



AUSTRALIAN PARACHUTE FEDERATION

Competition Rules – Canopy Formation



VERSION 1-2024
Status: Mandatory

Warning

Parachuting and flying in parachuting aircraft can be dangerous.

Version Control

It is important that members refer to the current version of this document. Current Version number is shown on the front cover and in the below table.

Current versions of these rules and any associated documents can be found on the APF website. Significant changes made from the previous version are shown in Amendments.

These rules are based on the relevant International Skydiving Commission (ISC) competition rules. Variations from those rules are indicated by italic text.

CURRENT VERSION	RELEASE DATE
01-2024	28 February 2024

PREVIOUS VERSIONS	REPLACED BY
10-2023	01-2024
09-2021	10-2023

AMENDMENTS

VERSION	AMENDMENT DETAILS
01-2024	Re-numbered and updated to conform to ISC rules. Included addenda.
10-2023	Taken from previous version of Sporting Code, separated into own document.

©2024 Australian Parachute Federation Ltd

For further information visit www.apf.com.au

This work is copyright. You may download, display, print and reproduce this material in unaltered form only (retaining this notice) for your personal, non-commercial use or use within your organisation.

<p>This document is offered as a free download to APF members. Alternatively, contact the APF Office for a paper copy at a cost of \$5.00</p>	
---	---

Contents

1	APF AUTHORITY	5
2	DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES	5
3	THE EVENTS	7
	3.1 Description of the Events	7
	3.2 Minimum Rounds.....	7
	3.3 Objective of the Events	7
	3.4 Performance Requirement	7
	3.5 Determination of Winners.....	8
4	GENERAL RULES	8
	4.1 Equipment	8
	4.2 Meteorological Conditions	8
	4.3 Safety	9
	4.4 End of Working Time.....	9
	4.5 The Draw	9
	4.6 Training Jumps.....	9
	4.7 Jump Order.....	10
	4.8 Exit Procedure	10
	4.9 Video Transmission and Recording	10
	4.10 Rejumps	11
	4.11 Scoring	12
5	RULES SPECIFIC TO THE EVENTS	12
	5.1 2-Way Sequential Event	12
	5.2 4-Way Sequential Event	13
	5.3 4-Way Rotation Event	13
	5.4 <i>2-Way Intermediate Sequential Event</i>	14
6	JUDGING RULES	14
	6.1 Scoring System.....	14
	6.2 Start of Working Time	14
	6.3 Viewing	14
	6.4 Size of Panel	15
	6.5 Scoring	15
	6.6 Posting	15
7	TEAM COMPOSITION	15
8	DEFINITIONS & DIVE POOL CLARIFICATION	16

Competition Rules – Canopy Formation

8.1	Definitions	16
8.2	Visualisations for Grip Definition (ref 2.2)	16
ADDENDA		17
8.3	4-WAY SEQUENTIAL BLOCK FORMATIONS	18
8.4	4-WAY SEQUENTIAL RANDOM FORMATIONS:	22
8.5	2-WAY SEQUENTIAL RANDOM FORMATIONS:	23

1 APF AUTHORITY

The competition will be conducted under the authority granted by the APF, according to the regulations of the APF Sporting Code and these rules.

2 DEFINITIONS OF WORDS AND PHRASES USED IN THESE RULES

2.1 Formation: consists of two or more jumpers and canopies linked by grips

2.2 Grip: consists of a

- (a) hand hold or a **foot** hook **on an 'A'** line, or front riser
- (b) Contact with the "A" line from behind with the front of the lower leg or ankle, defined as between the instep of the foot and below the knee. (The instep of the foot needs to be clearly identifiable on the video footage submitted, for example: by tape in a contrasting colour to that of the shoe).

so that a formation is built in accordance with the **configurations** as depicted in the dive pool.

2.3 Configurations:

2.3.1 Stack:

The shoulder of the upper jumper must be above the upper surface of the lower canopy. A grip must be on an 'A' line attached to the centre cell.

