

Angle Flying Competition Rule Book



1. Discipline Overview

Angle flying is a dynamic discipline within body flight that combines horizontal and vertical navigation through space while maintaining formation control and precise synchronization between flyers.

Unlike static disciplines, angle flying emphasizes movement, spatial awareness, and coordinated control while flying in formation across a defined line of flight.

This document outlines the competition structure, rules, and dive pool for competitive angle flying, providing a standardized system for judging, safety, and skill development.

2. Purpose

The Angle Flying Dive Pool and its accompanying rules are designed to:

- Provide a shared vocabulary and structure for competitive angle flying.
- Promote safe and progressive flying through clearly defined tasks.
- Encourage teamwork, discipline, and high-quality flying standards.
- Support future development of advanced sequences and formations.

3. Key Rules and Guidelines

Navigation and Line of Flight

Navigation is a defining element of angle flying. Every jump must demonstrate intentional, continuous movement across the sky on a defined line of flight.

Judging focuses on direction, separation, and safety — not pitch or body angle.

1. Line Definition and Direction

- All randos and blocks must be performed while actively flying a clear horizontal line.
- The line of flight is the intended horizontal direction the group travels from exit to break-off.
- Judges assess navigation based on ground references visible in the video (roads, runways, fields, etc.) and the declared flight plan.
- Camera flyers should film slightly above and offset to provide a clear perspective of both flyers and the ground line.

2. Camera Position

- The camera flyer's goal is to show **direction of travel and docks**, not to chase or mark visually.
- Ideal framing includes both competitors and visible ground reference throughout working time.
- Judges must be able to see continuous forward movement, maintained heading, and the break-off or separation direction.

3. Group Exit and Line Separation

To ensure safety and judging clarity:

- A maximum of **three groups** may exit per aircraft pass.
- One group may fly **left**, one **right**, and one **straight along jump run** (if last out).
- Groups flying left or right may veer **no more than 45°** from jump run.
- If upper winds are crosswind to jump run:
 - A **maximum of two groups** may exit per pass.
 - Both must fly **the same direction**, separated as the **first and last exits** on that pass.

4. Judging Line and Opening Location

- Judges assess the line of flight based on visible ground references and declared direction.
- Opening areas must align with the group's declared line.
- Openings drifting toward other groups' airspace or back toward jump run are navigation faults or safety penalties.
- Judges confirm that:
 1. The line was defined and maintained,
 2. The group opened within their intended airspace, and
 3. No overlap occurred between groups' flight paths.

5. Simplicity and Efficiency

Navigation is judged qualitatively — visually, not by measurement.
Judges confirm:

- The group flew a consistent and visible line.
- Break-off and openings matched the declared direction.

- Direction matched the stated plan (left, right, or straight).
No additional markers or equipment are required.

Navigation and Line of Flight Scoring

Judges apply navigation penalties only when a rule breach affects safety, spacing, or the integrity of the skydive.

1. Minor Navigation Fault – 0.5 Point Deduction

Applied when:

- The group drifts or curves off its declared line but remains in its airspace.
- The line direction is unclear due to camera framing.
- Openings are safe but the flown line was inconsistent.
Deduction: –0.5 points per jump.

2. Major Navigation Fault – 1 Point Deduction

Applied when:

- The group's line crosses or merges toward another group's.
- The group flies more than 45° off jump run or declared line.
- Wrong exit direction or sequence in crosswind conditions.
- Opens in incorrect airspace relative to declared line.
Deduction: –1 point per jump.

3. Safety Violation – 2 Point Deduction or Disqualification

Applied when:

- Navigation results in unsafe proximity between groups.
- Openings occur within or toward another group's airspace.
- Reported breach of separation protocols or deliberate disregard of exit order.
Deduction: –2 points per jump or disqualification for severe breaches.

4. Non-Scorable Navigation

If navigation cannot be confirmed (e.g., poor camera angle, no visible ground), the round is marked **Non-Scorable for Navigation**.

Other judged elements remain valid.

Fault Type	Description	Deduction
Minor	Slight drift, unclear line	–0.5 pts

Major	Wrong direction, line merge, incorrect exit	-1.0 pt
Safety	Loss of separation, unsafe openings	-2.0 pts or DQ
Non-Scorable	No visible line reference	No nav score applied

Docks Must Be Clear and Deliberate

All docks must show **intentional, visible contact** between designated body parts as defined in the dive pool.

Judges score only clear, deliberate docks — incidental or partial contact does not count.

- Docks must be executed cleanly and in frame.
- Contact must match the dive pool description (e.g., hand-to-hand, foot-to-chest).
- Both flyers must display control before and after contact.
- If the dock is unclear or obstructed, it will not be scored.

