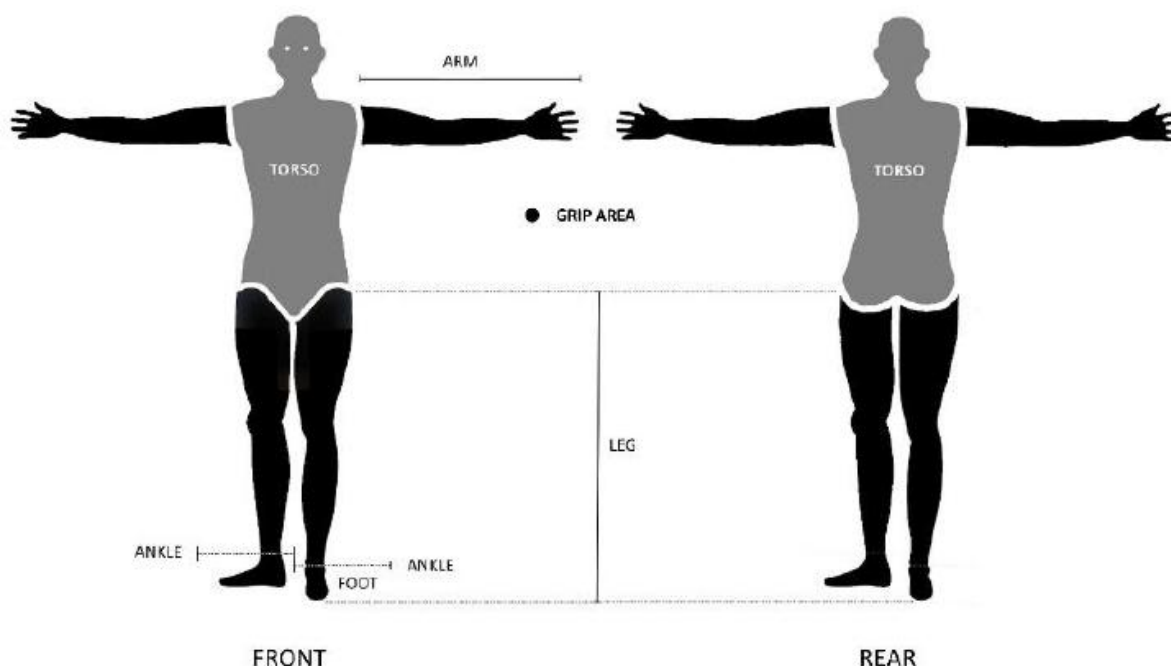
The target is the area “receiving” the grip (which the hand makes contact with).

Valid target arm, leg and foot: as **depicted in 7.2** of the FS Competition Rules.

Reasonability check:



Check the valid arm, leg and foot in **7.2** of the FS Competition Rules



- **Foot:** The ankle bone and below.
- **Leg:** Ends along the “underpants” line (runs under the buttocks at the back and along the crease created in front when bending at the hip)
- **Arm:** End runs from the edge of the shoulder scapula (where it meets the humerus) to the underarm.



For the purposes of the below scenarios:

- The target described is where the *majority of the palm side of the hand* has made stationary contact.
- The “hand” refers to the palm side of the hand.
- The scenarios assume the contact is stationary.

SCENARIO	ASSESSMENT	EXPLANATION
<p>Grip is taken on the shoulder strap of the harness.</p> 	<p>Illegal (high grip)</p>	<p>The harness strap sits over shoulder, which is beyond the line marking the start of the arm. Equipment is part of the body, so you can consider the areas in the CRs diagram to apply to equipment when it is on those areas. Imagine the equipment melting into the body and use the same lines to define and divide the equipment into its applicable body areas.</p>
<p>Part of the palm is touching the shoulder or shoulder strap, but the remainder of the palm and fingers is on the arm.</p> <p>-Applies to all legal-illegal crossovers (leg/torso, ankle/ above ankle, etc.)</p> 	<p>Legal if more of (the palm side of) the hand is on the arm than on the shoulder.</p> <p>Illegal if more (the palm side of) the hand is on the shoulder than on the arm.</p>	<p>Equipment = body so shoulder strap = shoulder-to-neck area (illegal).</p> <p>Look at the majority of (the palm side of) the hand taking the grip.</p> <p>As long as more of the “hand & fingers” is touching the legal arm area than shoulder, this is legal. If there is more shoulder than arm taken, it is illegal.</p>