2.3.2 Stair/Step:

The shoulder of the upper jumper must be above the upper surface of the lower canopy and/or the hip of the upper jumper must be above the lower surface of the lower canopy. The grip must be only on the outside 'A' line of the end cell. The grip must be taken with the inside leg or foot; this may include an additional handhold, if desired.

2.3.3 Plane:

The head of the upper jumper must be below the lower surface of the lower canopy. The grip must be on the front risers or an 'A' line attached to the centre cell.

2.3.4 Plane/Stack:

Plane, stack or any position on a riser or an 'A' line attached to the centre cell between these configurations. A correct grip must be maintained.

The above configurations only apply to complete formations.

2.4 Total separation:

Total separation is when all competitors show at one point in time they have released all their grips and no part of their arms or feet have contact with another canopy.

2.5 Inter:

Inter is an intermediate requirement within a block sequence which must be performed as depicted in the divepools.

2.6 Scoring formation:

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 divepool, 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.

2.7 Infringement:

Is one of the following:

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. A correctly completed formation preceded by an incorrect inter or incorrect total separation.
3. A formation, inter, or total separation not clearly presented.

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.

2.8 Sequence:

A series of blocks and random formations that are designated by the draw.

2.9 NV:

Formations, inters or total separations not visible on screen due to meteorological conditions (like rain, clouds, sun etc.) or factors relating to the Videographer's video equipment that cannot be controlled.

2.10 Omission:

Is one of the following:

1. A formation or inter missing from the drawn sequence.

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.

2.11 Working time:

The working time begins at the moment of the first complete separation of a grip from the first scoring formation whether correct or not, or 60-seconds after exit of the first team member, including the team's Videographer, whichever is first. If the judges cannot determine the working time from the video footage submitted, the following procedure will be followed. The Event Judge will determine the closest approximation to the working time and begin the chronometer and a penalty equal to 20% (rounded down) of the score for that jump will be deducted from the score for that round.

3 THE EVENTS

3.1 Description of the Events

The discipline will be comprised of the following events:

- 3.1.1 2-Way Sequential Event: 8 Rounds.
- 3.1.2 2-Way Intermediate Sequential Event: 8 Rounds (to be held in "off" years only).

At least one team performer (not Videographer) MUST NOT have won the Intermediate 2-Way Sequential Event previously for the team to be qualified as Intermediate.

- 3.1.3 4-Way Sequential Event: 8 Rounds.
- 3.1.4 4-Way Rotation Event: 8 Rounds.

3.2 Minimum Rounds

A minimum of one round must be completed to establish winners in any event.

3.3 Objective of the Events

The accumulated total of all completed rounds is used to determine the final rank of the teams and declare the winner.

3.4 Performance Requirement

- 3.4.1 **2-Way sequential events:** Each round consists of a repeatable sequence drawn from the dive pool.
- 3.4.2 **4-Way sequential event:** Each round consists of a repeatable sequence drawn from the dive pool.

- 3.4.3 4-Way rotation event:** Each round consists of successive 4-Way plane/stack formations made by rotations. Rotations must be made by the top competitor in the complete formation dropping grips, flying to the bottom of the formation and again completing a 4-way plane/stack formation. The inter is the remaining correctly completed 3-Way plane/stack formation.

3.5 Determination of Winners

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

- 3.5.1 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;
- 3.5.2 the highest score in any completed round;
- 3.5.3 the highest score starting with the last completed round and continuing in reverse order, round by round until the tie is broken;
- 3.5.4 the fastest time (measured to hundredths of a second) to the last formation scored without infringement by both teams in the last completed round. Starting time must be that used for original evaluation of the jump.
- 3.5.5 Tied teams placed lower than third remain tied.