Video Requirements

- All jumps must be filmed from the side or above to ensure a clear view of both flyers and docks.
- Double docks must be shown clearly in one frame.
- If docks are not visible, the move will not be scored.
- For blocks, both performers must remain in frame throughout the sequence.

Body Positions

- Descriptions reference flyer orientation (belly, back, head up, head down) and position relative to each other.
- Dock direction (e.g., left-to-right or right-to-left) must match the dive pool description.

Judging Criteria

Judges evaluate:

1. Correct execution of docks.
2. Timing and synchronization.
3. Body control and precision.

4. Line quality and navigation integrity.
5. Visibility and clarity of footage.

Scoring

- **Randoms:** 1 point each.
- **Blocks:** 2 points each.
- Penalties: Applied per section above.

4. Skill Levels and Dive Pool Allocation

To maintain fairness and progression, the dive pool is divided into three skill levels — **Beginner**, **Intermediate**, and **Open**

Beginner

- Includes **Randoms A–J only**.
- No blocks included.
- Designed for flyers developing fundamental line control and basic formation awareness.
- Standard Draw: 3 Randoms

Intermediate

- Includes **Randoms A–J** and **Blocks 1–6**.
- Introduces linked movements and rotational sequences.
- Focuses on maintaining slot discipline and clear docks.
- Standard Draw: 2 Randoms +1 Block

Open

- Includes **All Randoms (A–R)** and **Blocks 1–18**.
- Tests full control in head-up and head-down orientations.
- Requires advanced coordination, transitions, and consistent navigation.
- Standard Draw: 2 Randoms +1 Block

5. Skill Level Selection Criteria

Competitors must nominate their class at registration.
The Competition Director or Chief Judge may reassign competitors based on ability or prior experience.

Beginner Class

- For new competitors or those with limited formation experience.
- Must demonstrate basic stability, navigation, and safe proximity.
- No prior block experience required.

Intermediate Class

- For flyers with established angle experience and control across multiple orientations.
- Must show consistent slot positioning and linked rotations.
- Recommended prior training or team experience.

Advanced Class

- For skilled competitors capable of executing all Randoms and Blocks.
- Proficient in head-up and head-down angles with strong awareness and synchronisation.
- Commonly includes instructors or seasoned competitors.

6. Dive Pool

Randoms



A



B



C



D



E



F



G



H



I



J



K



L



M



N



O



P



Q



R

Blocks



7

unlinked 360's

This diagram shows two figures performing 360-degree rotations. The first figure starts on the left and rotates clockwise. The second figure starts on the right and rotates counter-clockwise. Two red circular arrows indicate the direction of rotation for each figure. The figures are positioned on a horizontal black line.

8

Linked flip

This diagram shows two figures performing a linked flip. The first figure starts on the left and rotates clockwise. The second figure starts on the right and rotates counter-clockwise. A single large red circular arrow indicates the direction of rotation for both figures. The figures are positioned on a horizontal black line.

9

Over Under

This diagram shows two figures performing an 'Over Under' maneuver. The first figure starts on the left and rotates clockwise. The second figure starts on the right and rotates counter-clockwise. Two red circular arrows indicate the direction of rotation for each figure. The figures are positioned on a horizontal black line.

10

Over Under

This diagram shows two figures performing an 'Over Under' maneuver. The first figure starts on the left and rotates clockwise. The second figure starts on the right and rotates counter-clockwise. Two red circular arrows indicate the direction of rotation for each figure. The figures are positioned on a horizontal black line.

11

Flat 360's Unlinked

This diagram shows two figures performing flat 360-degree rotations. The first figure starts on the left and rotates clockwise. The second figure starts on the right and rotates counter-clockwise. Two red circular arrows indicate the direction of rotation for each figure. The figures are positioned on a horizontal black line.

12

Flat 360's Unlinked

This diagram shows two figures performing flat 360-degree rotations. The first figure starts on the left and rotates clockwise. The second figure starts on the right and rotates counter-clockwise. Two red circular arrows indicate the direction of rotation for each figure. The figures are positioned on a horizontal black line.

13

Diagram 13 illustrates two unlinked 360-degree rotations. It features two diver silhouettes on the left and right, each performing a full rotation. In the center, two red circular arrows indicate the direction of the spins, which are not linked to each other.

unlinked
360's

14

Diagram 14 illustrates a linked flip. Two diver silhouettes are shown on the left and right, each performing a 180-degree rotation. A central red circular arrow indicates that the rotations are linked together.

Linked
flip

15

Diagram 15 illustrates an 'Over Under' rotation. Two diver silhouettes are shown on the left and right. A central red arrow shows one diver rotating over the other, with the text 'Over Under' positioned in the middle.