<p>Grip is taken on the harness leg strap</p> 	<p>Legal if the section taken sits over valid leg.</p> <p>Illegal if the section taken does not cover valid leg per CR 7.2 diagram.</p>	<p>Some leg straps sit higher than others. The position of the leg strap on the body (below buttock or above) and position of the part of the hand on the leg strap are important factors.</p> <p>Use the CR diagram to determine where the leg ends, and if the part of the leg strap taken covers valid leg area or not.</p> <p>Use the majority of the hand guide.</p>
<p>Stationary contact with gear, clothing or accessories</p> 	<p>Legal grip if taken on necessary/skydiving equipment (altimeter / glove, etc.), covering the valid target area.</p> <p>Illegal if taken on non-skydiving equipment (bracelet/watch, etc.).</p>	<p>Gear that is a necessary part of FS equipment, is part of the body (CRs: "Body: consists of the entire competitor and their equipment").</p> <p>Items such as watches, bracelets or sweat bands are not.</p> <p>*The jumpsuit and grippers are considered equipment, rather than clothing.</p>
<p>Grip is taken on the altimeter strap for the exit point.</p>	<p>Legal grip.</p>	<p>CRs: "Body: consists of the entire competitor and their equipment"</p> <p>The altimeter is necessary skydiver's equipment and covered by Body definition rules.</p> <p>*Note: This is legal, even when only the alti strap is held, unless the alti is actually removed from the wearer.</p>

Grip is taken on a bracelet	Illegal grip.	See above
Competitor holds the jumpsuit sleeve of the jumpsuit (e.g., during exit and held for the point).	Legal grip.	The jumpsuit is necessary skydiver's equipment and included in the definition of the body.
A competitor holds the hip ring, or leg strap over the hip area (e.g., during exit and held into the point).	Illegal (high grip).	In most cases, this would occur above the legal leg, per the CR diagram, and would therefore be a high grip.
A double grip is taken (both competitors holding the correct arm of the other). One drops the grip while the other remains stationary.	Legal	In a legal double-grip, either competitor may drop the grip, provided the other remains stationary in place throughout.

A chest strap taken during exit is held until separation from the 1st formation, which has all the required grips presented



Illegal.

The chest strap is equipment, which is part of the body.

Therefore, this is an assisting handhold, unless it is released *before* separation from point 1.

2.1.2.1 SUMMARY

Legal targets (contact from hand)

- ✓ Depicted valid area (arm, leg or foot as per CR 7.2)
- ✓ Necessary FS equipment covering depicted valid area
- ✓ Depicted valid area with overlap beyond that on illegal area, provided more of the hand is on legal than on illegal area
- ✓ Depicted valid area with overlap beyond that in space (contact with nothing)
- One remaining grip of a double-grip after other is released

Illegal targets (contact from hand)

- ✗ Clothing, jewellery or non-necessary accessories
- ✗ Necessary equipment, over an illegal area
- ✗ Chest strap throughout an otherwise correct formation
- ✗ Hip ring or leg strap beyond the legal leg (underpants line)
- ✗ Buttock (“butt cheek”)

2.1.3 STATIONARY CONTACT

Stationary contact on **all grips, simultaneously** is required:

- At **any single moment** of a random formation
- **Continuously from any moment** in the starting formation of a block, **throughout the inter**, and **until completion** of the ending formation (*“Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other jumpers in that subgroup”*).

SCENARIO	ASSESSMENT	EXPLANATION
A sliding grip stopped for a moment in a random formation	Legal grip	Provided all other grips were valid and stationary when the grip stopped sliding, this is valid
The hand slides down the gripper during an inter but start and end positions are both legal	Illegal	“Where subgroups are shown, they must remain intact as a subgroup with only the depicted grips on other jumpers in that subgroup. <i>See Video examples “3 – Grip Slide.mp4” and “2 - Grip Change.mp4””</i>
A stationary grip is taken on the gripper of a loose-fitting jumpsuit that is moving on the body during the inter	Legal grip	Provided the contact from the holding hand on the gripper is stationary (throughout the inter if in a block), it does not matter if the suit is not stationary on the wearer’s body.
A stationary grip momentarily goes out of frame and then comes back into frame – also stationary, but in a different position.	Illegal grip (non-stationary formation or incorrect inter)	While out of frame, the grip shifted/slid (non-stationary), or broken and rebuilt, therefore cannot be credited.