4 GENERAL RULES

4.1 Equipment

- 4.1.1 Canopy Formation must not be performed using a reserve parachute.
- 4.1.2 Competitors must carry the following equipment:
- 4.1.2.1 Each team member must carry a hook-knife for emergency use.
- 4.1.2.2 Each member of each team must carry a serviceable altimeter.

4.2 Meteorological Conditions

- 4.2.1 When air turbulence is apparent or clouds at lower altitudes affect visibility, the Meet Director may decide to raise the exit altitude. The Meet Director must inform all jumpers of the decision. This decision is not open to protest.

Competition Rules – Canopy Formation

4.2.2 Teams may refuse to jump in rain, turbulent conditions, or for any pertinent reason as per the *Sporting Code*. Whenever possible, evidence must be provided. The Meet Director, *DZSO* and the Chief Judge, after consultation with all Team Captains, by unanimous decision may decide to continue the event. If a team aborts a jump a second time for the same reason, that team will not jump that round and must be awarded the maximum or minimum score whichever is worse.

4.2.3 Rain occurring any time after the first team member exits the aircraft is no grounds for protest.

4.3 Safety

All forms of Canopy Formation jumping must cease by 750 metres (2,500 feet). *The DZSO has the authority to disqualify a team that breaks this rule, for that round or the whole event.*

4.4 End of Working Time

After working time has elapsed, only the drawn sequence for that round may be performed. If any other canopy formation is performed the team will receive a score of zero for that round. *The Organiser may supply a qualified person to monitor teams for this possible occurrence.* This decision is no grounds for a protest.

4.4.1 To prove that this is followed, the team's Videographer shall regularly sweep the horizon showing a complete separation of all performers.

4.4.2 The recordings of all competition jumps by the team shall be stored by the team's Videographer until the completion of the Meet, and presented to the Chief Judge at request, if needed to validate the sequence performed after working time arises.

4.4.3 If the same team is found to have broken rule 0 on two occasions in the same competition, the team concerned will be disqualified from that competition. This decision is no grounds for a protest.

4.5 The Draw

The Draw of the sequences and the jump order will be supervised by the Chief Judge and teams will be given not less than two hours knowledge of the results before the competition starts.

4.6 Training Jumps

4.6.1 Each team in each event may be given the option of one official training Jump before the draw is made.

4.6.2 Training jumps may not be made after the draw has been made public. If time allows these jumps may be assessed by the judges and, if assessed, the score shall be published.

- 4.6.3 Two drawn rounds will be made available for teams use. Teams can perform a sequence of their own choice instead and receive an evaluation from the judges. In this case, teams must provide the sequence to the judges with the video.

4.7 Jump Order

The drawn jump order will be used for all rounds. Time permitting and at the discretion of the Meet Director, reverse order of ranking may be used for the final two rounds.

4.8 Exit Procedure

- 4.8.1 There is no limitation on the exit other than those imposed by the Chief Pilot for safety reasons. The pilot must maintain the altitude and direction until the aircraft is well clear of the jumpers.
- 4.8.2 Teams will be responsible for their own exits once the aircraft has commenced jump run and the team has been cleared to exit.
- 4.8.3 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 O. If Judges cannot determine the exit time, the following procedure will be followed: Exit 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.
- 4.8.4 The pilot-chute must not be withdrawn from the equipment until the competitor is clear of the aircraft.

4.9 Video Transmission and Recording

- 4.9.1 Each team shall provide the video evidence required to judge each round. Each Videographer must use the video transmission system provided by the Organiser.
- 4.9.2 The Organiser must provide the teams with a way of identification of the team showing the date, round, and team number to be recorded by the Videographer just before exit. The recording should continue with the jump without a stop in recording.
- 4.9.3 The video equipment must be able to deliver a High Definition 1080 type digital signal with a minimum frame rate of 50 frames per second, through a memory card (minimum class 10). The Videographer is responsible for ensuring the compatibility of their video equipment with the scoring system.
- 4.9.4 As soon as possible after each jump is completed the Videographer must deliver the video equipment (including the media used to record that jump) for dubbing at the

designated dubbing station. The media evidence must remain available for viewing or download until all scores are posted as final.

