

VRW4WAY.com's
Online Fax Meet

July 19 - 22, 2007

ADVANCED

Team Name:		
Dropzone:		
Aircraft:		
Team Member 1:		
Team Member 2:		
Team Member 3:		
Team Member 4:		
Video:		
Judge or Judges:		
Scores:	Points	Busts
Round 1		
Round 2		
Round 3		
Round 4		
Round 5		
Total:		

Please fax or e-mail the results to:

vrwteam@vrw4way.com

Fax: +1.320.451.3999

**Please email a picture of the team to the same address.
Please list the names of those shown in the picture so we know who's who.**

Results will be posted the following week at:

<http://www.vrw4way.com>

Quick Rules Reference:

- Working time:
 - 35 seconds of working time for each dive. We are relying on each team to time their dives and confirm that they only count points from the first 35 seconds. The clock starts as soon as you leave the aircraft.
- Busts
 - If you got the point, but the video does not clearly show each and every grip all at once, then this is a bust. If someone's hand is hidden behind another team members head, leg, etc....it does not count and your team does not get a point for that formation and it is considered a bust.
- Judging Tips
 - What we are doing is Formation Skydiving. In order to help yourselves be impartial judges, ask a friend that is on a FS 4 way team or that is a FS judge to review your dives and score them based on FS rules. They will help you determine what is a bust and if the point should count.
 - This is the first time most of us will be doing this, so getting outside help will not only help keep all of us honest, but will help insure that aren't missing anything in terms of how rules are interpreted.
- Grips
 - Make sure to review the full dive pool that is downloadable from vrw4way.com to confirm whether a grip should be on a foot or on a leg. Again, if the wrong grip is taken and is on video, it's still a bust.
- Have Fun!
 - This is the first event of its kind and is meant to spur interest around the globe. Get your team together and give it a shot. It's only 5 jumps!!!
- Questions – Help!!!
 - Send us an e-mail to vrwteam@vrw4way.com as we will be checking it throughout the weekend in case anyone needs any assistance.

Round 1

(Round 1 of 5 -- Advanced class)

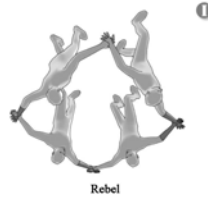
Random F: Double Joker

F



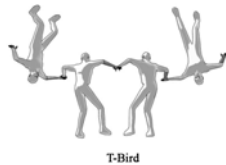
Random L: Rebel

L



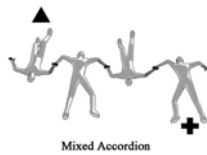
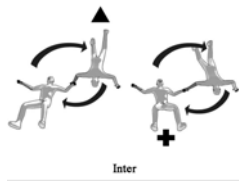
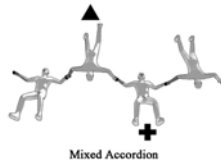
Random H: T-Bird

H



Block 5: Mixed Rotating Accordion

5



Total number of points in Round 1 -- 5 points

Round 2

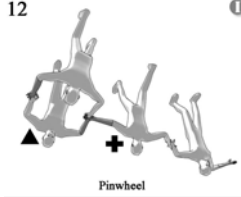
(Round 2 of 5 -- Advanced class)

Random C: Shoe Shine/Foot Fetish

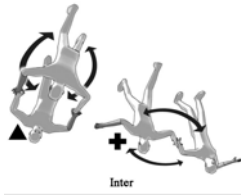


Shoeshine / Foot Fetish

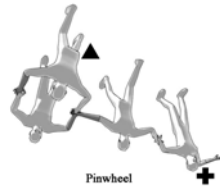
Block 12: Pinwheel-Pinwheel



Pinwheel

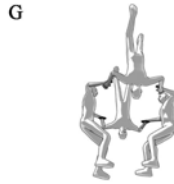


Inter



Pinwheel

Random G: Mixed Star



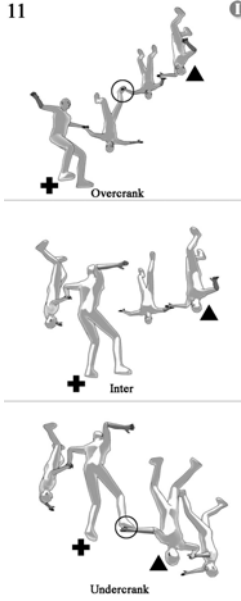
Mixed Star

Total number of points in Round 2 -- 4 points

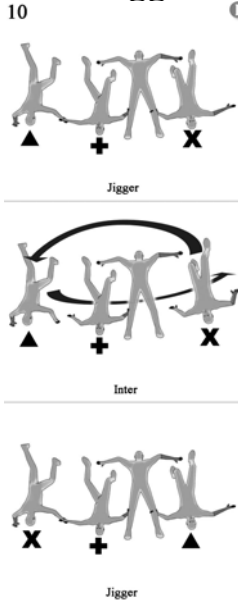
Round 3

(Round 3 of 5 -- Advanced class)

Block 11: Overcrank-Undercrank



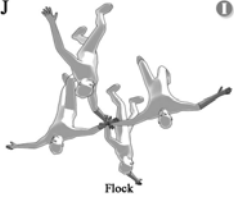

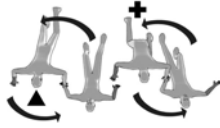


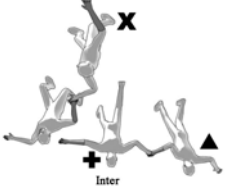
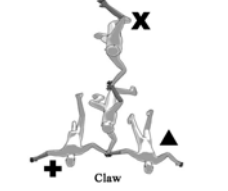
Block 10: Jigger-Jigger



Total number of points in Round 3 -- 4 points

Round 4

(Round 4 of 5 -- Advanced class)

Random J: Flock J ①  Flock
Block 3: Head Down Rotating Accordion 3 ①  HD Accordion <hr/>  Inter <hr/>  HD Accordion
Block 2: Claw 2 ①  Claw <hr/>  Inter <hr/>  Claw

Total number of points in Round 4 -- 5 points

Round 5

(Round 5 of 5 -- Advanced class)

Block 8: Buddy-Buddy

8 0

Buddy

Inter

Buddy

Random D: Head Down Star

D 0

HD Star

Block 4: Chain Gang

4

Chain Gang

Inter

Chain Gang

Total number of points in Round 5 -- 5 points