2.1.3.1 SUMMARY

Stationary

- ✓ At one moment in time in a random, all grips are stationary, even if before and/or after, they were not
- ✓ Stationary grip on a moving body, suit or gripper

Non-stationary

- ✗ Grip position changes while out of frame
- ✗ Grip on valid gripper slides along same gripper during inter, without letting go

2.1.4 GRIP VISIBILITY

Grips out of frame, or hidden by bodies, fall into the “grip visibility” scenario.

Weather (rain, cloud, sun interference) obscuring visibility falls into the “NV” scenario.

While solar interference is more common in VFS, the definition and rule apply to both VFS *and* FS equally.

SCENARIO	ASSESSMENT	EXPLANATION
Grip is partially hidden	Point, if you can see any part of the legal grip.	If you can see any part of the correct grip, it is enough to score. You do not need to see the whole (or even majority) of the grip; If you can see enough to conclude that it was correct and stationary, you must give the point.
The whole grip is hidden on exit / on the hill	Infringement	You need to find some reasonable evidence to confirm that stationary contact occurred simultaneously with all other grips. Do not treat the exit any differently.
A valid grip disappears behind a body during an Inter	Point	Use good judgement (how long; what was happening to the team, flow and formation integrity at the time, if grip reappeared in identical position, etc.). In most cases, this should not be bust.
Camera very far from the team	Infringement	If you cannot clearly see stationary, simultaneous grips (formation and inter) and separation then this is an infringement. When in doubt, ask if you could see that all grips were stationary. “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.”

A grip (usually a compressed) is built or reinforced for the inter by hooking the arm over the leg and the hand is not visible on the leg (e.g., 4-way block 12, 11, 16 turning compressed, or block 2 in the donut).	Point	<p>Only if you can actually see the hand when it is not on the leg, can you bust this.</p> <p>When the hand is just not visible throughout the whole inter (no evidence it left the leg), you should assume it remained on the leg, and give the point.</p> <p>Use common sense.</p>
Part of the formation goes out of frame as the inter begins	Judgement call	<p>You only need to see some part of all the grips on at once (not the bodies).</p> <p>Very briefly out of frame: Use common sense.</p> <p>How long is “too long” is a judgement call. Was it long enough for:</p> <p>A grip adjustment/ slide/non-stationary</p> <p>A release-and-retake</p> <p>An assisting grip or illegal contact between subgroups?</p>
Grip out of the frame in the tunnel	<p>Infringement if in briefed no-fly zone.</p> <p>NV if flying in legal space.</p>	<p>If the cause is the team flying higher than the CJ-briefed maximum height / in no-fly zone, this is an infringement.</p> <p>If:</p> <ul style="list-style-type: none"> the team is flying in a legal space of the tunnel (as briefed by the CJ, or the CJ did not brief no-fly zones), and they are out of frame for too long to give the point (or multiple points are affected), <p>this should be treated as an NV.</p>
Hidden grip on freeze frame	Judgement call	<p>Base the decision on what you saw going into the freeze frame, how long the grip was hidden before freeze frame, and the validity and duration the other grips in the formation were presented.</p> <p>If you see stationary contact going into the freeze frame, and it is hidden only at the last moment, then the point should be given.</p>

2.2 OMISSIONS

If there are two equally strong interpretations of the available evidence, we should use the more favourable interpretation for the team. Our job is not to bust; our job is to fairly assess what has happened.

Unintentional omissions that benefit the team are still omissions, and the assessment must be fair to the other teams too.

- If you see any team member attempt the formation or inter, then it is an infringement, not an omission.
- If both the inter and the second formation in a block sequence are omitted this will be considered as only one omission.