- 4.9.5 Only one recording will be dubbed and judged. Secondary video evidence may only be used in NV situations.
- 4.9.6 The dubbing area will be as close to the landing area as possible.
- 4.9.7 A Video Controller will be appointed by the Organiser, prior to the start of the official training jumps. Prior to the competition starting, the Video Controller may inspect a team's video equipment to verify that it meets the competition requirements as determined by them. Inspections that do not interfere with a team's performance may be made at any time during the competition, as determined by the Chief Judge. If any video equipment does not meet the requirements determined by the Video Controller, this equipment will be deemed to be unusable for the competition.
- 4.9.8 A Video Review Panel will be established consisting of the Chief Judge and *Meet Director*. Decisions rendered by the Video Review Panel shall be final and not subject to protest or review by the Jury.
- 4.9.9 If the Video Review Panel determines that the video equipment has been deliberately tampered with, the team will receive no score for all rounds involving this tampering.

4.10 Rejumps

- 4.10.1 In the case of an NV situation, the Video Review Panel will assess the conditions and circumstances surrounding that occurrence and may award a rejump. Should the Video Review Panel determine that there has been an intentional abuse of the rules by the team, or by the Videographer on behalf of the team, no rejump will be granted and they will receive zero points for that jump.
- 4.10.2 Problems with a team's equipment are not reasons for a rejump except as determined in an NV situation, and in 0.
- 4.10.3 In the event of an equipment malfunction, or for any other safety reason, only one rejump may be granted per team, per competition event. This rejump will not be granted if the team builds a complete formation (correct or not) at any time during the jump. All evidence of the malfunction or intention to abort the jump before the first complete formation for safety reasons must be provided by the team. This evidence must include a written statement from the team. The Meet Director in conjunction with the Chief Judge will assess the conditions and circumstances surrounding the occurrence. A rejump will not be granted if it is determined that

there was an intentional abuse of the rules by the team and the team's score for that jump will be zero.

- 4.10.4 Contact or other interference between a team and its Videographer are not reasons for the team to request a rejump.

4.11 Scoring

- 4.11.1 All formations and inter requirements must be completed and recorded in such a manner that the Judges may determine that the required performance has been achieved. Provision of the video evidence for judging purposes is the responsibility of the team.
- 4.11.2 If a competitor or team is disqualified for a jump, they will receive zero points for that jump.

5 RULES SPECIFIC TO THE EVENTS

5.1 2-Way Sequential Event

- 5.1.1 **Exit altitude** shall be 2450 meters (~8000 ft) AGL with a working time of 60 seconds.
- 5.1.2 **The draw of the sequences:** Each round consists of five formations that have been drawn from the dive pool of 12 formations (2 of each). After each sequence is drawn, the five formations shall be returned to the dive pool so that they may be drawn again.
- 5.1.3 **Scoring:** Teams will be awarded one point for each correctly completed formation which, apart from the first formation, is preceded by total separation within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.
- 5.1.4 **Omissions:** For each omission of a formation in a round, the team will not score the point for the omitted formation, and an additional two points will be deducted from that round as a penalty. However, the scoring will not be affected if the team goes back to correctly complete the omitted formation within working time. Formations built correctly after the omitted formation will be scored in the normal manner.
- 5.1.5 Each formation must be performed in accordance with the illustrations in the drawn sequence. Jumper position for each random is set by the draw, i.e. the dark canopy position on the first formation built within a round must remain in the dark canopy position on all subsequent formations of that round. There must be release of all grips between each formation. No mirror formations are allowed. All formations shall be performed as shown in the dive pool, as seen from behind.