Over
Under

16

Diagram 16 illustrates another 'Over Under' rotation. Two diver silhouettes are shown on the left and right. A central red arrow shows one diver rotating under the other, with the text 'Over Under' positioned in the middle.

Over
Under

17

Diagram 17 illustrates two unlinked flat 360-degree rotations. Two diver silhouettes are shown on the left and right, each performing a full rotation. In the center, two red circular arrows indicate the direction of the spins, which are not linked to each other.

Flat 360's
Unlinked

18

Diagram 18 illustrates two unlinked rotations through the vertical. Two diver silhouettes are shown on the left and right. A central red arrow indicates the rotation path, with the text 'Unlinked Through the Vert' positioned below it.

Unlinked Through
the Vert

Random's descriptions

A. Both belly - hand dock

Flyers: both flying on the belly, docking on each other with opposite hands, left to right or right to left.

Camera: Must be filmed from the side or above and clearly see the dock

B. Both Belly hand to foot dock

Flyers: both on belly, 1 flyer docks side by side on the others foot. Left hand to right foot or right hand to left foot.

Camera: Must be filmed from the side or above and clearly see the dock

C. Both Belly - Foot to Container Dock

Flyers: both on belly, 1 flyer places their foot on the other flyers container to dock.

Camera: Must be filmed from the side or above and clearly see the dock

D. Back and Belly hand to hand dock

Flyers: One on back one on belly, docking on each other with the same side hand. Right to right or left to left.

Camera: Must be filmed from the side or above and clearly see the dock

E. Back and belly foot to hand dock

Flyers: one on back one on bely, back flyer docks on same side foot of belly left to left or right to right.

Camera: Must be filmed from the side or above and clearly see the dock

F. Back and belly foot to chest dock

Flyers: one on back one on belly, belly flyer places foot on back flyers chest

Camera: Must be filmed from the side or above and clearly see the dock

G. Back and belly foot to head dock

Flyers: one on back one on belly, back flyer places head on belly flyers foot

Camera: Must be filmed from the side or above and clearly see the dock

H. Both back - hand dock

Flyers: both flying on the back, docking on each other with opposite hands

Camera: Must be filmed from the side or above and clearly see the dock

I. Both Back hand to foot dock

Flyers: both on back, 1 flyer docks Side by side on the others foot

Camera: Must be filmed from the side or above and clearly see the dock

J. Back and Belly double hand to foot dock

Flyers: one on back one on belly, Back flyer docks on both feet of the belly flyer with both hands

Camera: Must be filmed from the side and above to clearly see the docks

K. Back Head down to Belly Head up Hand to hand dock

Flyers: 1 flyer on the back flies up to belly head up flyer and docks side by side on the opposite hand, Left to right or right to left.

Camera: Must be filmed from the side or above and clearly see the dock

L. Back Head down to Back Head up Hand to hand dock

Flyers: 1 flyer head down on the back flies up to head up flyer and docks side by side on the same hand, Left to left or right to right.

Camera: Must be filmed from the side or above and clearly see the dock

M. Head up angle Back and belly foot to hand dock

Flyers: one on back one on belly, belly flyer docks side by side on same side foot of back flyer. Right to right or left to left.

Camera: Must be filmed from the side or above and clearly see the dock

N. Head up angle, Back and Belly hand to hand dock

Flyers: one on back one on belly, docking on each other with the same side hand. Left to left or right to right.

Camera: Must be filmed from the side or above and clearly see the dock

O. Head down belly angle docking on head up back angle foot

Flyers: Belly flyer flies down side by side to dock on the opposite foot. Right to left or left to right.

Camera: Must be filmed from the side or above and clearly see the dock

P. Head down belly angle docking on head up belly angle foot

Flyers: Head down Belly flyer flies down side by side to dock on the same side foot. Right to right or left to left.

Camera: Must be filmed from the side or above and clearly see the dock

Q. Head up angle, Back and belly foot to head dock

Flyers: one on back one on belly, back flyer places foot on belly flyers head

Camera: Must be filmed from the side or above and clearly see the dock

R. Head up angle, Back and Belly double hand to foot dock

Flyers: one on back one on belly, Belly flyer docks on both feet of the back flyer with both hands

Camera: Must be filmed from the side and above to clearly see the docks

Block Descriptions

Each block in this dive pool consists of a **predetermined sequence of manoeuvres flown in formation**, typically involving linked movements or synchronized transitions. These blocks are designed to test **precision, coordination, and dynamic execution** between team members over a longer flow sequence than Randoms.

All blocks must be performed while actively flying an angle line and must meet the same video and docking visibility standards as outlined in the random rules.

1. Both belly - hand dock - unlinked 360's

Flyers: both flying on the belly, docking on each other with opposite hands, left to right or right to left. Both flyers unlink and perform a 360' Barrel role then relink.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

2. Belly and Back hand dock linked front flip

Flyers: One on back one on belly, docking on each other with the same side hand. Right to right or left to left. Back performer performs a backward rotation, belly performer performs a front rotation. Grips are maintained throughout the rotation.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

3. Both Belly - Over and under

Flyers: both flying on the belly, docking on each other with opposite hands, left to right or right to left. flyers release grips then flyer over and under a full rotation back to their originals slots and re dock.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

4. Back and Belly - Over and under

Flyers: One on back one on belly, docking on each other with the same side hand. Right to right or left to left, flyers release grips then flyer over and under a full rotation back to their originals slots and re dock.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

5. Both Belly flat 360's

Flyers: both flying on the belly, docking on each other with opposite hands, left to right or right to left. flyers release grips then individual perform a flat 360' turn back to their originals slots and re dock.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

6. Back and belly flat 360's

Flyers: One on back one on belly, docking on each other with the same side hand. Right to right or left to left, flyers release grips then individual perform a flat 360' turn back to their originals slots and re dock.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

7. Both belly HU - unlinked 360's

Flyers: both HU flying on the belly, docking on each other with opposite hands, left to right or right to left. Both flyers unlink and perform a 360' Barrel role then relink.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

8. Belly and Back HU - hand dock linked front flip

Flyers: Both HU One on back one on belly, docking on each other with the same side hand. Right to right or left to left. Back performer performs a forward rotation, belly performer performs a backward rotation. Grips are maintained throughout the rotation.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

9. Both Belly HU - Over and under

Flyers: both HU flying on the belly, docking on each other with opposite hands, left to right or right to left. flyers release grips then flyer over and under a full rotation back to their originals slots and re dock.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

10. Back and Belly HU - Over and under

Flyers: Both HU, One on back one on belly, docking on each other with the same side hand. Right to right or left to left, flyers release grips then flyer over and under a full rotation back to their originals slots and re dock.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

11. Both Belly HU - flat 360's

Flyers: Both HU flying on the belly, docking on each other with opposite hands, left to right or right to left. flyers release grips then individual perform a flat 360' turn back to their originals slots and re dock.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

12. Back and belly HU flat 360's

Flyers: Both HU, One on back one on belly, docking on each other with the same side hand. Right to right or left to left. flyers release grips then individual perform a flat 360' turn back to their originals slots and re dock in original slots.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

13. Belly HU, back HD - Unlinked 360's

Flyers: One on back HD one on belly HU, docking on each other with the Opposite hand. Right to left or left to right. Both flyers unlink and perform a 360' Barrel role then relink in original slots.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

14. Belly HD, Back HU - Linked flip

Flyers: One on back HU, one on belly HD, docking on each other with the opposite hand. Right to left or left to right. Back performer performs a forward rotation, belly performer performs a forward rotation back to original position. Grips are maintained throughout the rotation.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

15. Belly HD, Belly HU - Over under

Flyers: Both HU flying on the belly, docking on each other with same side hand. Right to right or left to left. flyers release grips then flyer over and under a full rotation back to their original slots and re dock.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

16. Back HU, Back HD - Over Under

Flyers: Both HU flying on the back, docking on each other with same side hand. Right to right or left to left. flyers release grips then flyer over and under a full rotation back to their original slots and re dock.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

17. Belly HD, Belly HU - Flat 360's

Flyers: Both Belly, One HU one HD, docking on each other with the same side hand. Right to right or left to left. flyers release grips then individual perform a flat 360' turn back to their original slots and re dock in original slots.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

18. Belly and Back - Through the vert unlinked

Flyers: One on back one on belly, docking on each other with the same side hand. Right to right or left to left. Flyers release grips then fly through the Head down orientation to the opposite position. When in the opposing position retake grips.

Camera: Must clearly see the dock(s) while maintaining performers in frame throughout the block sequence

Each random or block must adhere to the descriptions in this section and follow the judging, navigation, and scoring rules defined above.

7. Safety and Conduct

- All competitors must follow DZ and APF safety standards.
- Exit order, direction, and break-off altitudes must be pre-briefed with the pilot and DZSO.
- Any behavior that compromises airspace safety or disrespects competition integrity may result in disqualification.

8. Amendments and Updates

This rule book is a living document and may be updated to reflect developments in the discipline or safety practices.

Any changes will be communicated through official channels and must be implemented before the following competition season.