2.2.1 ONE OR TWO OMISSIONS?

One Omission

- ☒ First block formation is omitted
- ☒ Second block formation is omitted
- ☒ Inter is omitted
- ☒ Inter and second block formation is omitted

Two Omissions

- ☒ First and second block formations are omitted
- ☒ First formation and Inter are omitted
- ☒ Entire block is omitted

2.3 CONTACT WITHIN A SUBGROUP/ FORMATION AND ASSISTING HANDHOLDS

This contact/ handhold means one flyer's hand touching another flyer's body (including equipment) within a formation/subgroup.

- It is never allowed within a subgroup of an inter.
- It is allowed in the first formation of a block, **provided** it is followed by the correct formation, without interruption before the start of the inter.
- It is allowed in the second formation of a block, **provided** the inter was closed with the correct formation **before** the extra contact occurred.
- It is allowed in a random, **provided** the correct formation was presented either before or after the extra contact.

SCENARIO	ASSESSMENT	EXPLANATION
A hand makes contact on the head or rig of another flyer within the subgroup during the inter.	Illegal	The only allowed contact within a subgroup is that which is depicted in the dive pool inter diagram.
A hand moves over another body within the subgroup. It might have touched.	Legal	Be certain. "Might" have touched is insufficient evidence. Only if you actually see the hand touch the other body should you bust this.

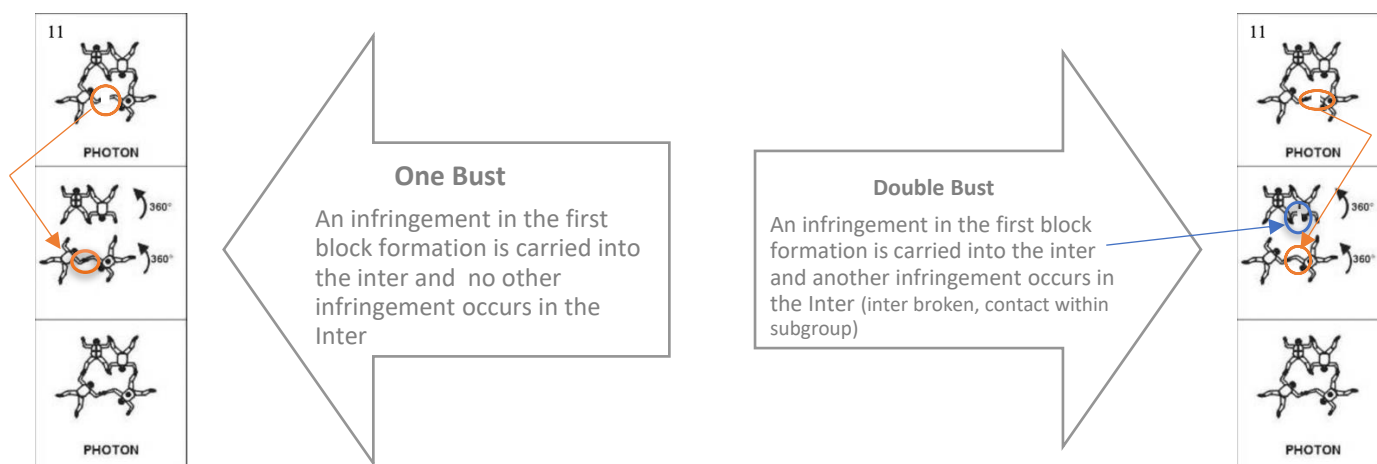
<p>A moment after the correct <u>random</u> formation builds, a clear, deliberate additional, incorrect grip is taken. His team mates try to correct him but he won't let go, so they key from this incorrect formation and move on.</p>	<p>Legal</p>	<p>They presented the correct formation, preceded by total separation. The same situation directly after they present the correct formation is also legal (in a random, or the 2nd formation of a block sequence).</p>
<p>An extra grip or long contact in the formation.</p>	<p>Illegal</p>	<p>Confirm if it is an assisting handhold (beneficial / intentional) or accidental/incidental contact. Neither is legal but they are technically different reasons.</p> <p>If you see the correct scoring formation before (or after) the illegal contact (as applicable for block phase /random circumstances), then this may be a legal point.</p>
<p>Incidental contact is made with the back of the hand on another jumper within the subgroup during an inter.</p>	<p>Legal</p>	<p>Subgroups must remain intact as a subgroup with only the depicted grips on other jumpers in that subgroup.</p> <p>Within a subgroup/scoring formation:</p> <ul style="list-style-type: none"> • Contact from the back of the hand is not a grip, therefore legal. • Accidental contact on a limb from the palm side of the hand is illegal. • Obtaining assistance with the hand - on any part of the body, including equipment - is illegal. <p>Obtaining assistance using something other than the hand (e.g., fist, forearm, elbow pushing or balancing body) is neither a handhold (CR 3.3.8 "Assisting grip", nor a grip (CR 3.3.7 "depicted grips").</p>