5.2 4-Way Sequential Event

- 5.2.1 Exit altitude** shall be 3050 meters (~10,000 ft) AGL with a working time of 120 seconds.
- 5.2.2 The draw of the sequences:** Each block sequence or random from the dive pool will be drawn only once for each competition. All rounds shall consist of four or five scoring formations, whichever number is reached first.
- 5.2.3 Scoring:** Teams will be awarded one point for each correctly completed formation which, apart from the first formation, is preceded by an inter correctly completed within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.
- 5.2.4 Omissions:** For each omission of a formation in a round, the team will not score the point for the omitted formation, and an additional one point will be deducted from that round as a penalty. However, the scoring will not be affected if the team goes back to correctly complete the omitted formation within working time. Formations built correctly after the omitted formation will be scored in the normal manner.
- 5.2.4.1 An attempt to complete a formation, although incorrect or incomplete, demonstrated by at least three canopies connected with grips, OR the two 2-way formations in an inter clearly attempting to build the sequence, will be judged as an incorrect formation, not as an omission.
- 5.2.5 Each formation and inter requirement must be performed in accordance with the drawn sequence. Where there is no inter requirement between formations, there must be release of all grips between all canopies at one point in time. Mirror images are acceptable for complete blocks and random formations. Formations need not be symmetrical. At the end of a sequence there must be release of all grips before restarting the sequence as drawn.

5.3 4-Way Rotation Event

- 5.3.1 Exit altitude** shall be 2800 meters (~9000 ft) AGL with a working time of 90 seconds.
- 5.3.2 Scoring:** Teams will be scored from the first formation, whether correct or not. Teams will be awarded one point for the first correctly completed formation and every correctly completed 4- Way plane/stack formation within the working time, according to the performance requirement. Team members rotating from the top of the plane/stack formation before the bottom team member has taken a grip will not receive credit for that formation. The following formation (the rebuild) shall be scored as zero (0) points, except for the formation following the first formation after the start of working time.

5.4 2-Way Intermediate Sequential Event

5.4.1 *Exit altitude shall be 2450 meters (~8000 ft) AGL with a working time of 60 seconds.*

5.4.2 *The draw of the sequences: Each round consists of four formations that have been drawn from the APF CF 2-Way Sequential dive pool of 12 formations (two of each). Formations A, B, and C will be placed in container 1, and formations D, E, and F will be placed in container 2. Formations will be drawn alternately from container 1 and 2 (i.e. either A, B, or C will be followed by either D, E or F). After each sequence is drawn, the four formations will be immediately returned to the dive pool so that they may be drawn again.*

5.4.3 *Scoring: Teams will be awarded one point for the first correct formation and each subsequent correct formation that is preceded by total separation within the working time. Teams will not be awarded points for incorrect formations. There will be no penalty.*

5.4.4 *Omissions: For each omission of a formation in a round, the team will not score the point for the omitted formation, and an additional two points will be deducted from that round as a penalty. However, the scoring will not be affected if the team goes back to correctly complete the omitted formation.*

5.4.5 *Each formation must be performed in accordance with the illustrations in the drawn sequence. Jumper position for each random is set by the draw, i.e. the dark canopy position on the first formation built within a round must remain in the dark canopy position on all subsequent formations of that round. There must be release of all grips between each formation. No mirror formations are allowed. All formations shall be performed as shown in the dive pool, as seen from behind.*

6 JUDGING RULES

6.1 Scoring System

The Judges may use an electronic scoring system to record their evaluation of the performance *if available*.

6.2 Start of Working Time

The Judges shall start the timing when the first team member (including the team's Videographer) leaves the aircraft. At the end of working time, freeze frame of the video image shall be applied.

6.3 Viewing

The Judges will watch the video evidence of each jump (1) one time at normal speed. 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 will be conducted at normal or reduced speed between 50-90 percent of normal speed. At the request of the Event Judge a (3rd) 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 freeze frame from the first viewing will be applied on each viewing.