2.4 DOUBLE BUST

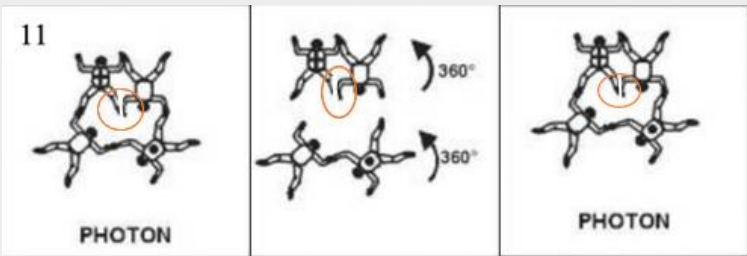
An infringement in the scoring formation of a block sequence carried into the inter is considered one infringement only, provided that the intent of the inter requirements for the next formation is clearly presented and no other infringement occurs in the inter. (CR 4.7.3)

When an Absolute is called in a block, the EJ should consider marking *both* block formations for the absolute, to allow changing first or second block formation to correctly annotate consensus reached on WHICH formation was bust, not IF there was a bust.

This ensures the correct formation is marked in the end and that marking it does not result in an undeserved double bust (judges may need to move their bust instead of adding to it).



SCENARIO	ASSESSMENT	EXPLANATION
Incomplete 1st formation of the block <ul style="list-style-type: none"> • They start the inter • They close the grip during the inter • They drop the <i>same</i> grip again in the inter, regrip and close the block correctly. 	2 busts (1 st formation and inter).	<p>The infringement in the first block formation (missing grip) was carried to into inter and fixed. Only the first formation is bust because it carried into the inter.</p> <p>They also bust because after a successful fix, another error occurred and therefore is another bust.</p> <p><i>Hint:</i> Don't try to analyse the story. It is irrelevant that it was the same grip, or if the 2nd drop was a knock-on effect of the original incomplete formation. After the carried-in error is fixed, any errors are considered new errors.</p>
Incomplete 1st formation of the block <ul style="list-style-type: none"> • They start the inter • They close the grip during the inter. • They finish the inter and close the block correctly. 	1 bust (1 st formation)	<p>The broken inter was to fix the incorrect build of the first formation. They have been penalised for that mistake already busting it again would be a double-bust for the same error.</p>

A moment after building the correct <u>first formation in a block</u> , a clear, deliberate additional, incorrect grip is taken. Their team mates try to correct them but they won't let go, so they key from this incorrect formation and move on.	1 st point legal , but 2 nd point bust due to incorrect inter	The first point is presented correctly. Any movement from there should be to the correct inter, so changing the point after correctly presenting it, is considered movement to the inter.
Incorrect 1st formation of the block continues through the inter unchanged, (the inter being otherwise correct in degrees and direction of turn), resulting in an incorrect 2 nd formation (due to the same error carried through from the 1 st formation).	2 busts (1 st and 2 nd formation)	The inter is not bust because the fault was carried from formation 1, but the problem was not corrected during the inter, so formation 2 must be bust for incorrect formation.
		

2.5 DEGREES OF ROTATION & CENTERPOINT BUSTS

Degrees of rotation are approximate and with the specified direction of turn, define the move required to complete the inter as intended. The degrees of rotation must be performed in a single direction.