6.3.1 If, after all viewings are complete, and within 15 seconds of 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. If the review results in a minimum four to one decision (*for a five judge panel*) or unanimous (*for a three judge panel*) decision by the Judges that an absolutely incorrect assessment has occurred on the part(s) of the jump in question, the score for the jump will be adjusted accordingly. Only one review is permitted for each jump.

6.4 Size of Panel

Each performance must be evaluated by a panel of *at least three and where possible five Judges. At a National Championship, the judging panel should have a majority of Judges who are Nationals Endorsed for Canopy Formation.*

6.5 Scoring

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

- credit the scoring formation; or
- assign an omission; or
- determine an NV situation.

6.6 Posting

All Judge's scores shall be posted.

7 TEAM COMPOSITION

A 2-Way team consists of up to four members, any of whom may be the team Videographer.

A 4-Way team consists of up to six members, any of whom may be the team Videographer.

8 DEFINITIONS & DIVE POOLS

8.1 Definitions

Definitions used in the Formation Diagrams

8.1.1 Canopy identification

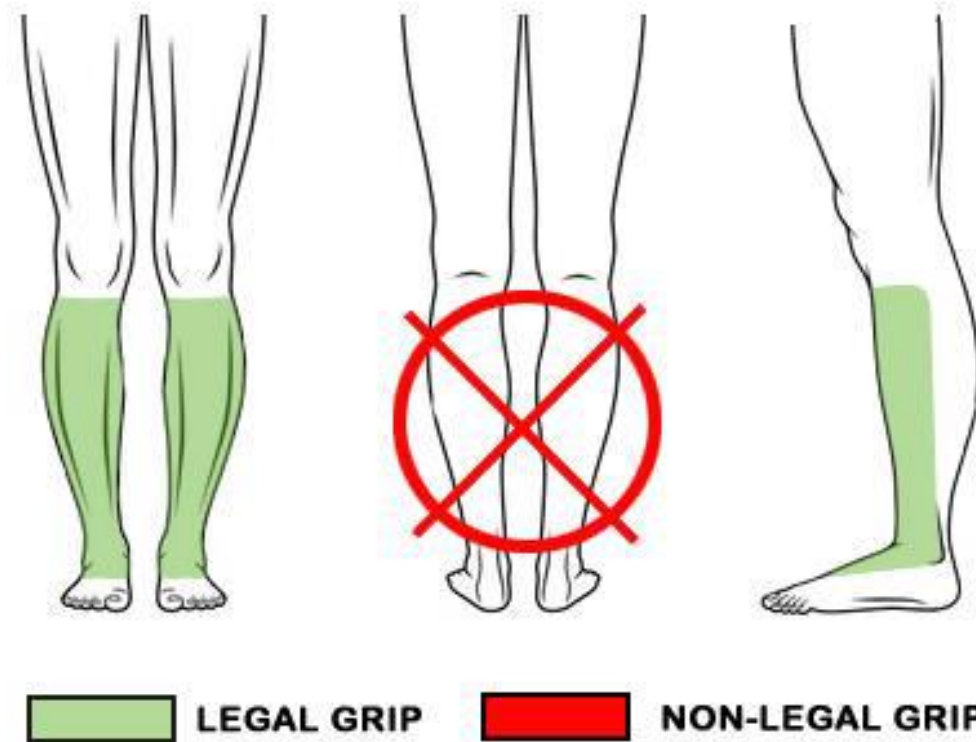


8.1.2 Block sequence numbers: **1 2 3 4**

8.1.3 Random formation letters: **A B C D**

8.1.4 Intermediate requirement: **INTER**

8.2 Visualisations for Grip Definition (ref 2.2)

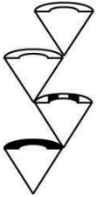



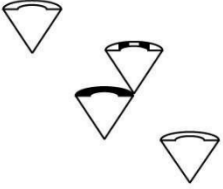
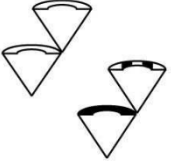
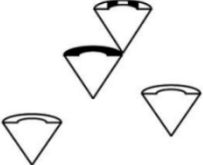
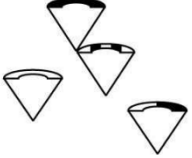

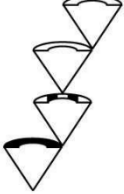
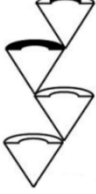
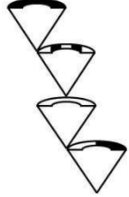


Competition Rules – Canopy Formation


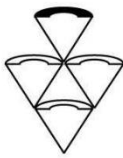
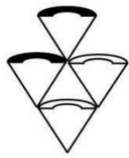
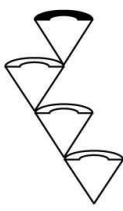
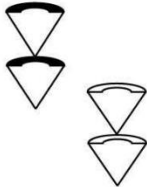
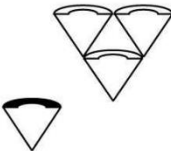
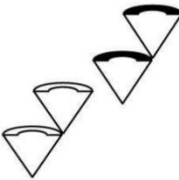
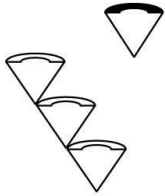

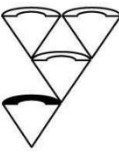


ADDENDA

- Addendum 8.3: 4-WAY Sequential Block Formations
- Addendum 8.4: 4-WAY Sequential Random Formations
- Addendum 8.5: 2-WAY Sequential Random Formations


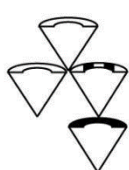


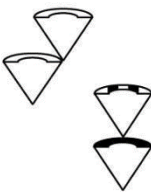
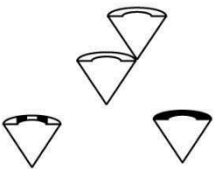
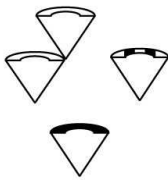
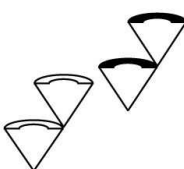
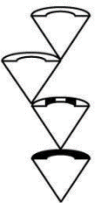

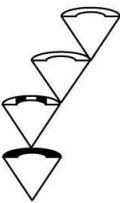

8.3 4-WAY SEQUENTIAL BLOCK FORMATIONS

<p>1</p>  <p>SNAKE</p>	<p>2</p>  <p>DIAMOND</p>	<p>3</p>  <p>STAIRSTEP</p>	<p>4</p>  <p>STEP STACK</p>
 <p>INTER</p>	 <p>INTER</p>	 <p>INTER</p>	 <p>INTER</p>
 <p>GATTON</p>	 <p>TWO STEP</p>	 <p>SNAKE</p>	 <p>TWO STEP</p>

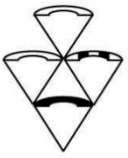
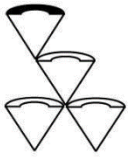
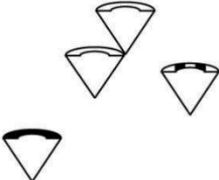
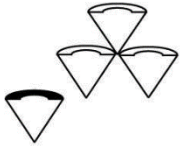

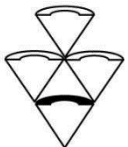
Competition Rules – Canopy Formation

<p>5</p>  <p>STACK</p>	<p>6</p>  <p>DIAMOND</p>	<p>7</p>  <p>DIAMOND</p>	<p>8</p>  <p>SAWASDEE</p>
 <p>INTER</p>	 <p>INTER</p>	 <p>INTER</p>	 <p>INTER</p>
 <p>STACK</p>	 <p>VICHY</p>	 <p>DIAMOND</p>	 <p>HOOK</p>