SCENARIO	ASSESSMENT	EXPLANATION
Subgroup must turn 540°. <ul style="list-style-type: none"> They turn 360 in one direction, then 180 in the other, closing in the correct formation 	Incorrect inter	The subgroup must achieve the approximate degrees of rotation in a single direction.
Subgroup must turn 540°. <ul style="list-style-type: none"> They turn 720° in one direction, then 180° in the other, closing in the correct formation 	Legal	The subgroup turned the required amount and closed correctly. Overturning is legal, provided they close in the correct formation and configuration.

Subgroup must turn 540°.
They turn 640 in one direction,
plus an additional 180° in the
same direction, in order to close
in the correct formation

Legal

The subgroup turned the required amount and closed correctly.
Overturning is legal, provided they close in the correct formation and configuration.

The center point of a sub group is a “pinpoint”, not a blob or an area.

A center point bust can only occur during block inters where both sub groups are turning in the same direction.

An easy way to identify whether a center point bust has occurred:

- Identify the center points of each sub group when the block is built.
- As the block starts, determine in which direction the sub group pieces are turning (to the left or to the right)
 - E.g., if the sub groups are turning to the right, then their center points need to remain on that side and thus pass on the right side of each other.
- [View example video](#) of a centerpoint bust that is close to a judgement call.



Identify the center points of each sub group when the block is built (purple pin points in the image)



As the block starts, determine in which direction the sub-group pieces are turning (to the left or to the right).
In the image on the left they are going to be turning to the right.



If the sub-groups are turning to the right, then the center points need to pass to the right of each other.
In the image on the left the center points of the sub groups correctly stay on the right side of each other during the inter movement.

2.6 THE GRIP LINE AND RANDOM O (TRIDENT)

The grip line links the torsos of competitors via their grip-connected limbs. Currently, the only formation realistically affected by this rule is the Trident.

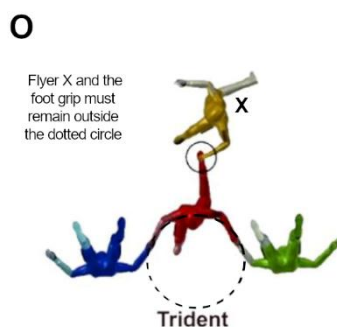
Reasonability check: Are the head-up flyers on the “front” side of the head-down flyers?

The intent of the grip line rule is to prescribe which side of the grip line (red-lined 3 linked arms pictured), the foot-gripping flyer must fly.

The foot grip may encroach over the grip line and still be valid, provided the foot-gripping flyer’s *body* remains on the correct (diagrammed) side of the grip line, *meeting the intent of the formation*. The rule is about the flyer’s position in the formation, not the isolated location of the foot grip itself.

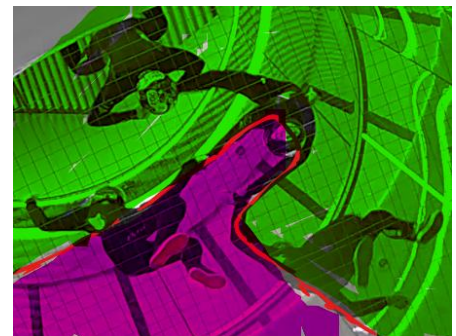
- A “cross partner” configuration of these grips (foot-gripping flyer flying opposite the kicker, in between the HU flyers, as opposed to behind or beside the kicker) is incorrect.
- A forward kick is still legal if the foot-gripping flyer is flying on the depicted side of the grip line.

In the below example (disregarding the grip visibility in this frame), the foot-gripping flyer and foot grip are positioned on the legal side of the disallowed (red circle) zone.



Grip lines:


- Are not necessarily straight lines, but may curve with the limbs.
- Extend vertically (with the relative wind), defining the fly/no-fly zones (for the foot gripper in this formation).
- The foot-gripping flyer must remain on the depicted (green-shaded) side of the limbs defining the red grip line.
- The HU flyers (red grip line) may curve around as pictured, or fly straighter as diagrammed, provided the foot-gripping flyer does not cross it to fly on the other side.
- The flyer receiving a foot grip may not extend that foot forward of his/her shoulder-arm-hand line (i.e., into the pink area).



2.7 LEGAL VARIATIONS “AS DEPICTED IN THE DIVE POOL”

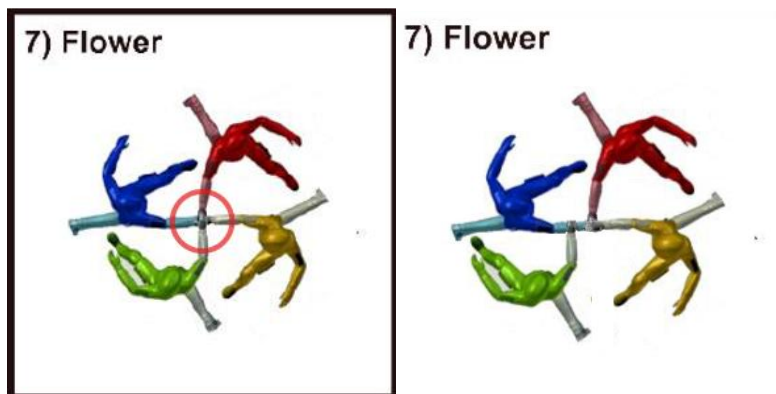
2.7.1 INFORMAL TERMINOLOGY

Informal judging room terms are often used to describe less common but legal builds/inters, “as depicted in the dive pool”.

TERM	USAGE
Melting grip	<p>A way to describe/ determine if the grip is legal when it is technically on the wrong flyer.</p> <p>If the grip is on an arm/leg that is obstructing access to the <i>correct</i> arm/leg, imagine what the grip would be holding (or where the hand would land) if that obstructing limb were to melt/ disintegrate away.</p> <p>If the grip is on a part that is directly over the legal target, then melting that part down into the target would result in the legal grip, and the point can be given (if all other criteria are met). If it is on an area that is not overlapping the legal grip, then the point cannot be given.</p> 
Shared grip	<p>The diagram does not explicitly show the gripper and target (receiver) limb, allowing either configuration, as long as the connection is made between those limbs.</p>
Continuous grip	<p>A “continuous grip” refers to linked limbs that - according to the dive pool diagram - are both legal targets for a required grip in the formation. It may also be called a “shared grip”. When the diagram does not depict the grip specifically on one or the other person, it is legal to take the grip anywhere along the two connected limbs. E.g., VFS Flower-Flower</p>

Shared Grips are in the dive pool images intentionally to allow for multiple legal variations.

Provided the inter is not broken as a result, teams may choose any configuration that meets the pictured requirement.

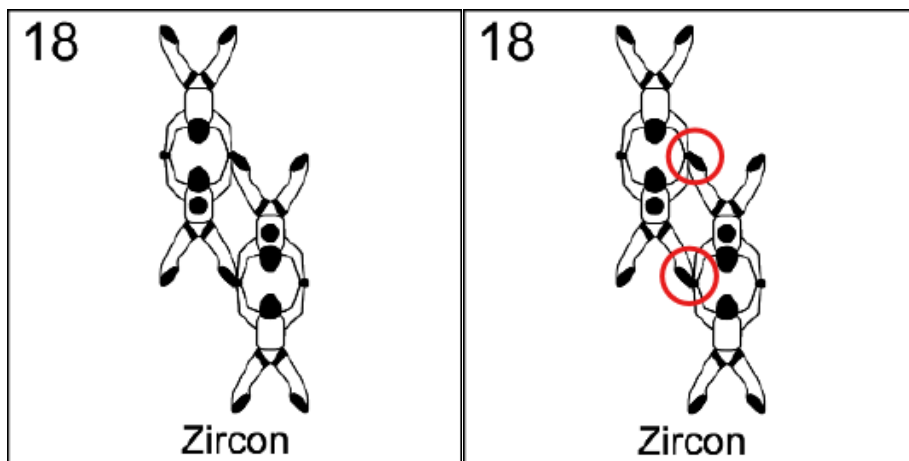


Flower: Depicted formation, followed by a legal execution of the shared grip

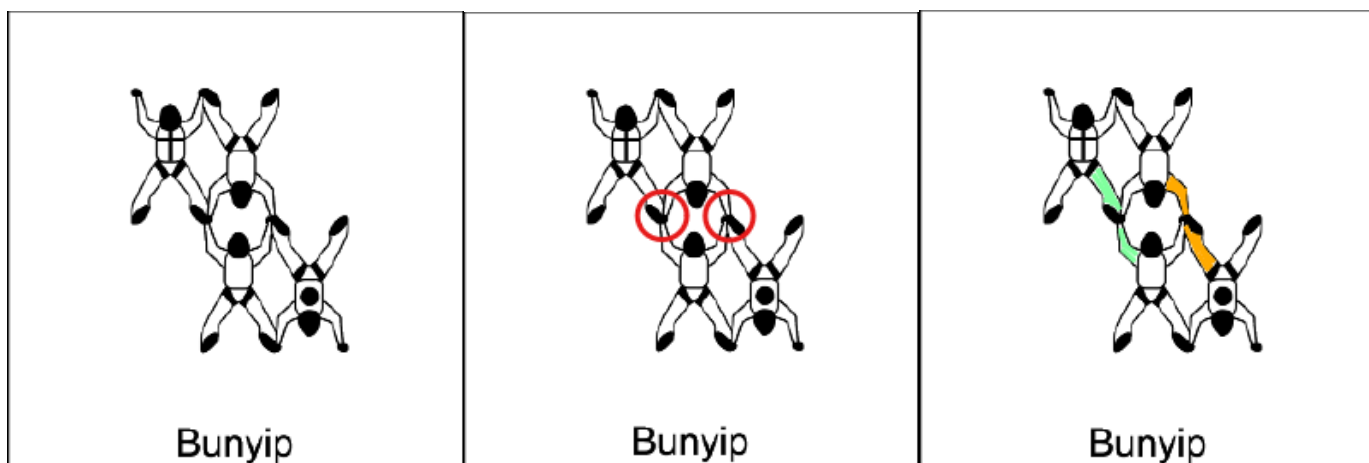
VFS Block 7: All flyers must be connected, but the team may choose who takes the grips, and where (target arm). Every team member must be involved in (take or receive) at least one grip.



Flower: All the below configurations are technically legal.



FS 4-way block 18: Either flyer in each subgroup may grip the leg, provided the subgroup's 2-way star piece is not broken (i.e. their piece partner has the arm grip).



FS 4-way block 10, "continuous" grip: In this shared grip, only 1 flyer has a free hand, so only one flyer can take the grip without breaking the inter, however, because the grip is not depicted explicitly on the leg or arm of the other subgroup, it may be taken anywhere along the connected piece.

2.7.2 SOME COMMON ALTERNATIVE BUILDS

- **"P" or Sidebody 7**
- **10 close** (arm or leg grip) shared/continuous grip
- **17 build** (arm or leg grip) shared/continuous grip
- **18 shared grip** (either flyer in the pair can take the leg as long as the other has the subgroup arm)
- **Block 19 melting grip build** (the side body grip can overlap the 2-way star grip; the star grip may only overlap the side-body grip if the star is a double-grip that is held stationary and not interrupted for the start of the inter)

3 TUNNEL ENTRY, LAUNCH AND START OF WORKING TIME

“The working time will start when both feet of any team member leave the net.”

VFS must get to the centre and position themselves before the count and launch. Apply the **intent** of the rule sensibly.

Reasonability check:

If one person launches with or without the others, start working time. If someone's feet leave the net but they are obviously positioning themselves for the launch, and nobody else launches don't start working time.

Example: [About to Launch](#) (0.03 – 0.05 sec): When grips are in place, flyer at 9 o'clock adjusts starting position. Both feet leave the net, but it is very clearly not a stumble or a launch and nobody in the team launches, and it is smoothly followed by a deliberate launch call, and launch (0:06 seconds).

If working time has begun, valid points must be credited.

SCENARIO	ASSESSMENT	EXPLANATION
The correct first point is presented and keyed when only some of the team members are fully flying /launched into the tunnel (one or more members' foot/feet are still on the antechamber floor).	Legal point	<p>Working time begins “when both feet of any team member leave the antechamber floor and the team member enters the tunnel (CR 2.14.1).</p> <p>Contact with the wall, net and floor are permitted.</p> <p>If working time has been started, the team must be credited for valid formations.</p> <p>See example video Point Inside Working Time. This point is presented and keyed inside working time and therefore should be scored.</p>