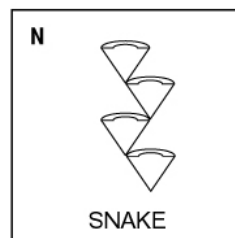
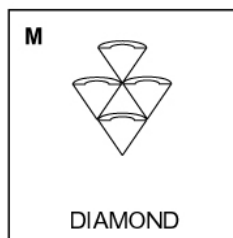
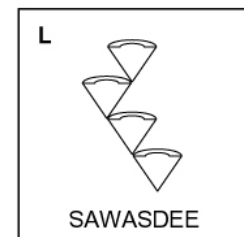
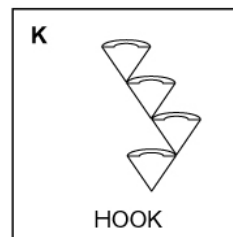
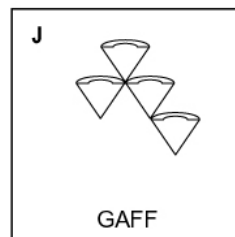
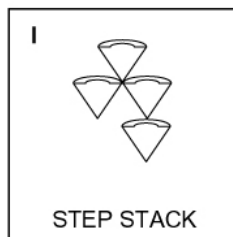
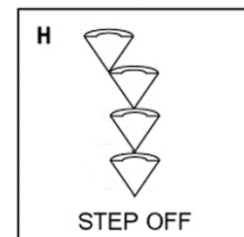
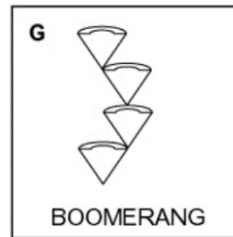
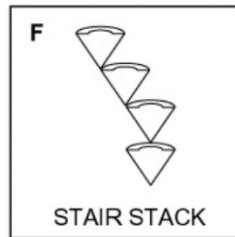
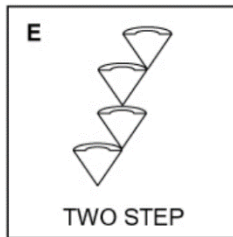
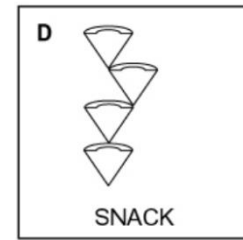
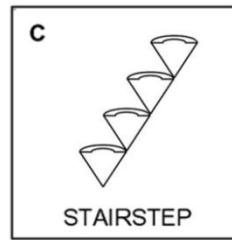
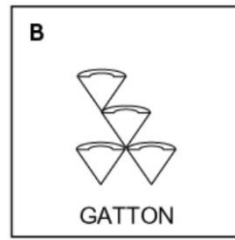
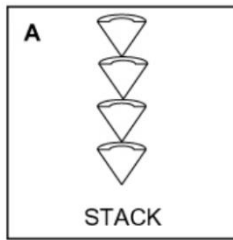
Competition Rules – Canopy Formation

<p>9</p>  <p>STEP STACK</p>	<p>10</p>  <p>STEP STACK</p>	<p>11</p>  <p>SNAKE</p>	<p>12</p>  <p>STAIRSTEP</p>
 <p>INTER</p>	 <p>INTER</p>	 <p>INTER</p>	 <p>INTER</p>
 <p>SNACK</p>	 <p>STAIRSTEP</p>	 <p>STAIR STACK</p>	 <p>DIAMOND</p>

Competition Rules – Canopy Formation

<p>13</p>  <p>DIAMOND</p>	<p>14</p>  <p>GATTON</p>
 <p>INTER</p>	 <p>INTER</p>
 <p>GATTON</p>	 <p>DIAMOND</p>

8.4 4-WAY SEQUENTIAL RANDOM FORMATIONS:



8.5 2-WAY SEQUENTIAL RANDOM FORMATIONS:

