

**8 WAY CONTINUITY PLAN 2023 BY MARTIAL
FERRÉ**

Introduction

This document is to help to understand slots and continuity plan in 8 way. It shows all the official FAI 8 way formations schemed with :

- ❖ axis
- ❖ positions of the 4 pieces in 4 different colors to help you understand slots in randoms and blocs.



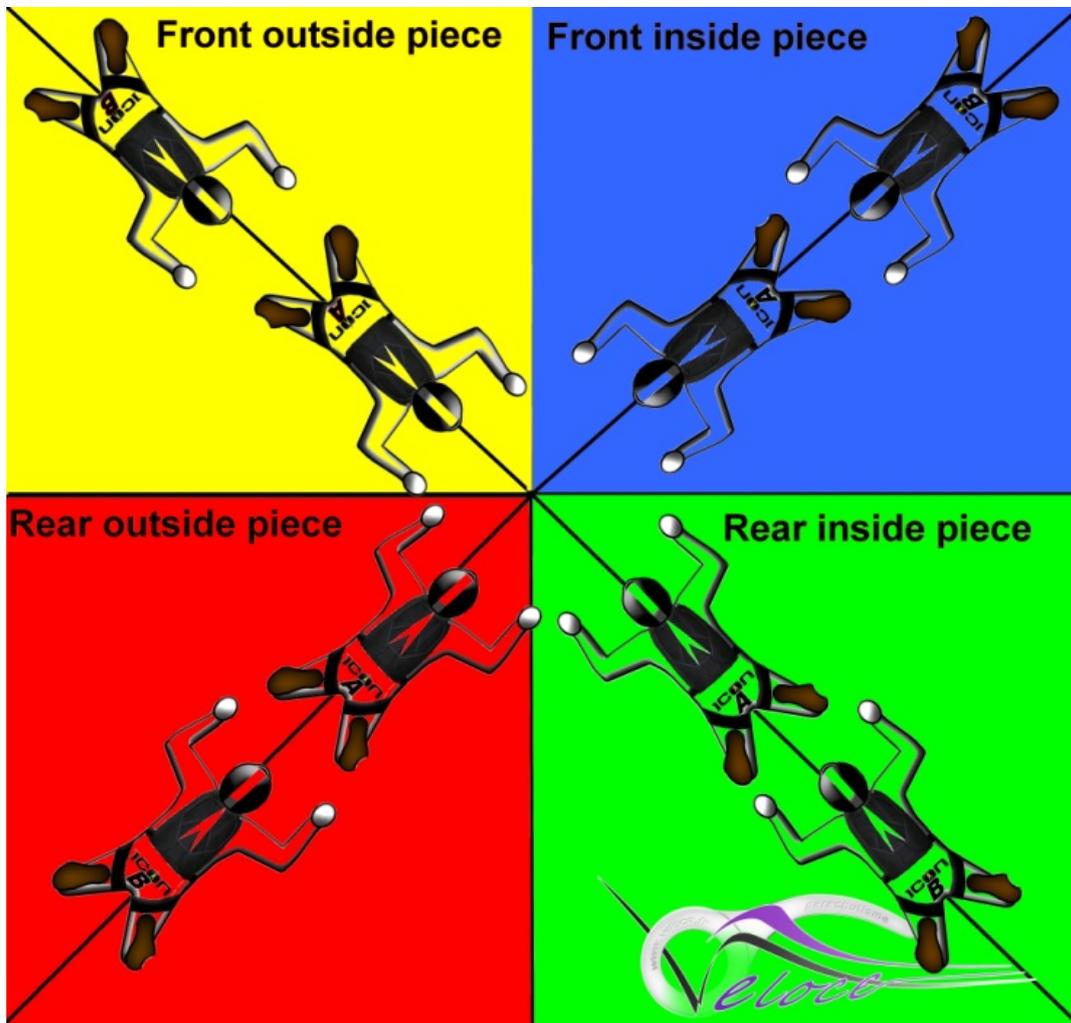
8 way team slots

An 8 way team is made of 4 pieces:

- ✓ Each piece contains one “insider” (A on the back) mostly connected with the center of the formations.
- ✓ Each piece contains one “outsider” (B on back) mostly flying the outside slots of the formations.

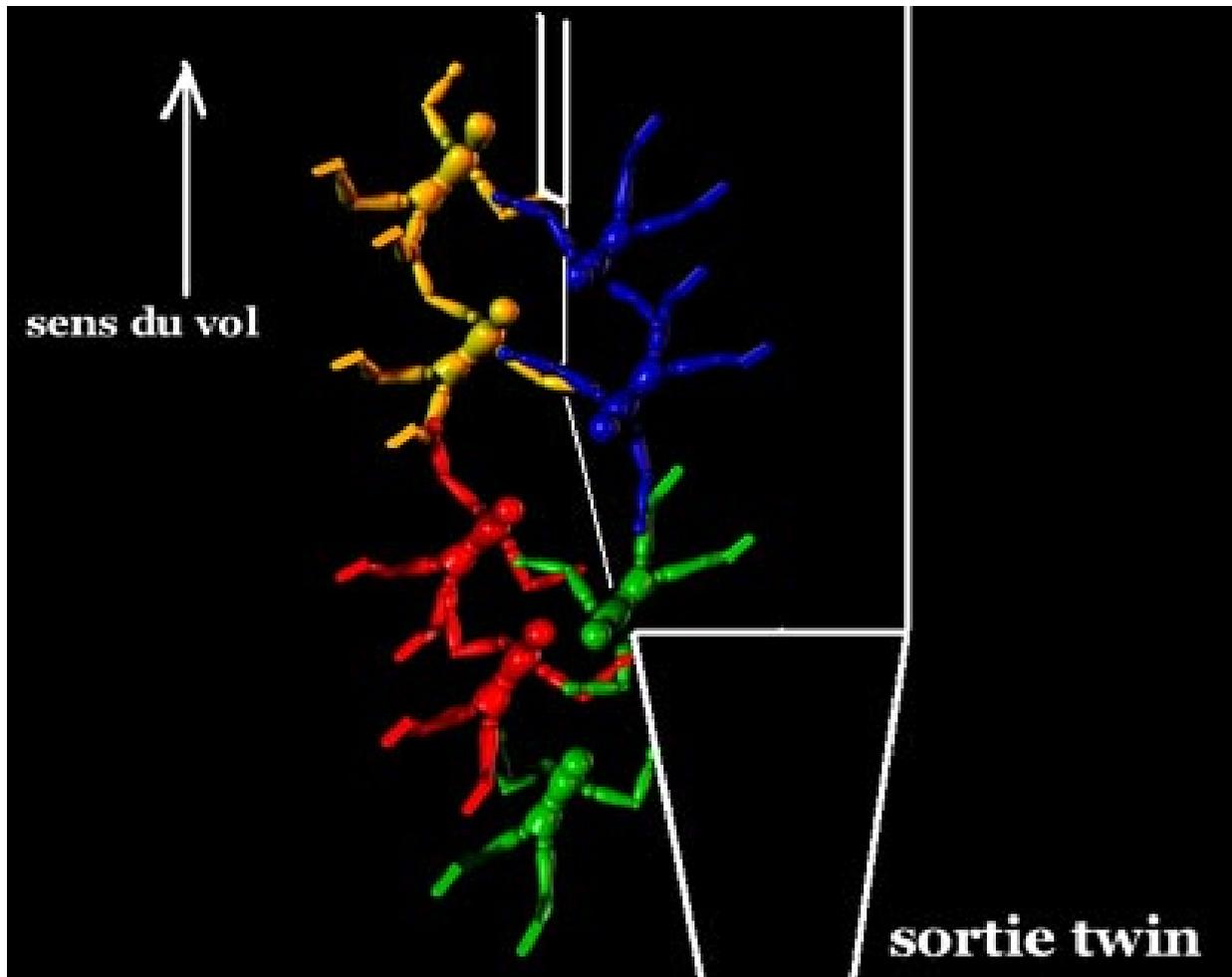
In 8 way we can show 4 sectors. Each piece will occupy one of these sectors as mentioned below:

- ✓ Front outside piece (yellow piece). It occupies the front of the formations.
- ✓ Front inside piece (blue piece). It occupies the right side of the formations.
- ✓ Rear outside piece (red piece). It occupies the left side of the formations.
- ✓ Rear inside piece (green piece). It occupies the tail of the formations.



The terms “outside” or “inside” recall the positions of the team members at the door to exit out of the plane.

On this scheme you can see the 4 colored pieces in their exit positions from a left hand door (ex: Twin otter or Cessna caravan).



Axis of flight

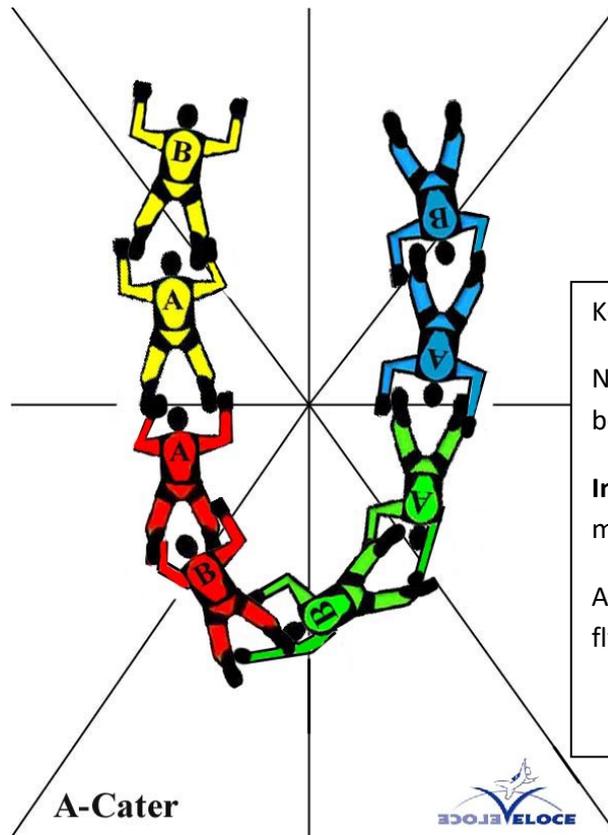
In 8 way, it's really important to understand where to set correct axis for each formation. Most of the formations in 8 way are oriented and we use the line of flight of the plane as a reference.

How to build formations

When you need to build formations in 8 way, you should have a good idea about where is your flying sector in each formation.

FAI 8 way random formations 2018

Note: even if the dive pool contains 16 formations, we may present you the possible different options for some of the formations.

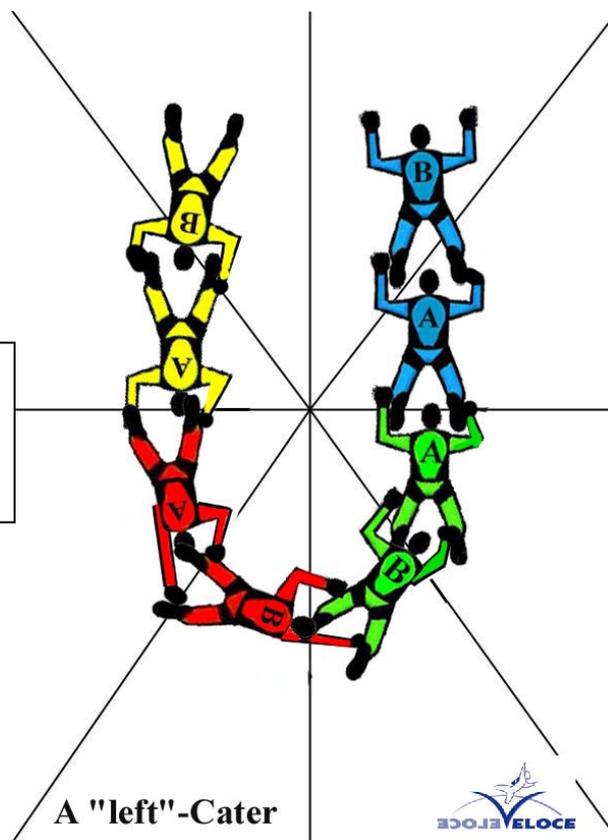


Key man: blue A

Note: look well at the grip between red B and green B!

In tunnel: the formation will look more round like a donut shape

Advise: Make sure that everybody fly level and flat !



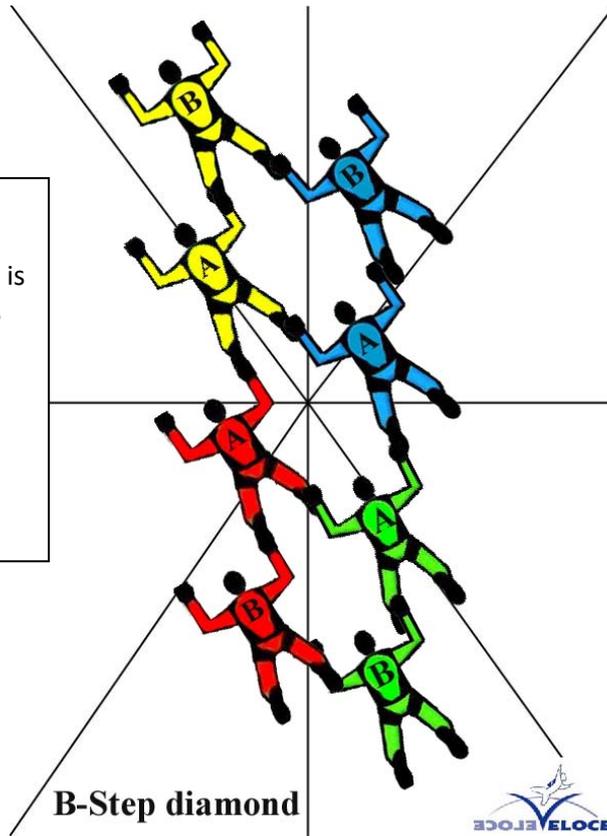
Key: Yellow A

Note: look well at the grip between green B and red B

Key: green A

Note: the right hand of blue A is hidden area for green A in the front.

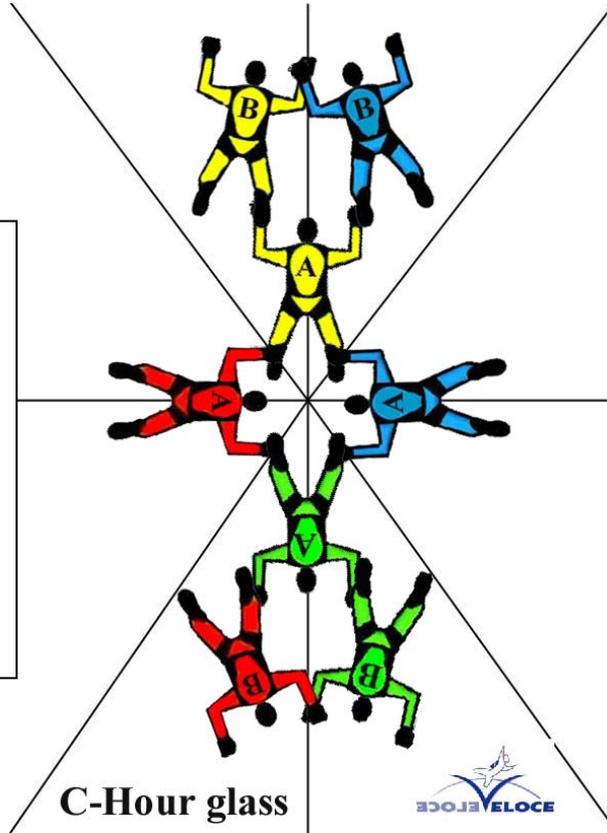
Blue A should look at Green A as soon as he got his grips.



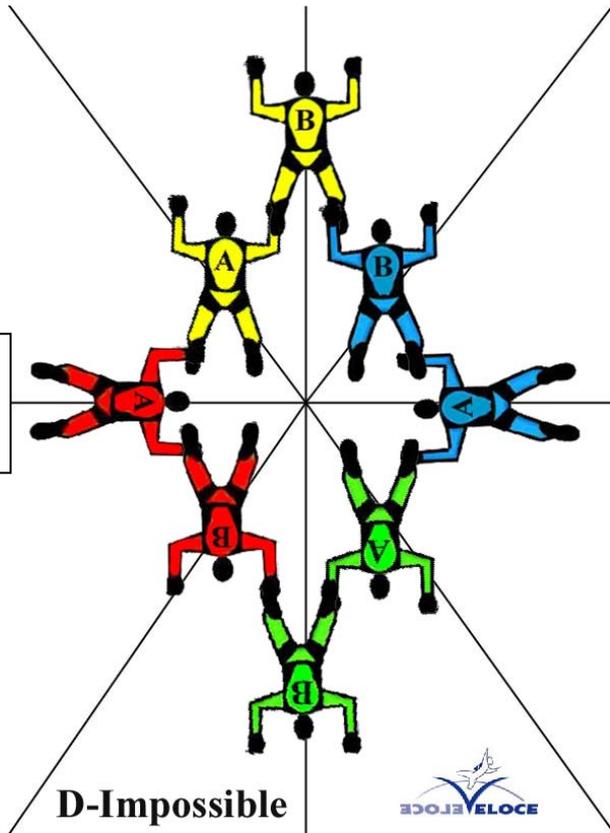
Key: red A and blue A check both their right and look at each other.

Advise: The outside guys need to present their knee ahead of the shoulders of Yellow and green A.

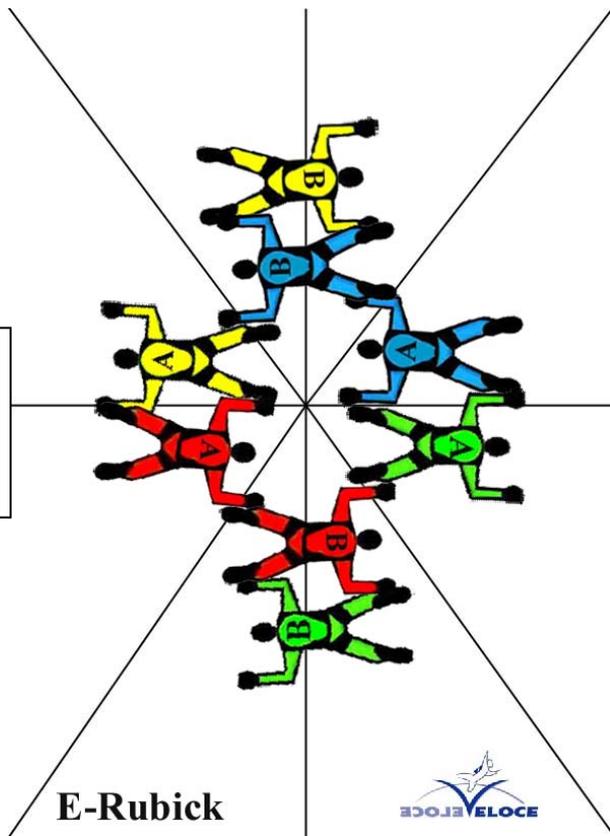
In the tunnel: go to the wall! :)



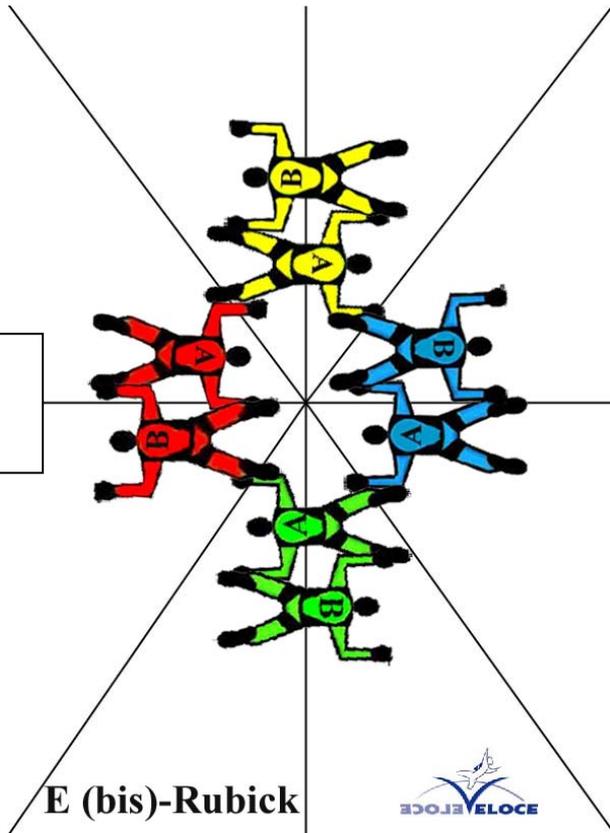
Key: **red** A and **blue** A both checking their right side



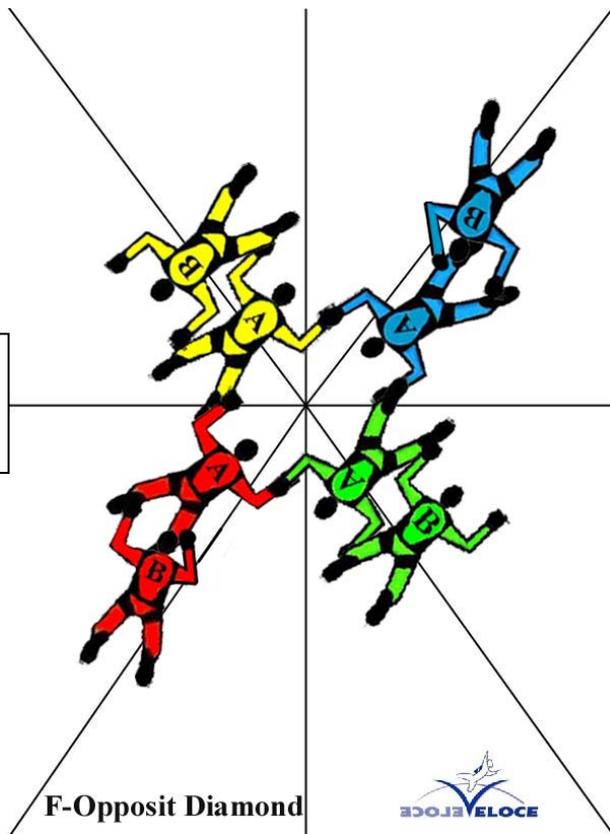
Key : **red** A and **blue** A both checking their right side.



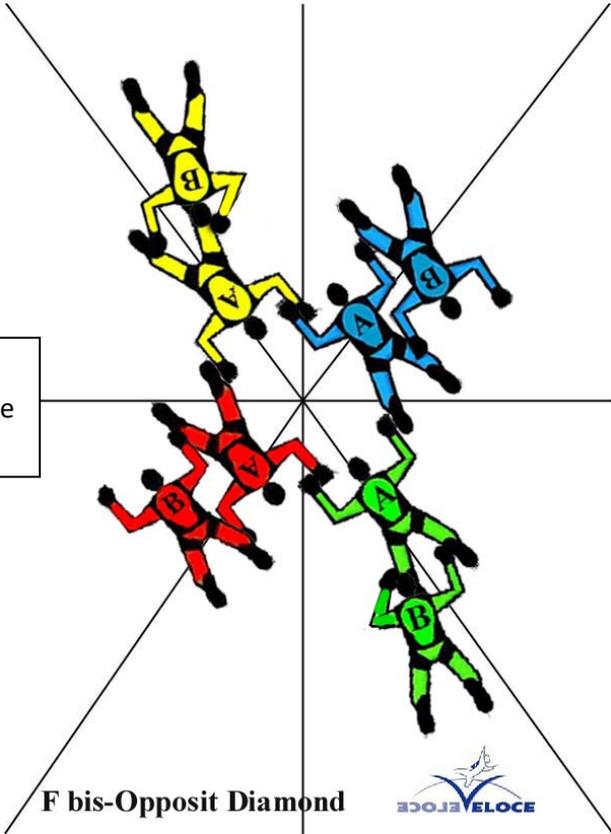
Key: **red** A and **blue** A both checking their left side



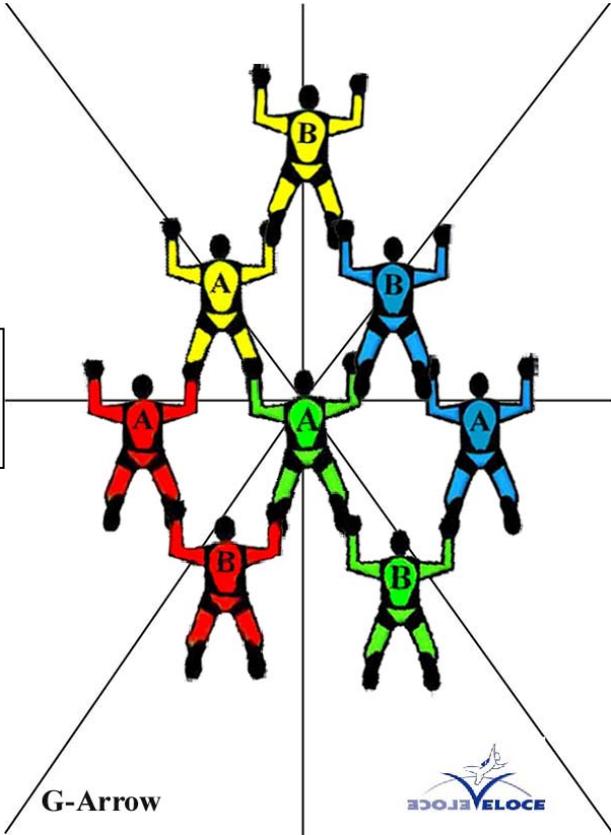
Key: **red** A and **blue** A both checking their left side



Key: yellow A and green A
both checking their right side



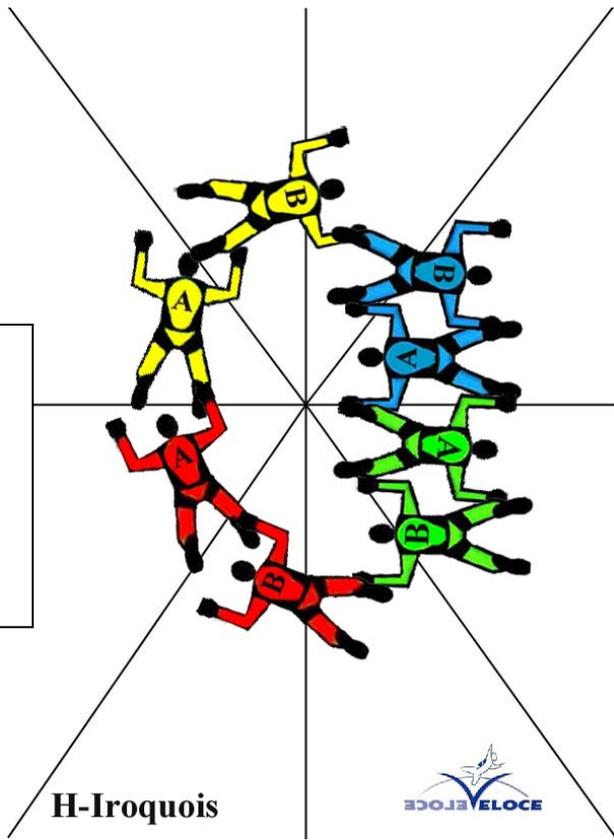
Key: green A



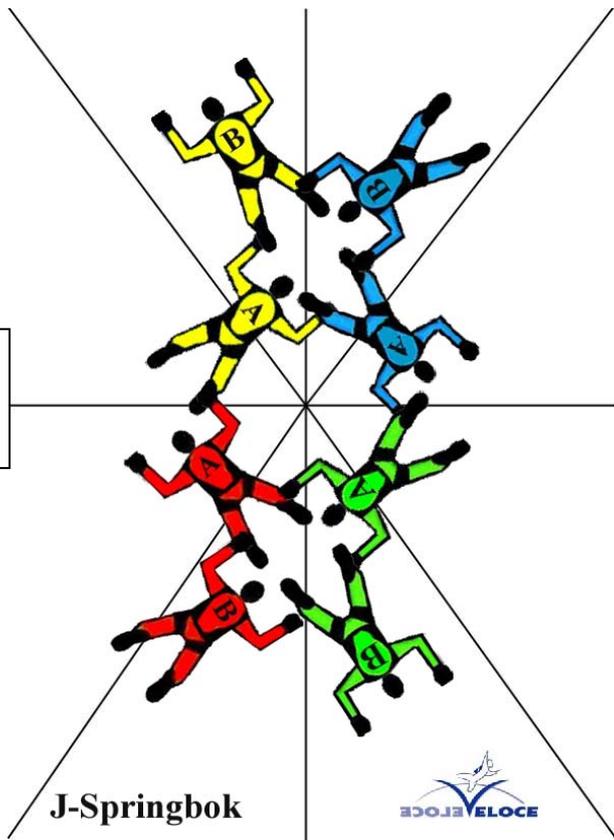
Key: **red** A and **Blue** A

Note: be aware of the grip between red B and green B!

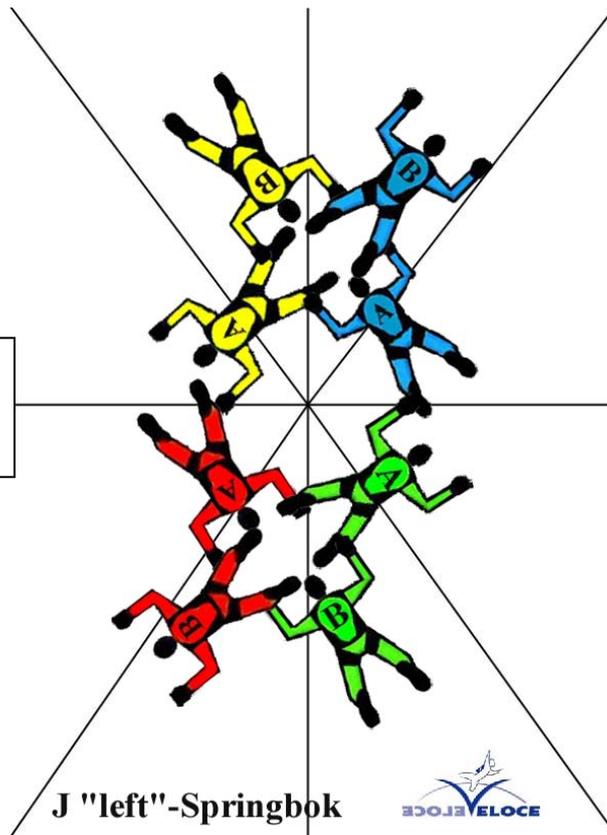
Blue A check the front and have a look at Red A



Key: **yellow** A and **green** A
both checking their bipoles on the left side

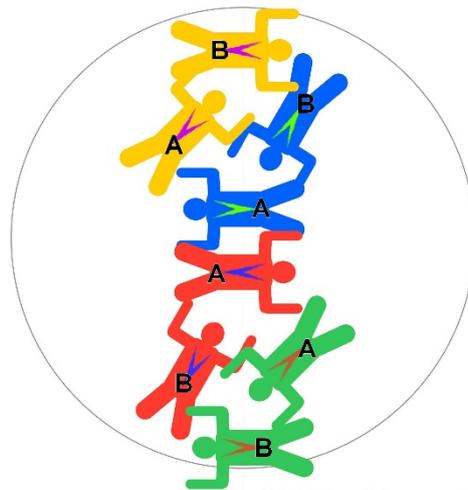


Key: red A and blue A both checking their bipoles to the right



J "left"-Springbok

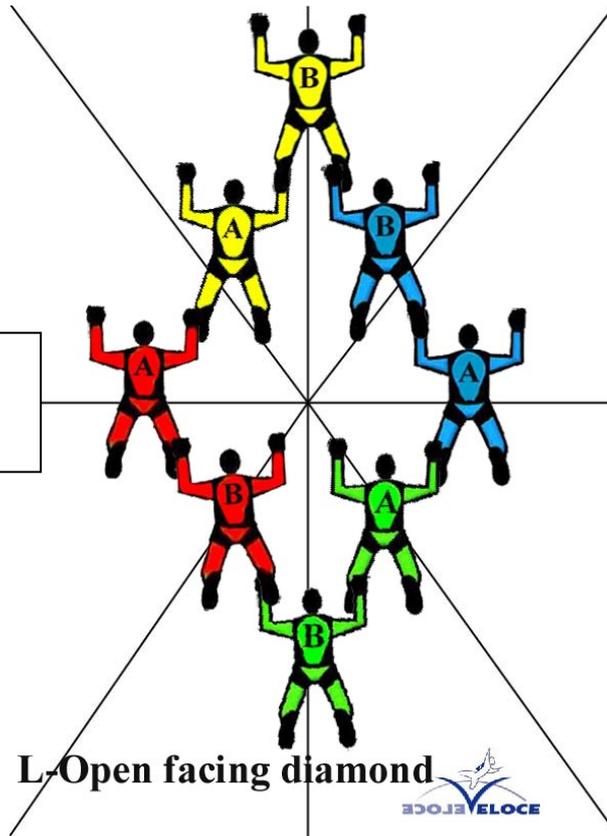
Key: blue A and Red A after checking their right side.



K " Double meeker"

K-Double crossbow

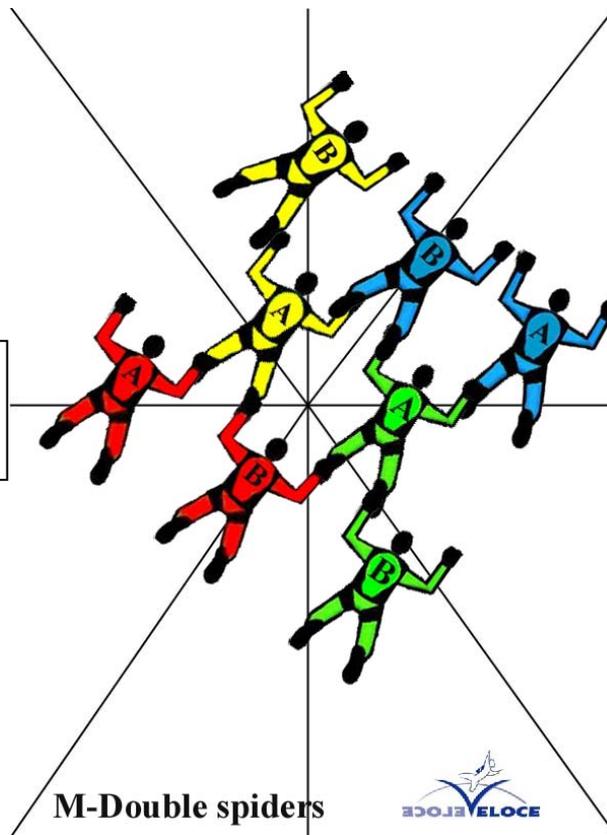
Key: **Green** A or **Red** B



L-Open facing diamond



Key: **red** B

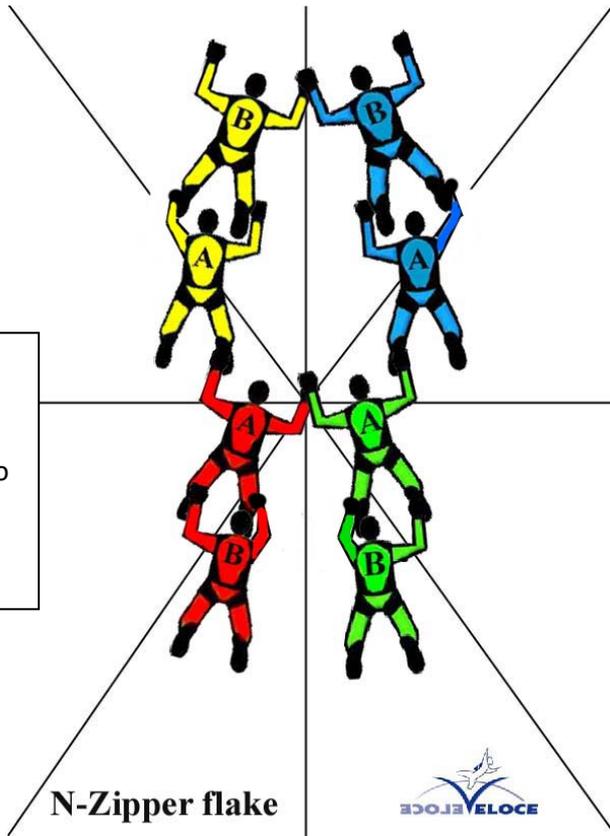


M-Double spiders



Key: **red** A or **Green** A

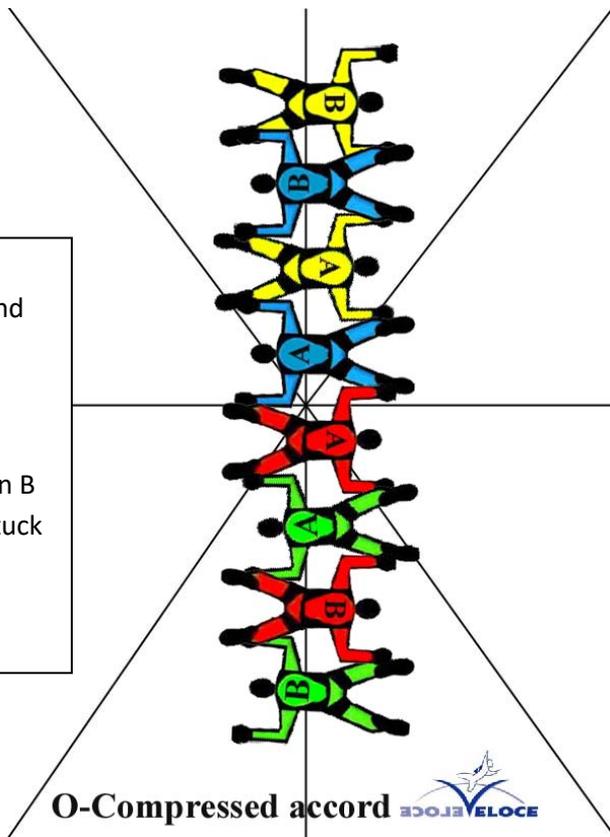
In the tunnel: the two front pieces may be wider open to make more room for the back pieces.



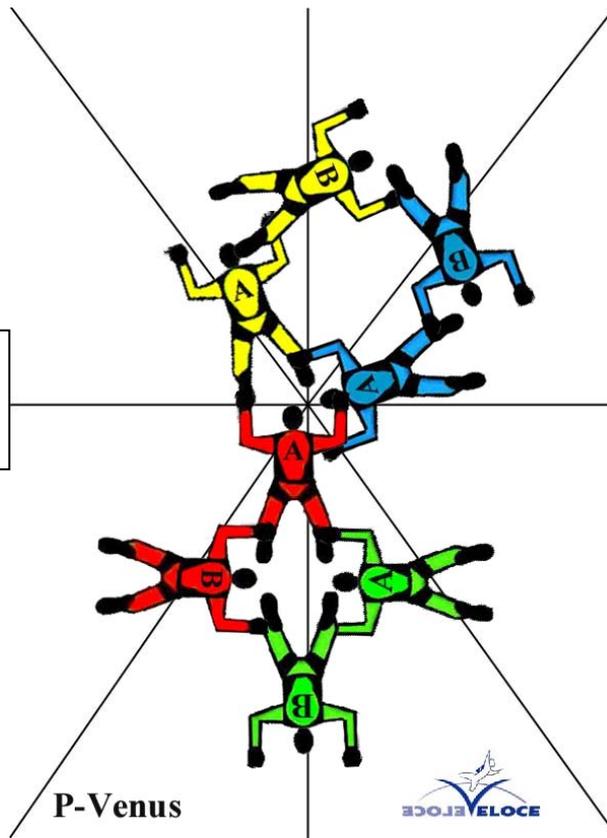
Key: **yellow** A check his left and **red** A check his right and look at each other.

Then **Red** A give the key.

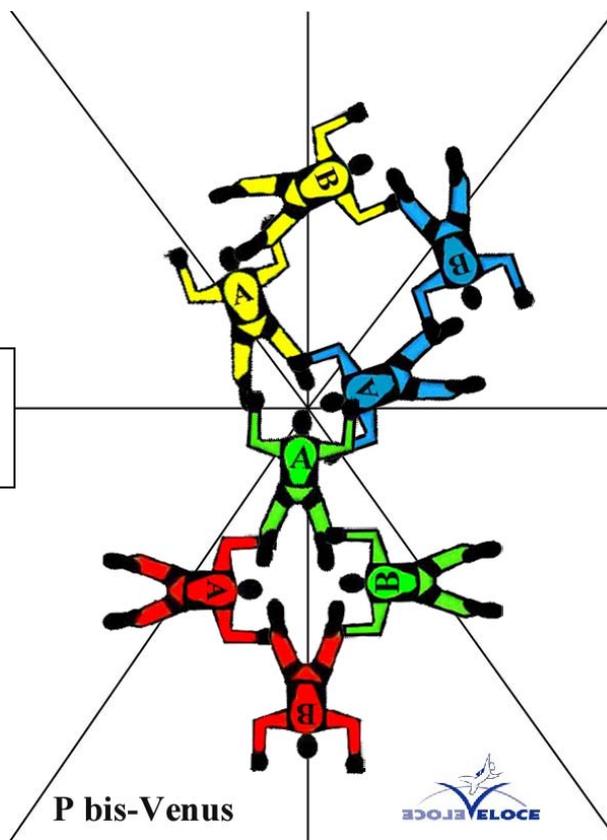
Advise: in the tunnel, Green B and Yellow B have to get stuck in the wall as much as possible!



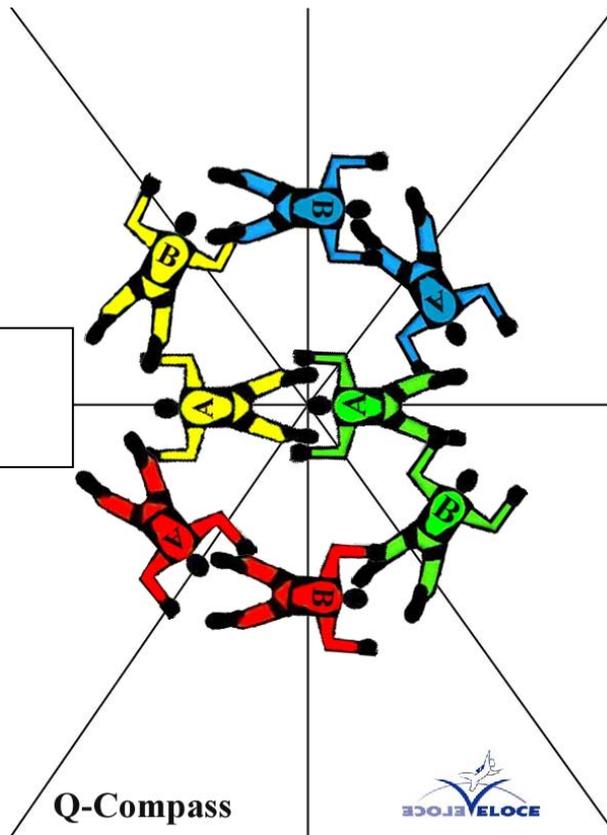
Key: blue A checks both right and left.



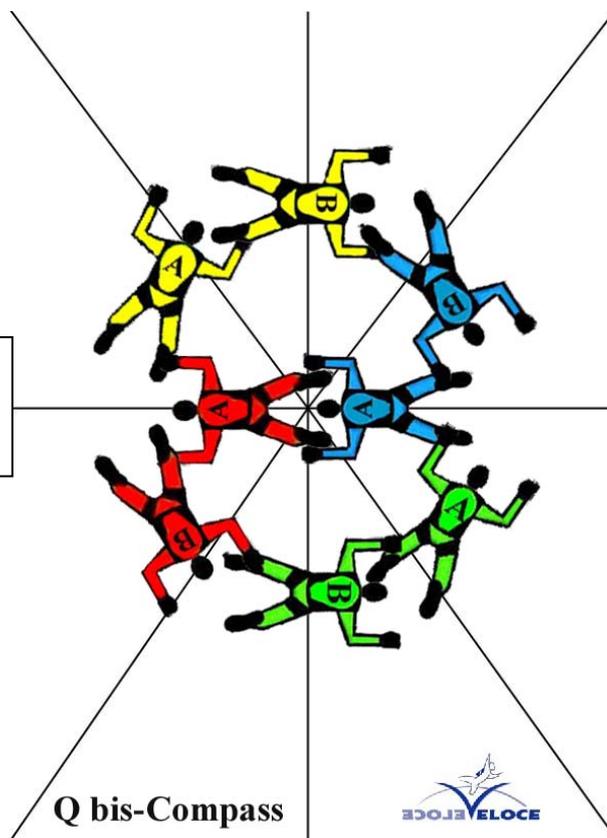
Key: blue A



Key: green A



Key man: blue A



FAI 8 way bloc formations 2018

Note: There are 22 blocks formations in the FAI program. Some of these blocks may have different options so we propose to show you the different ones as much as possible.

Blocs 17 and 20 have indoor and outdoor version. We present both options.

Taking notes

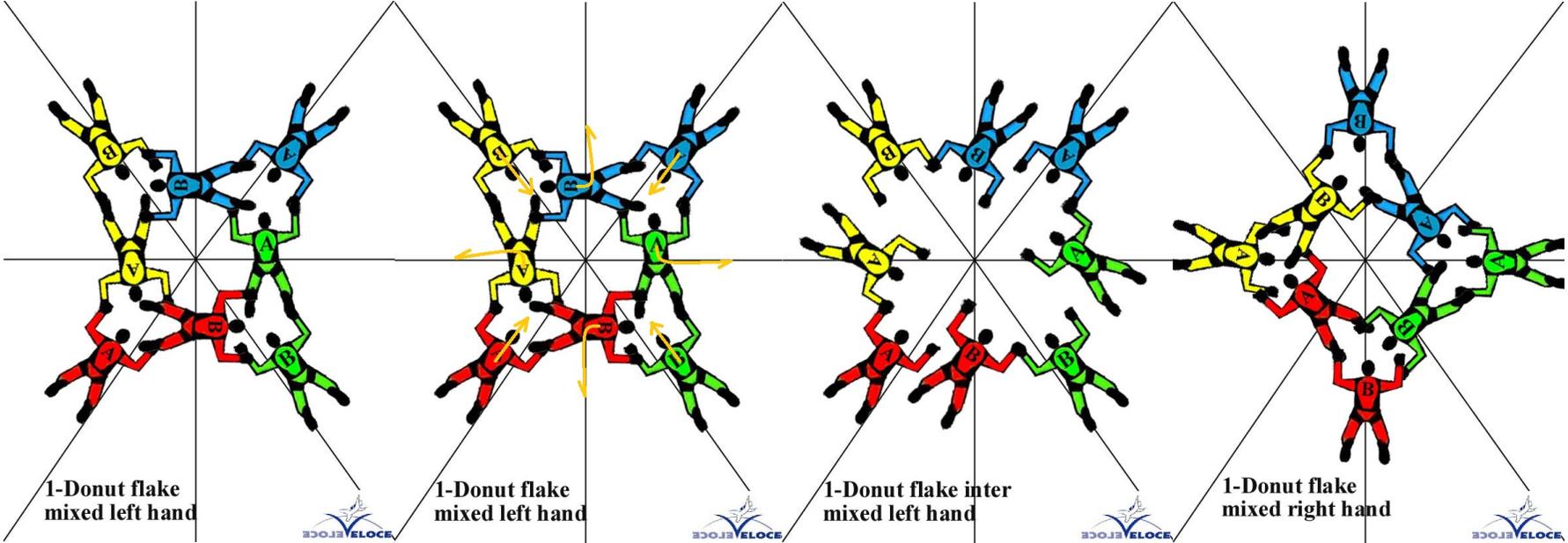
It's hard to explain with very short place the techniques of each bloc. So we haven't written any kinds of explanations in this documentation. The coach will explain you all 😊

For each bloc there is some room on the documentation to write some comments that your coach will tell you. Feel free to write on it!

Concerning keys

nothing is written in the concrete. Each team may have its own rules. What is proposed in this documentation is what teams tend to do usually. Changes can be proposed.

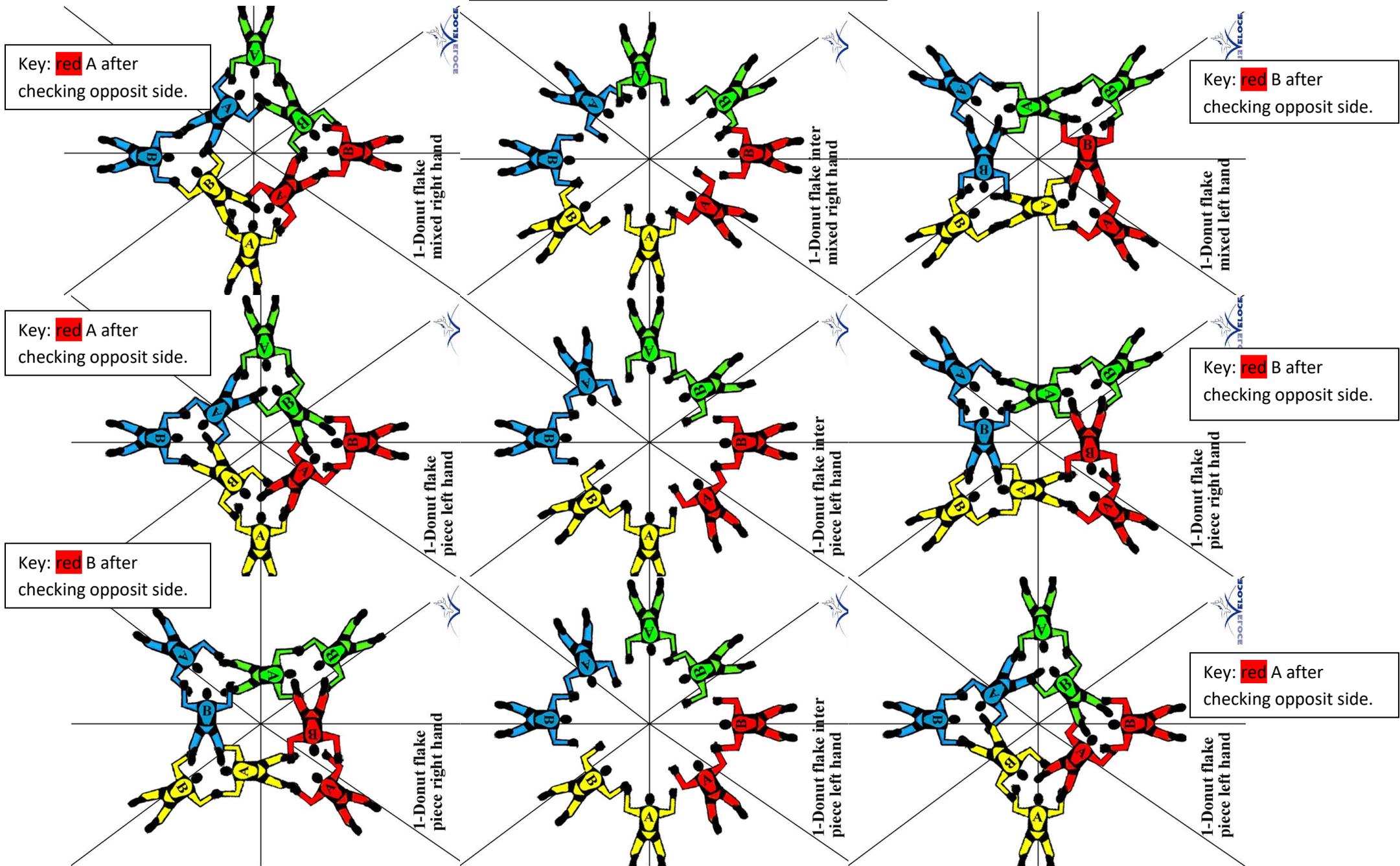
Bloc 1



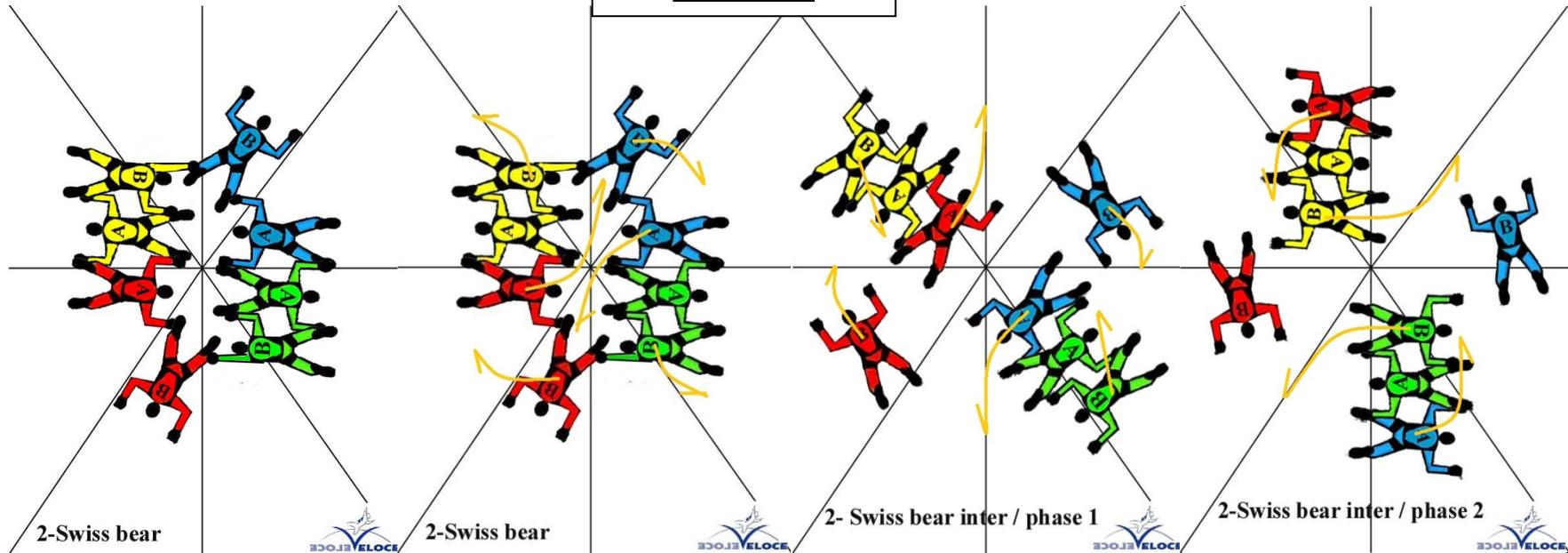
Key: red B after checking
opposite side.

Key: red A after checking
opposite side.

Bloc 1 (other versions)



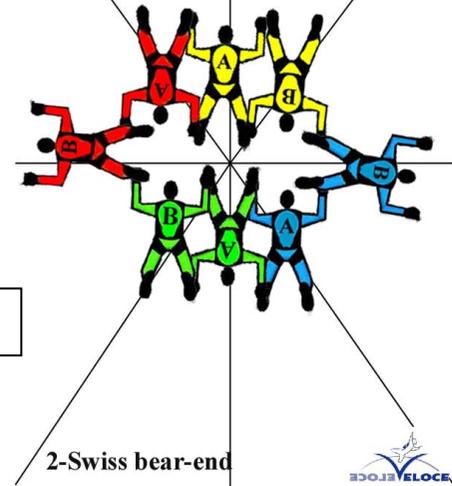
Bloc 2



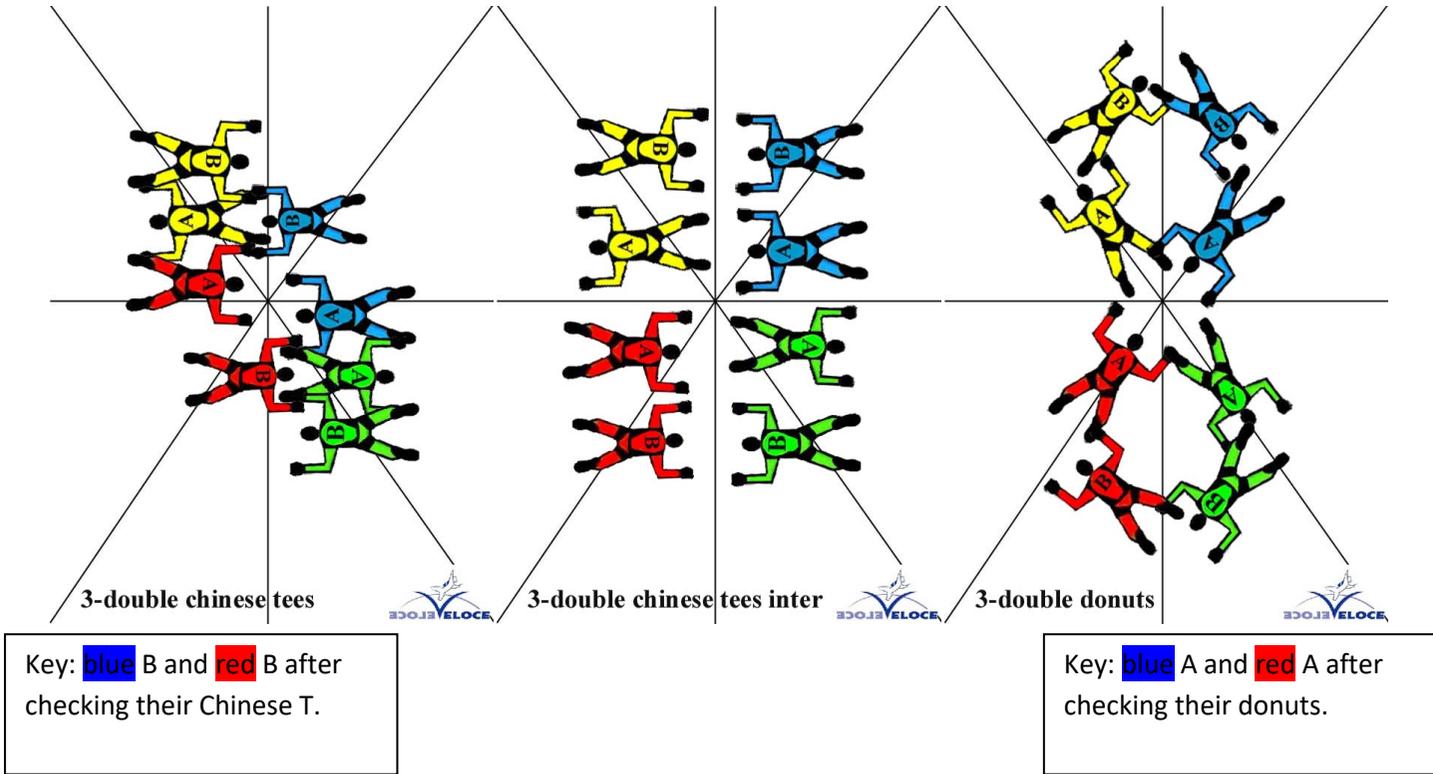
Key: Blue A and Red A

Nota bene: The block technique has evolved to a full rotation technique. So, what is depicted here is a bit obsolete. We will update this later.

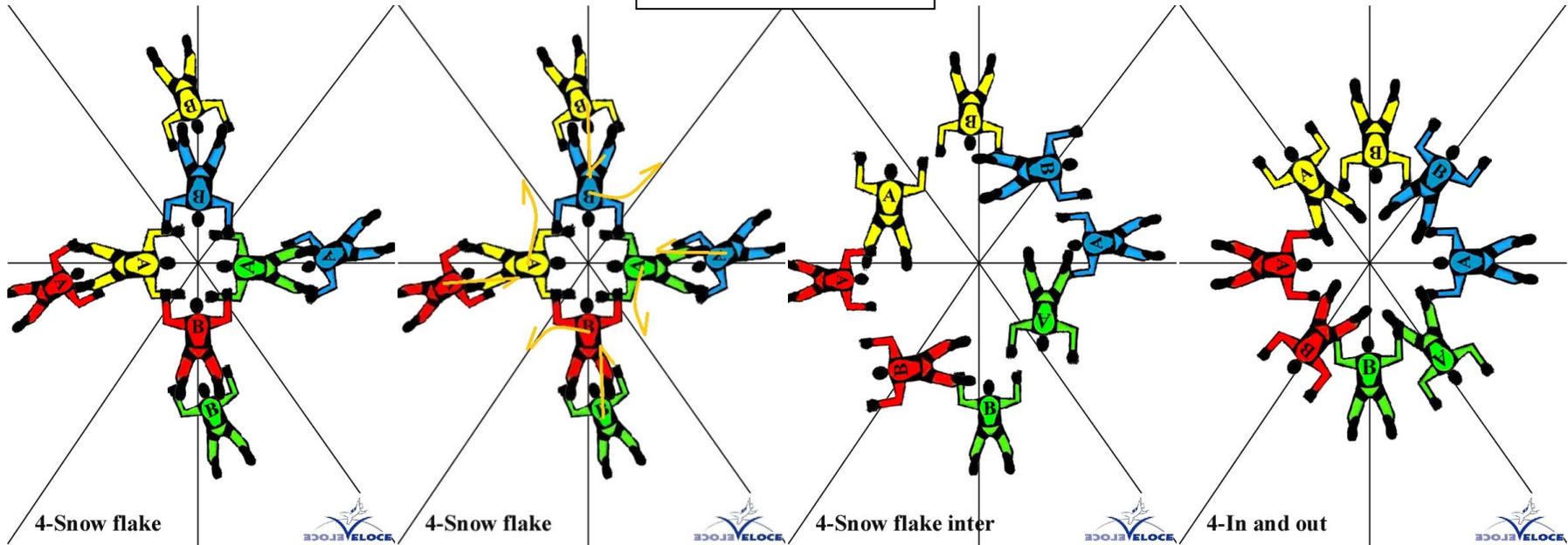
Key: Blue A and Red A



Bloc 3



Bloc 4



Key: **green** A and **yellow** A
after checking both left sides.

There are many options for the block 4.

This one is called the "Standard" which is mixing piece partners. It's called also a "mixed".

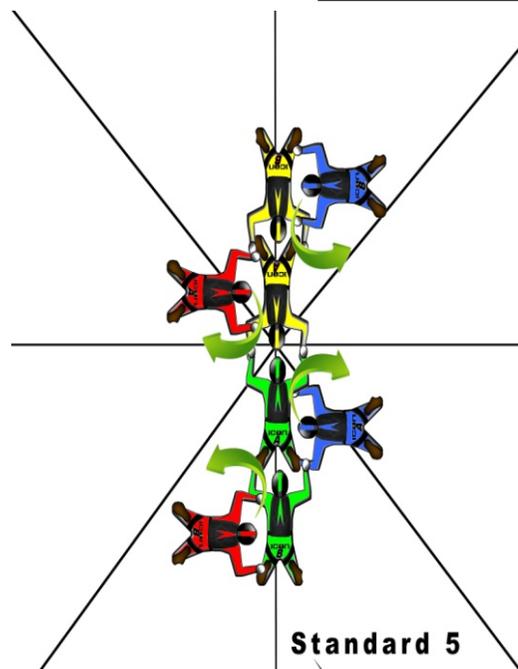
Another version is called "Piece partner". It means piece partners are doing the cats together.

The swing out can be made to the right or to the left. So the names of the 4 could be:

- Mixed left / mixed right
- Piece partner left / piece partner right

Key: **red** A after checking all around.

Bloc 5



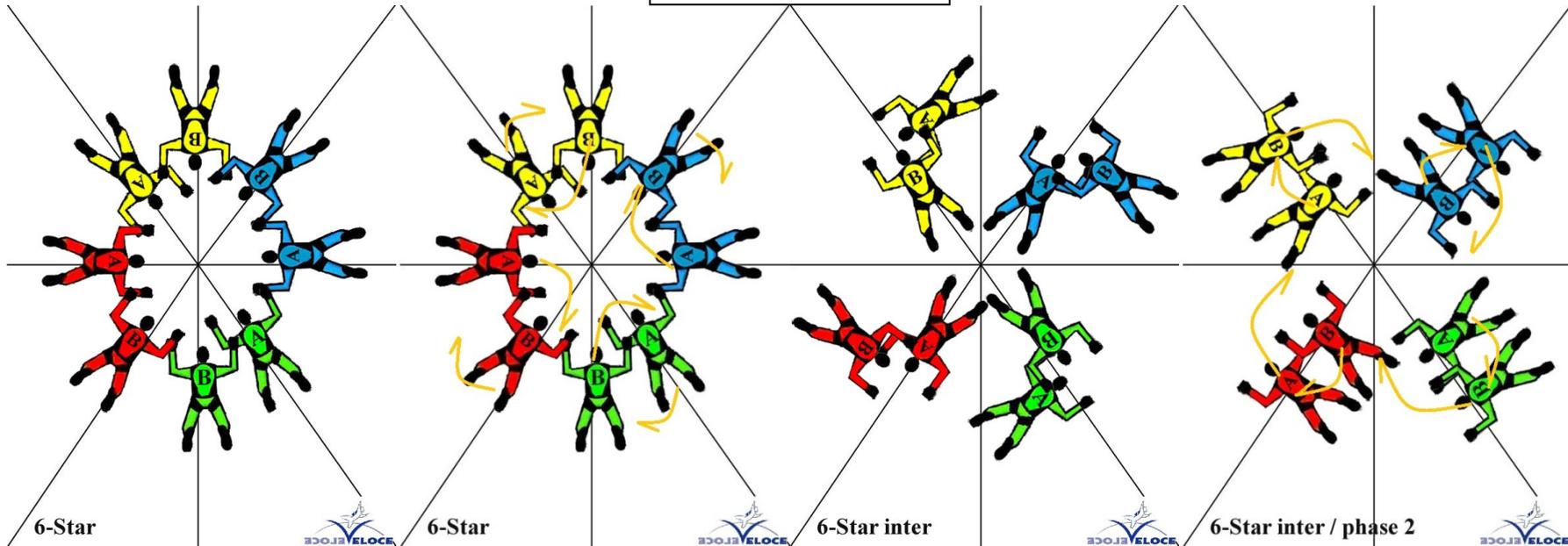
Key man: Green A and Yellow A

They both need to check with the opposite side body.

All pieces turn 360 °.

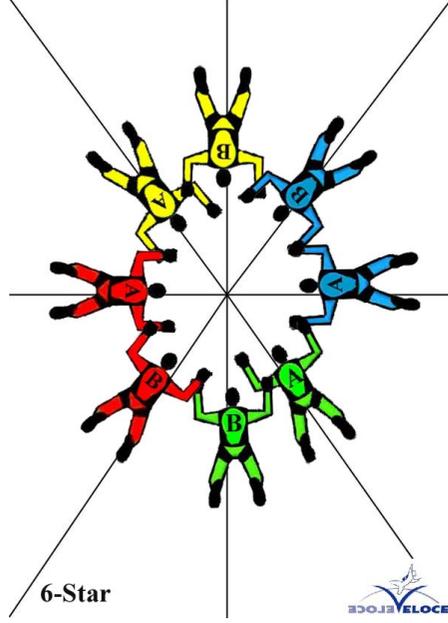
We will describe the phases of the bloc soon.

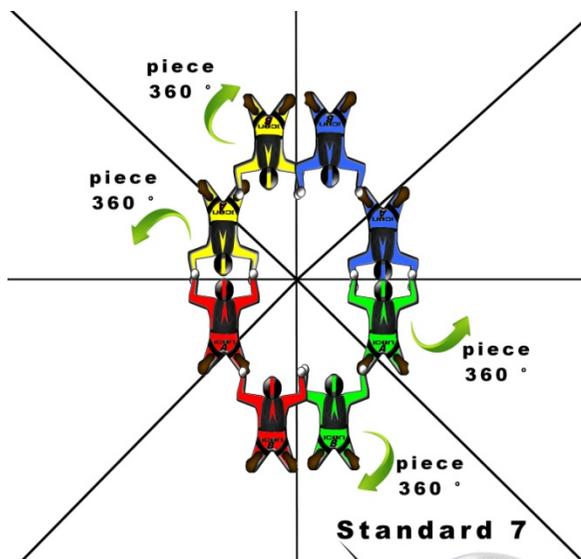
Bloc 6



Key man: red A after checking all around.

There is another technique that the coach may propose you where the pieces turn opposite ways to cogge.



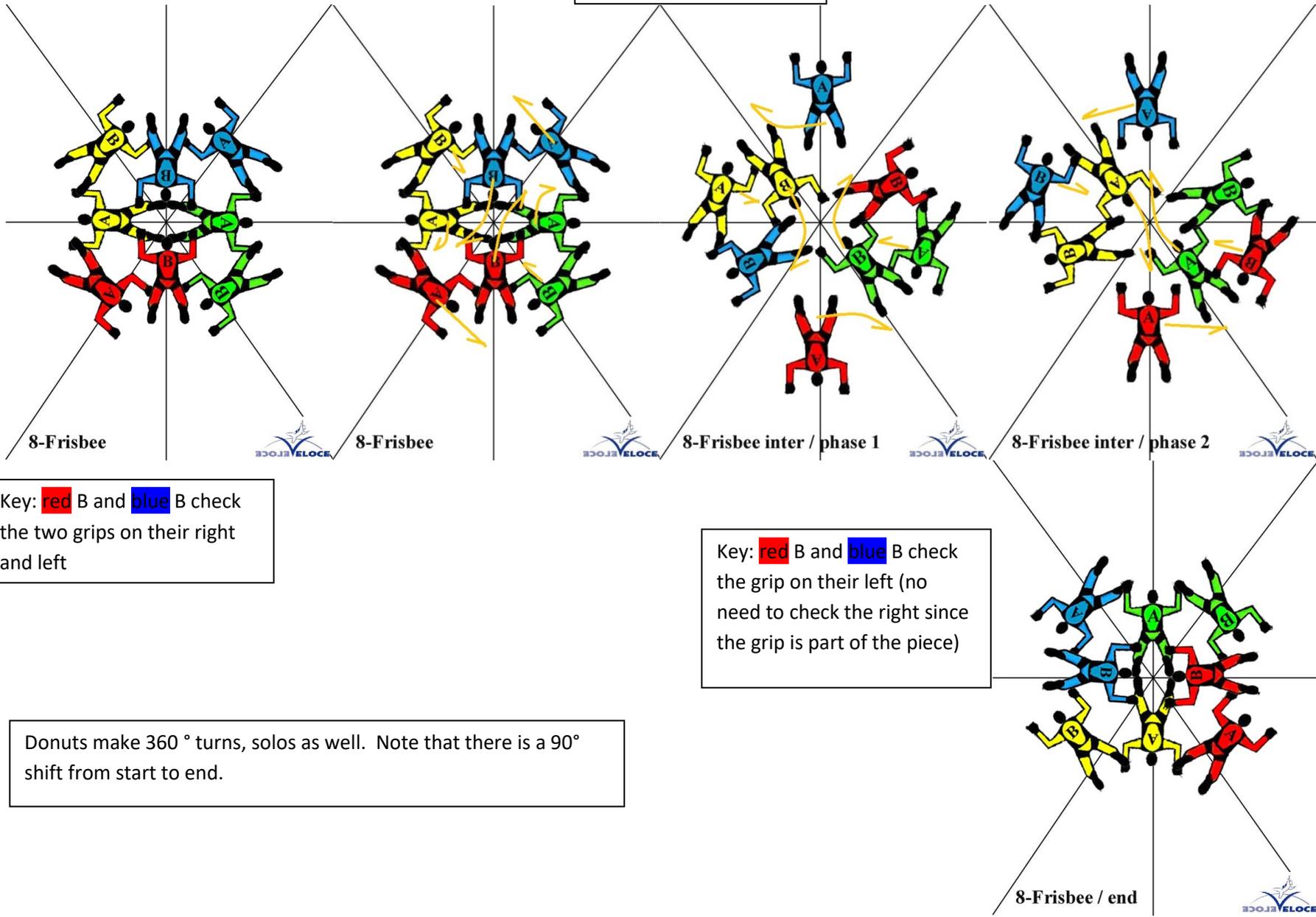


Bloc 7

We will describe the bloc phases soon.

Key man: **Yellow** B and **Green**
B after checking their left

Bloc 8

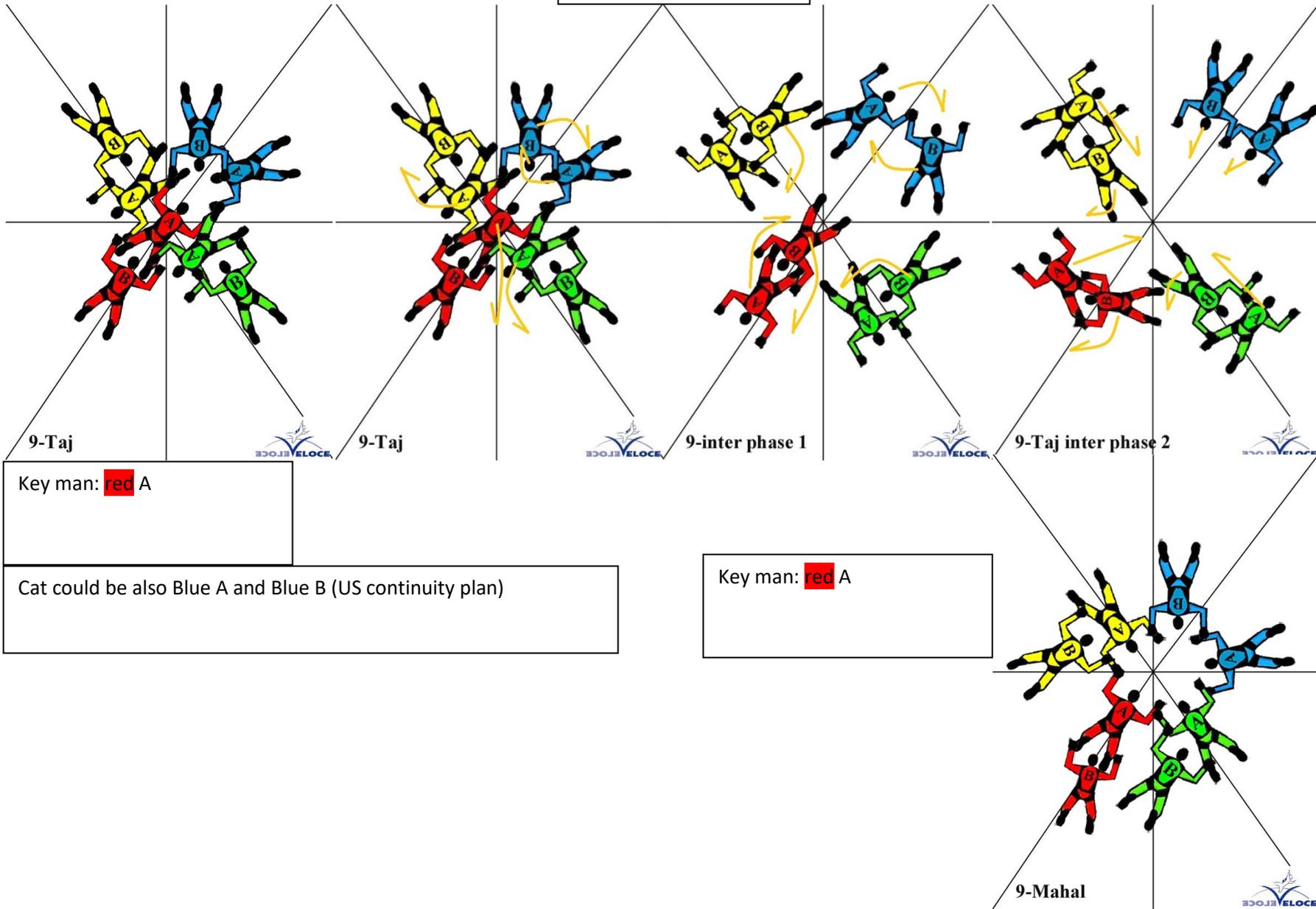


Key: **red** B and **blue** B check the two grips on their right and left

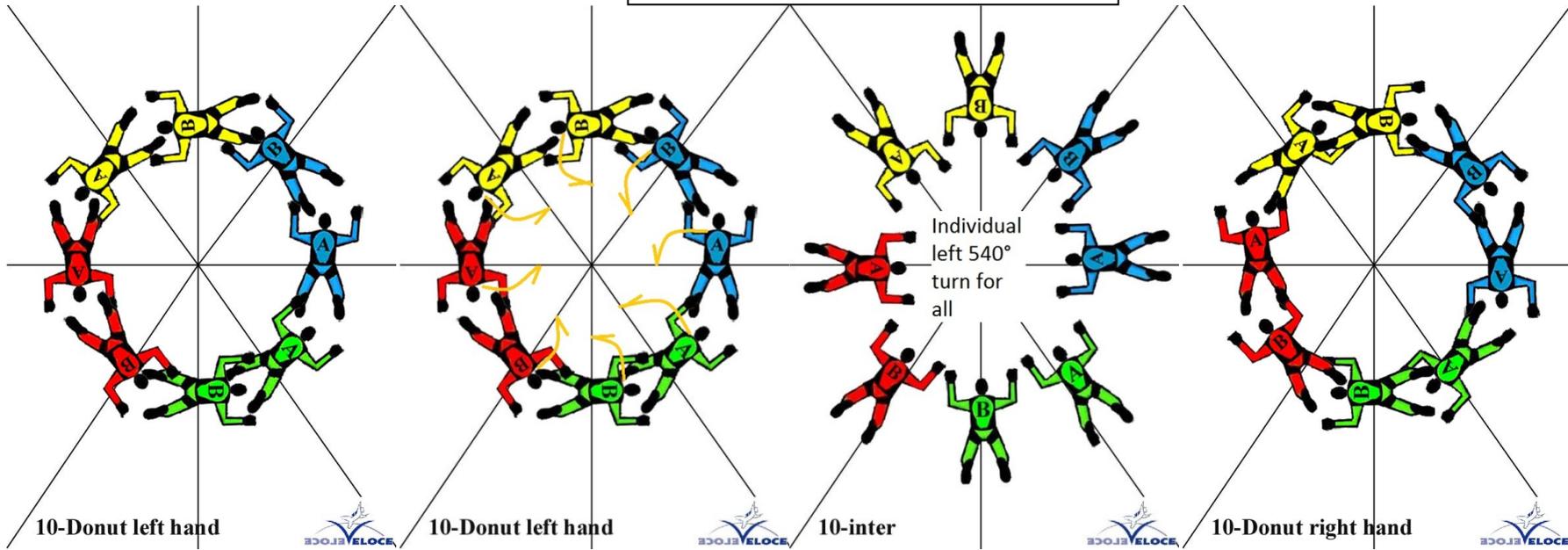
Key: **red** B and **blue** B check the grip on their left (no need to check the right since the grip is part of the piece)

Donuts make 360 ° turns, solos as well. Note that there is a 90° shift from start to end.

Bloc 9



Bloc 10 left hand

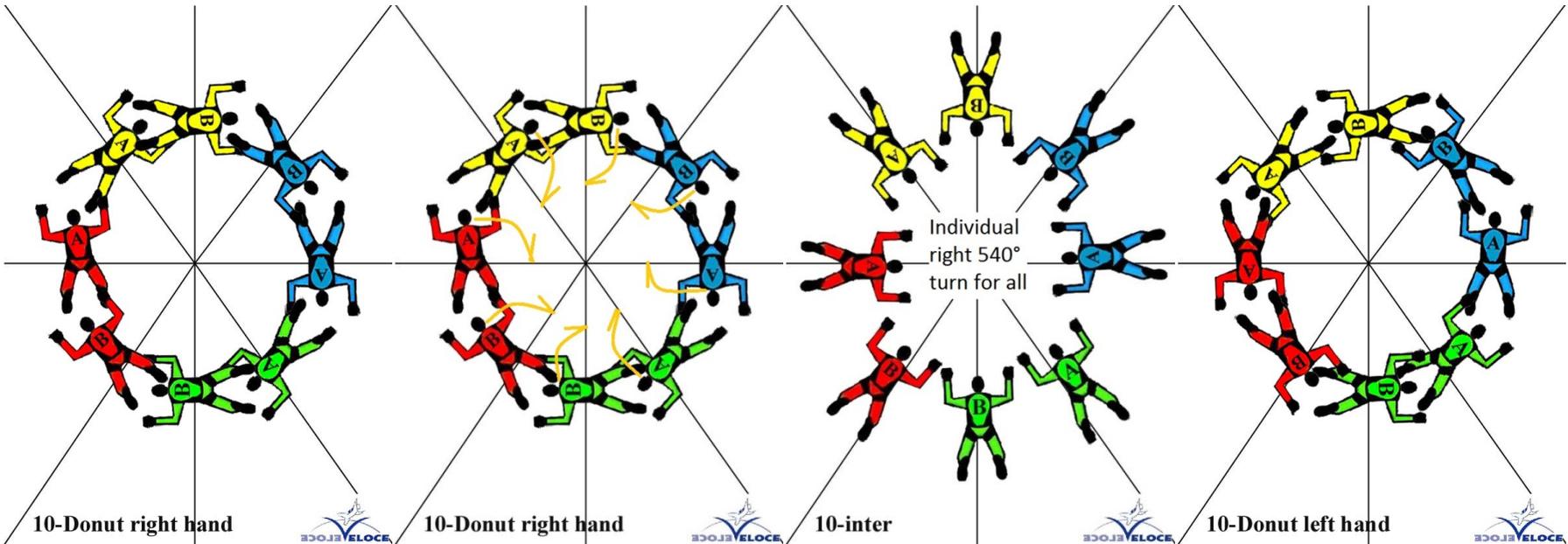


Key man: **red** A after checking all around

In the tunnel we use now the “cogging” technique where people turn opposite ways.

Key man: **red** A after checking all around

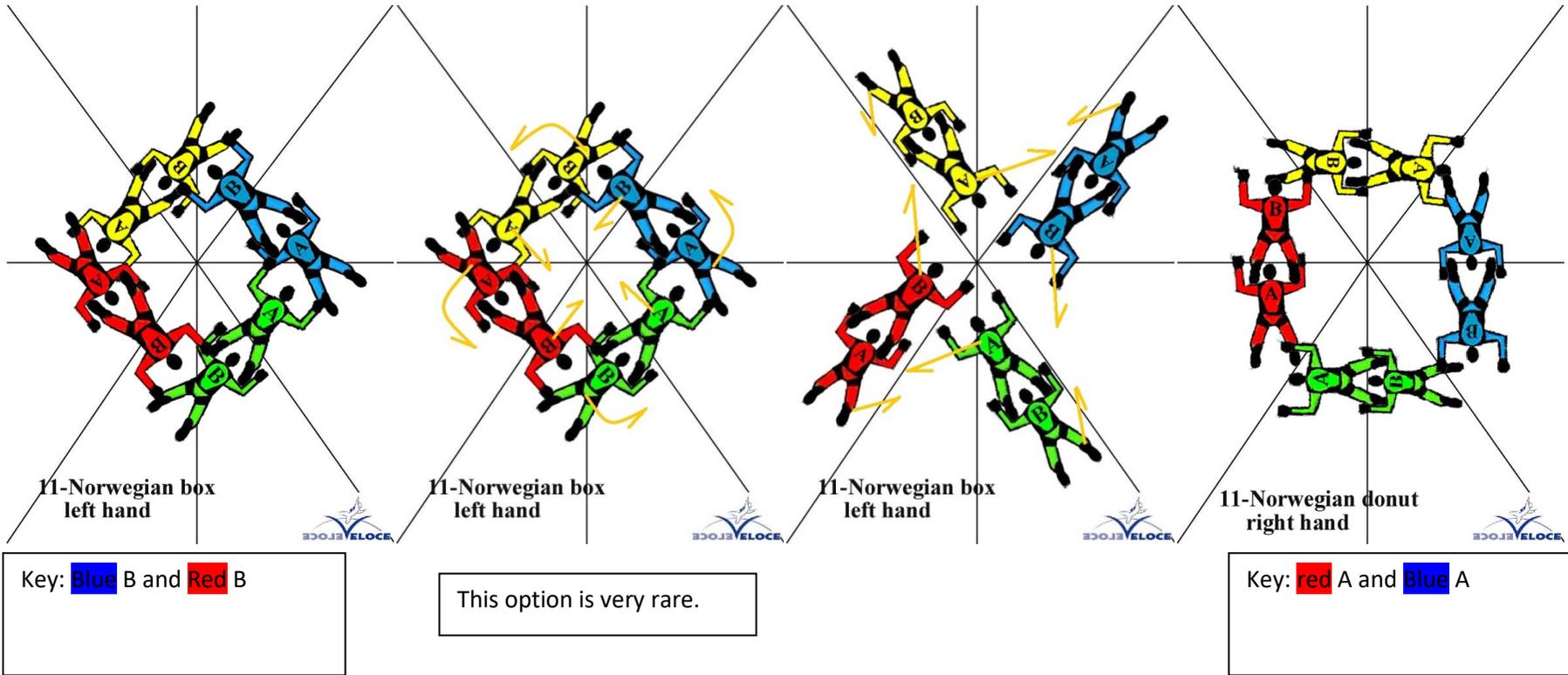
Bloc 10 right hand



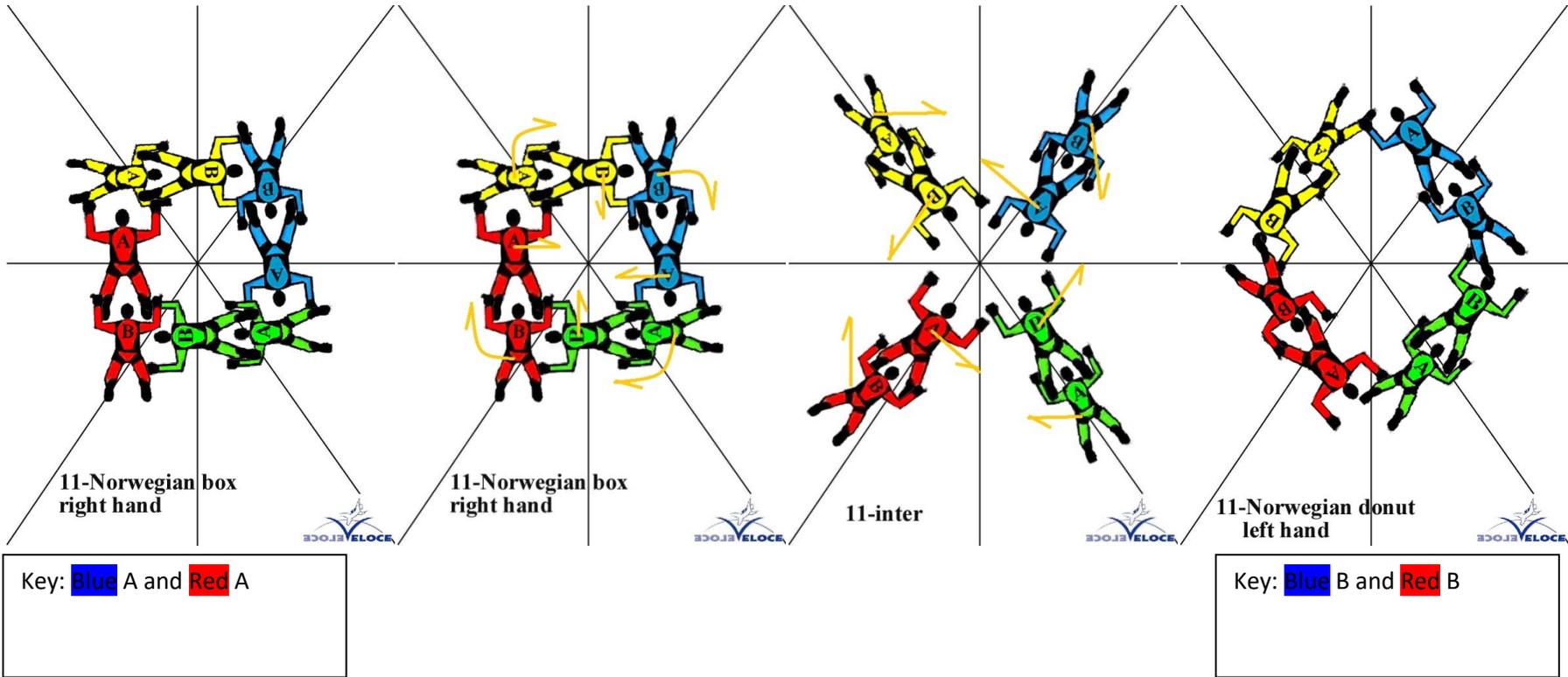
Key: **red** A after checking all around

Key: **red** A after checking all around

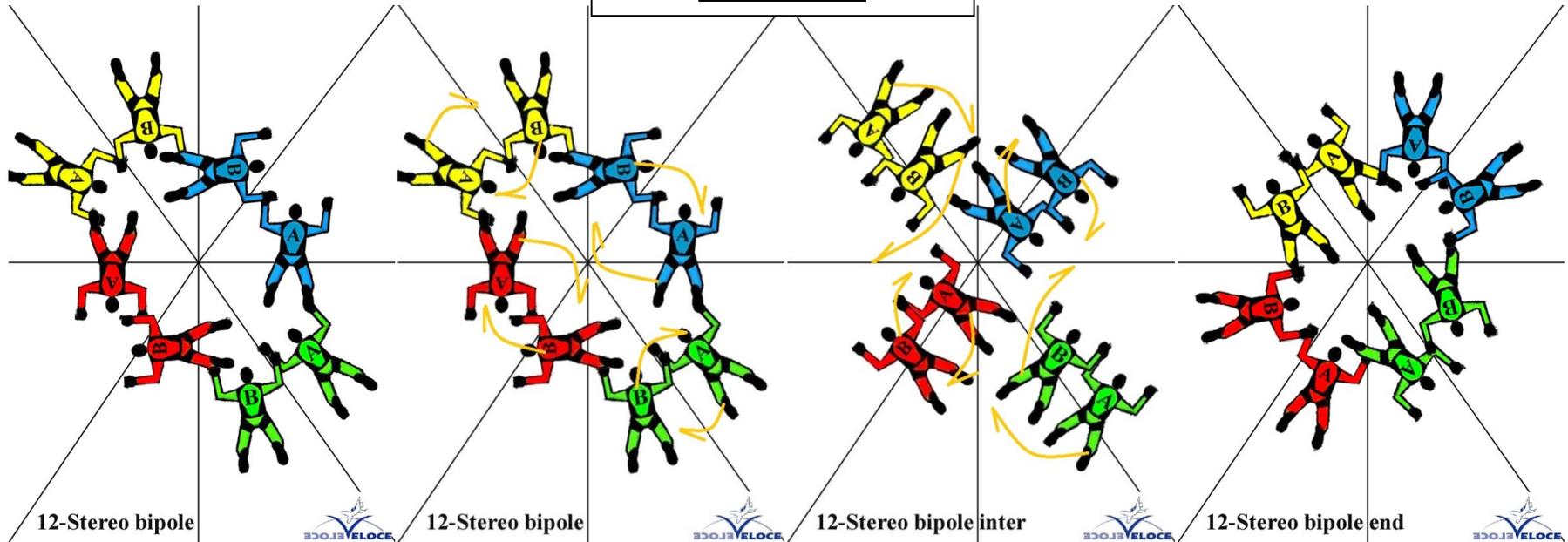
Bloc 11 left hand



Bloc 11 right hand



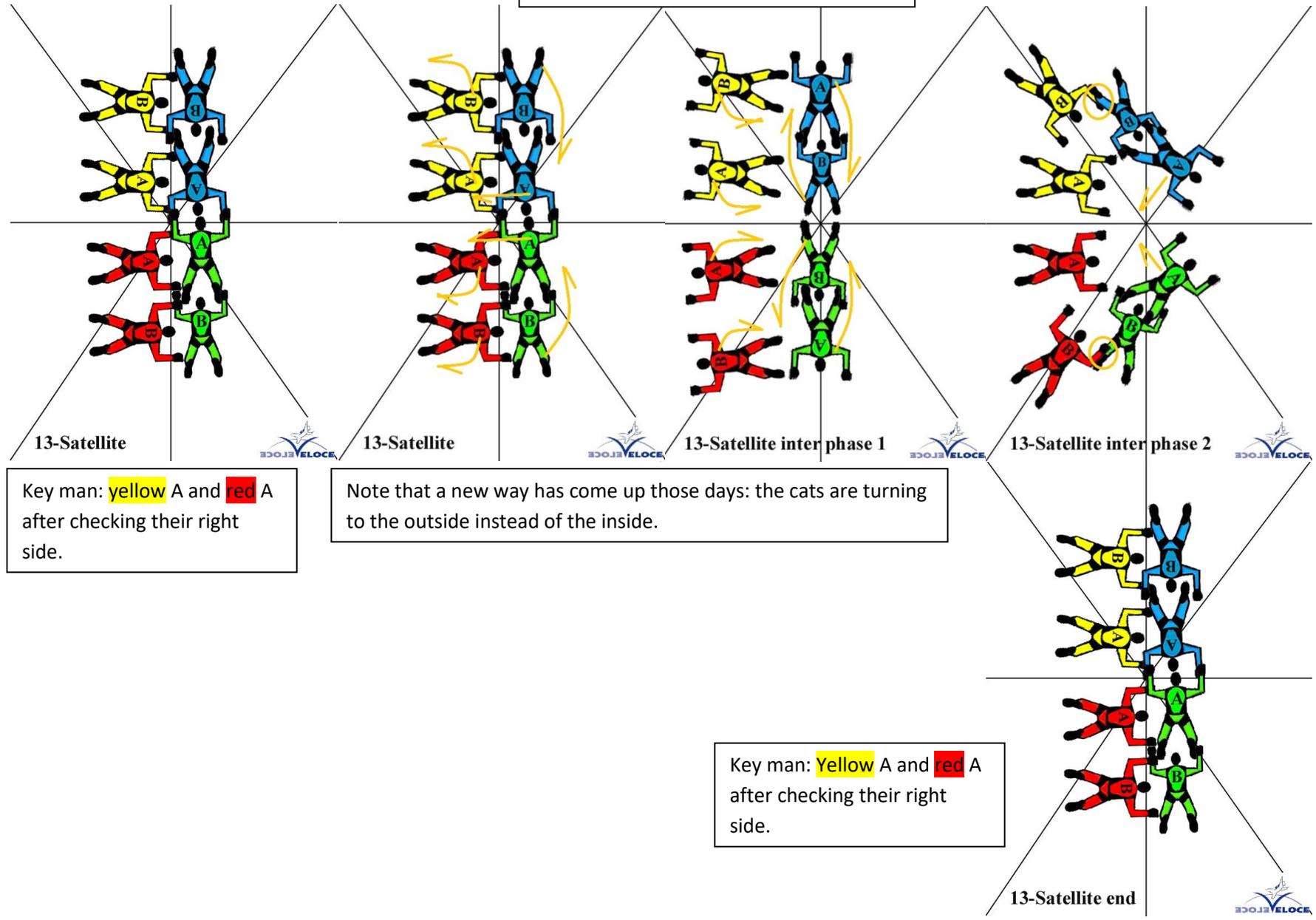
Bloc 12



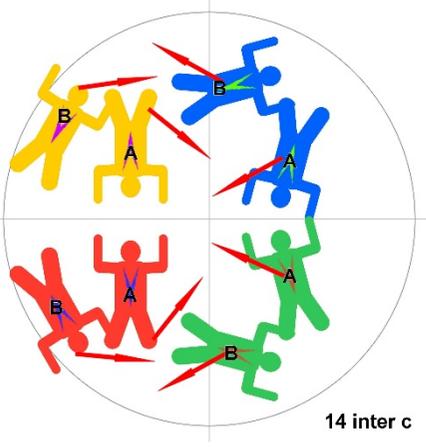
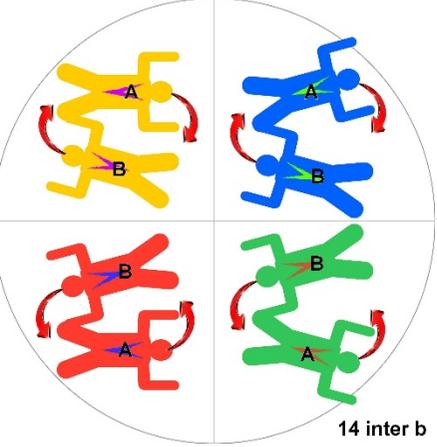
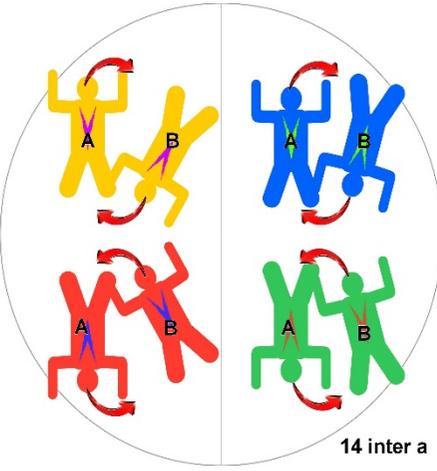
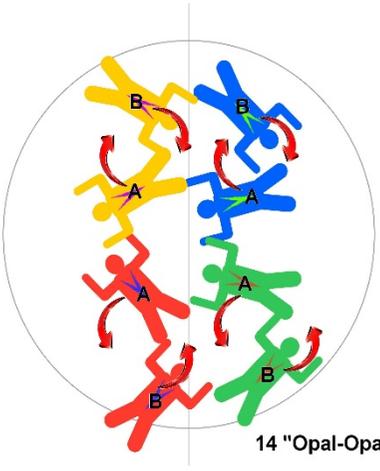
Key: yellow A and green A

Key: Blue A and Red A

Bloc 13



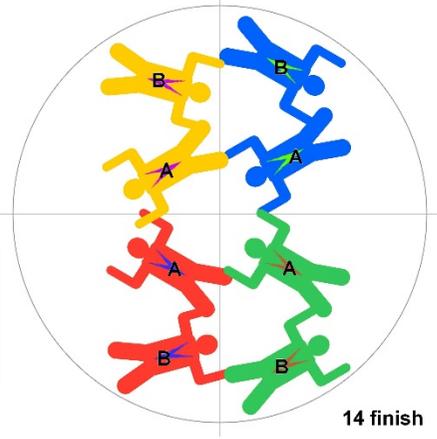
Bloc 14



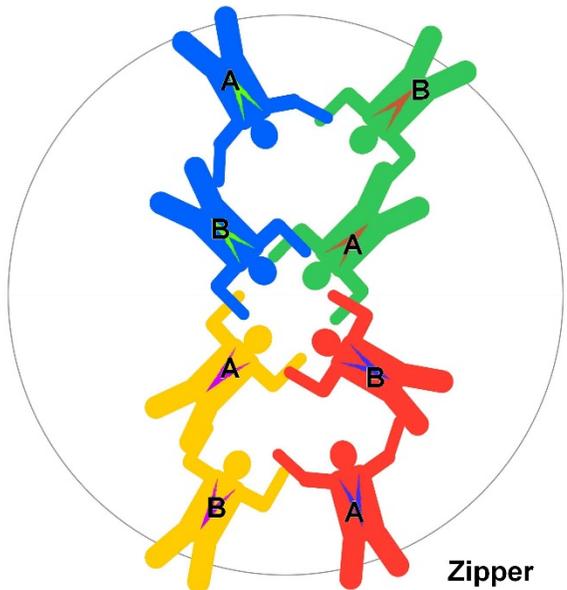
Key man: **Blue A** and **Green A**
after checking their side.

Check intermediate pictures. They are important for
synchronizing the block moves.

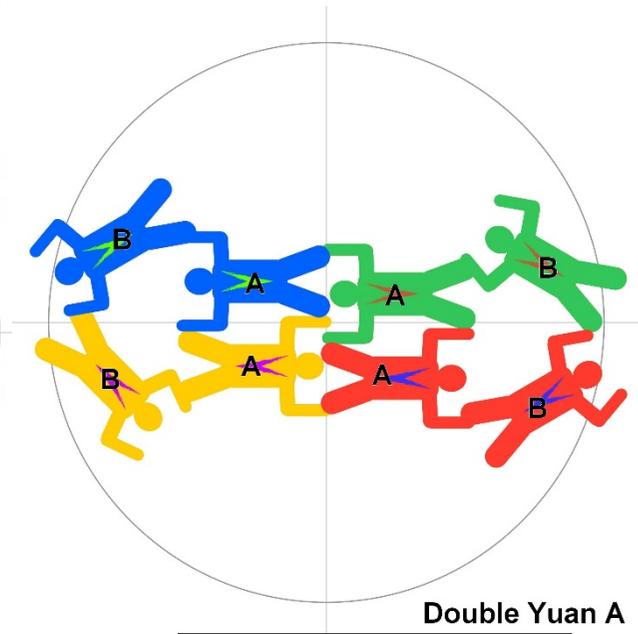
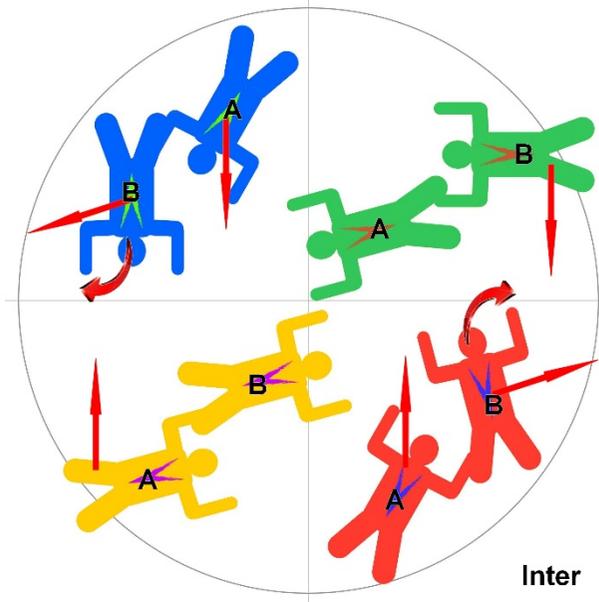
Key man: **Blue A** and **Green A**
after checking their side.



Bloc 15 / A option

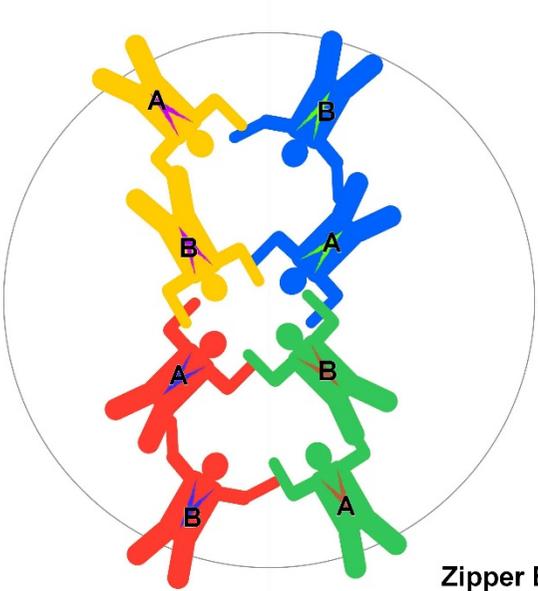


Key: **Blue** B and **red** B after checking their left side

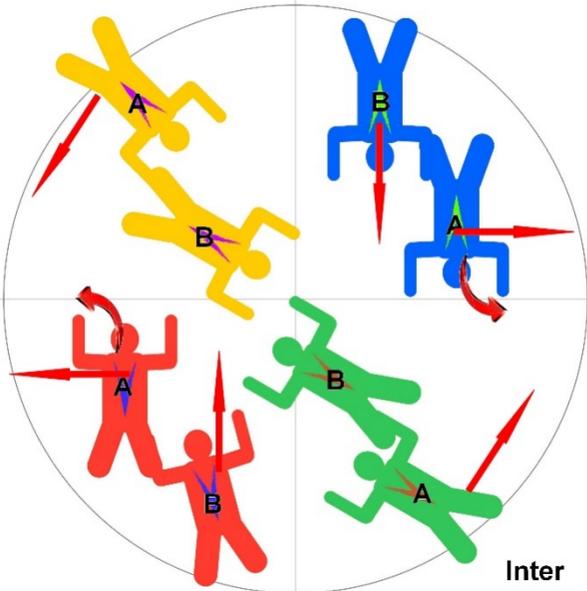


Key: **Yellow** A and **Green** A after checking their side

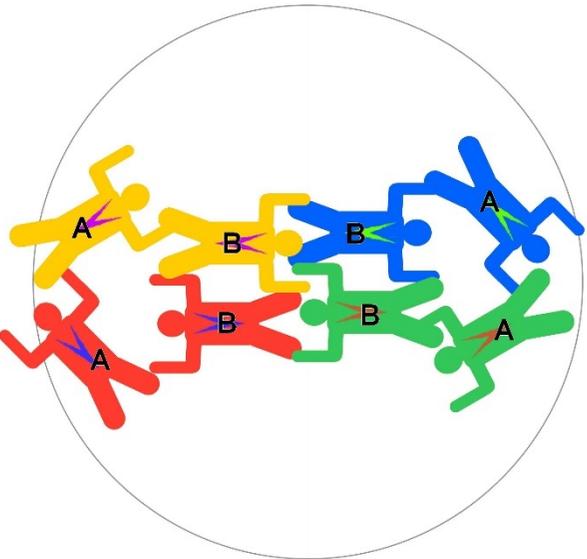
Bloc 15 / B option



Zipper B



Inter

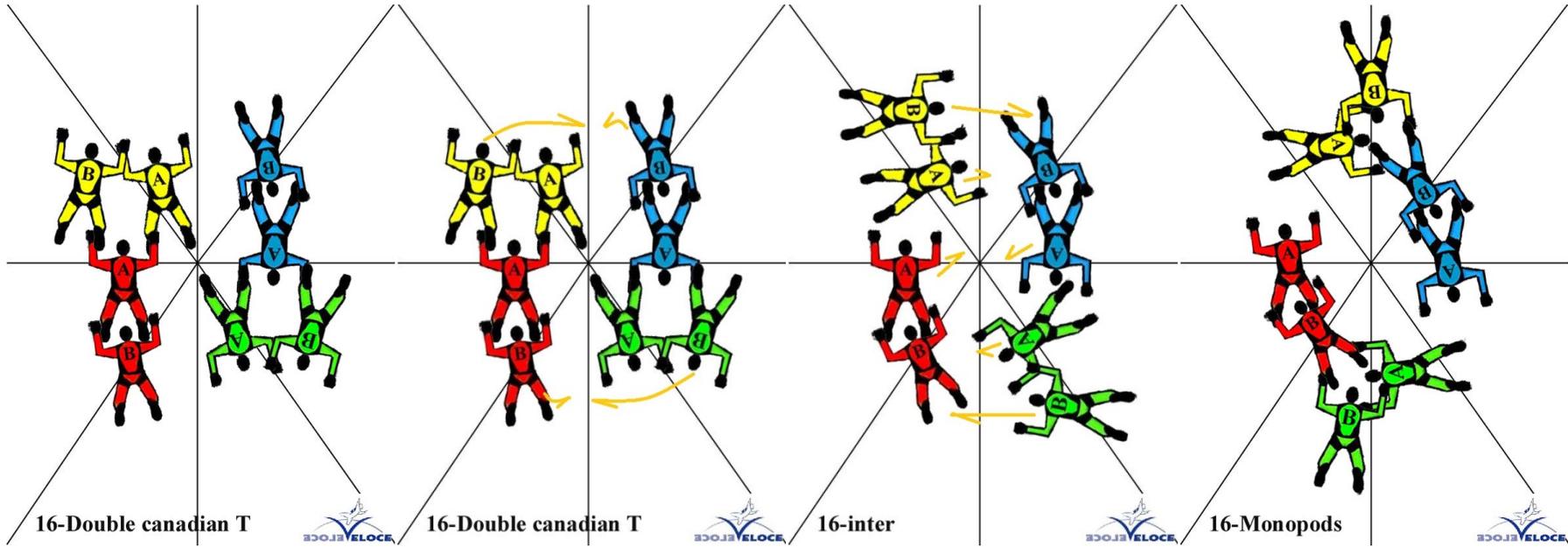


Double Yhuan B

Key: Blue A and red A after checking their right side

Key: Yellow B and Green B

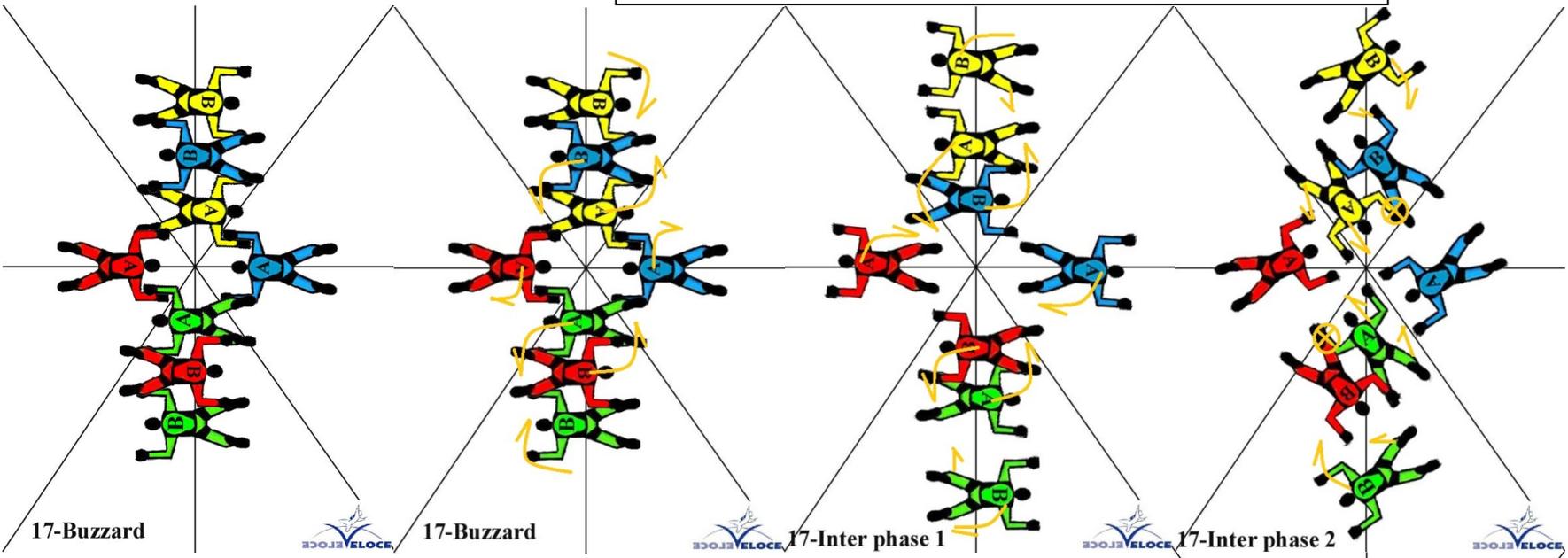
Bloc 16



Key: **Blue** A and **red** A after checking their side

Key: **Blue** B and **red** B

Bloc 17 outdoor

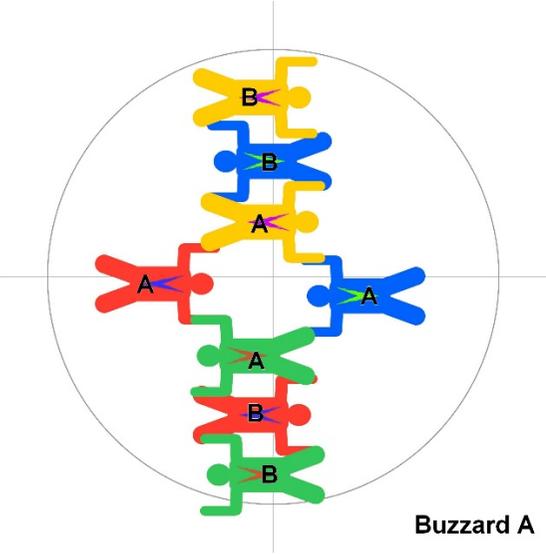


Key: **Blue** A and **red** A after checking their left side

Nota bene: the Green B and Yellow B may turn either way (to the outside or to the inside (cogging)).

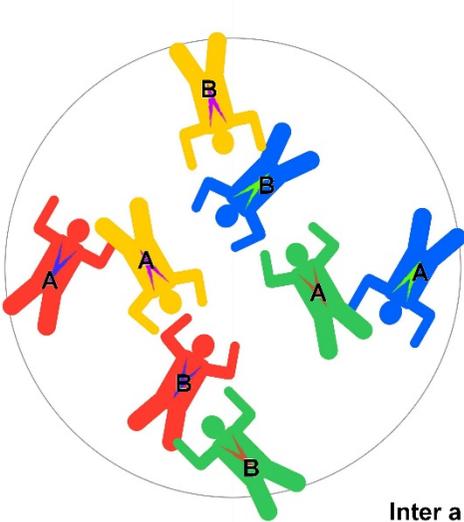
Key: **Blue** A and **red** A after checking their left side

Bloc 17 indoor / A option

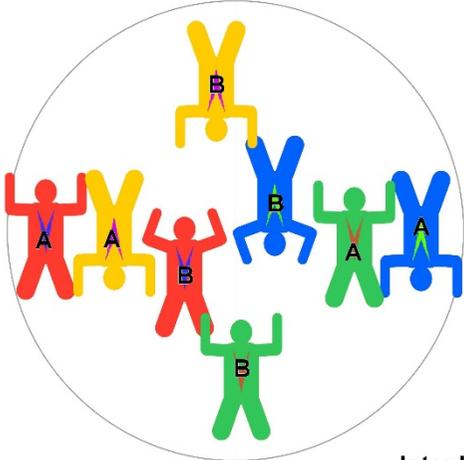


Buzzard A

Key man: Blue A and red A
after checking their left side.

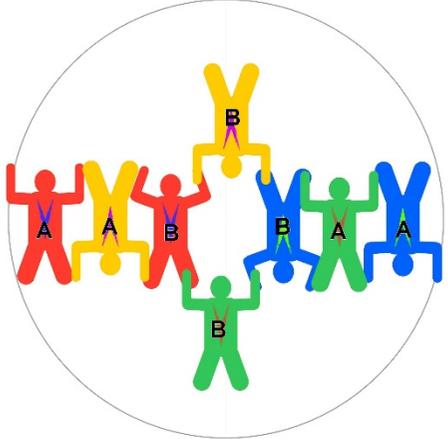


Inter a



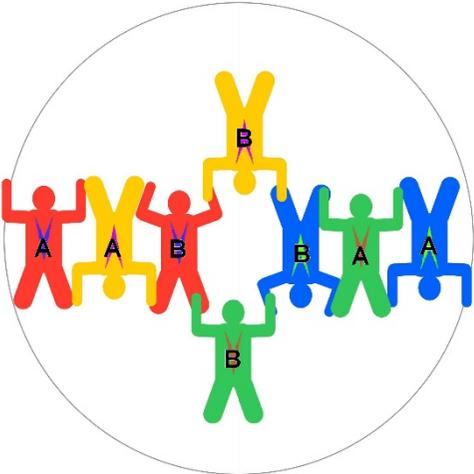
Inter b

Key man: Green B and Yellow
B after checking their left
side.

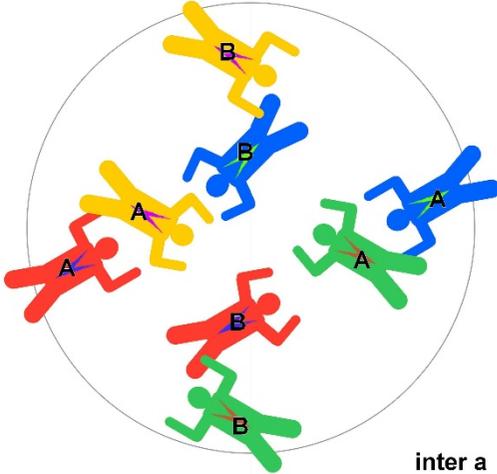


Buzzard B

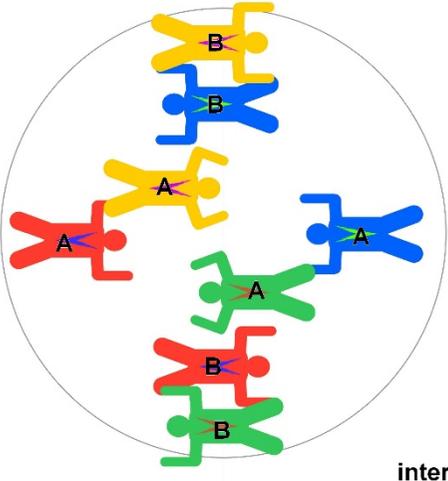
Bloc 17 indoor / B option



Buzzard B



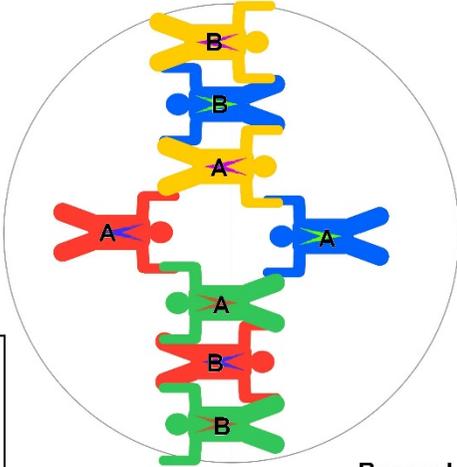
inter a



inter b

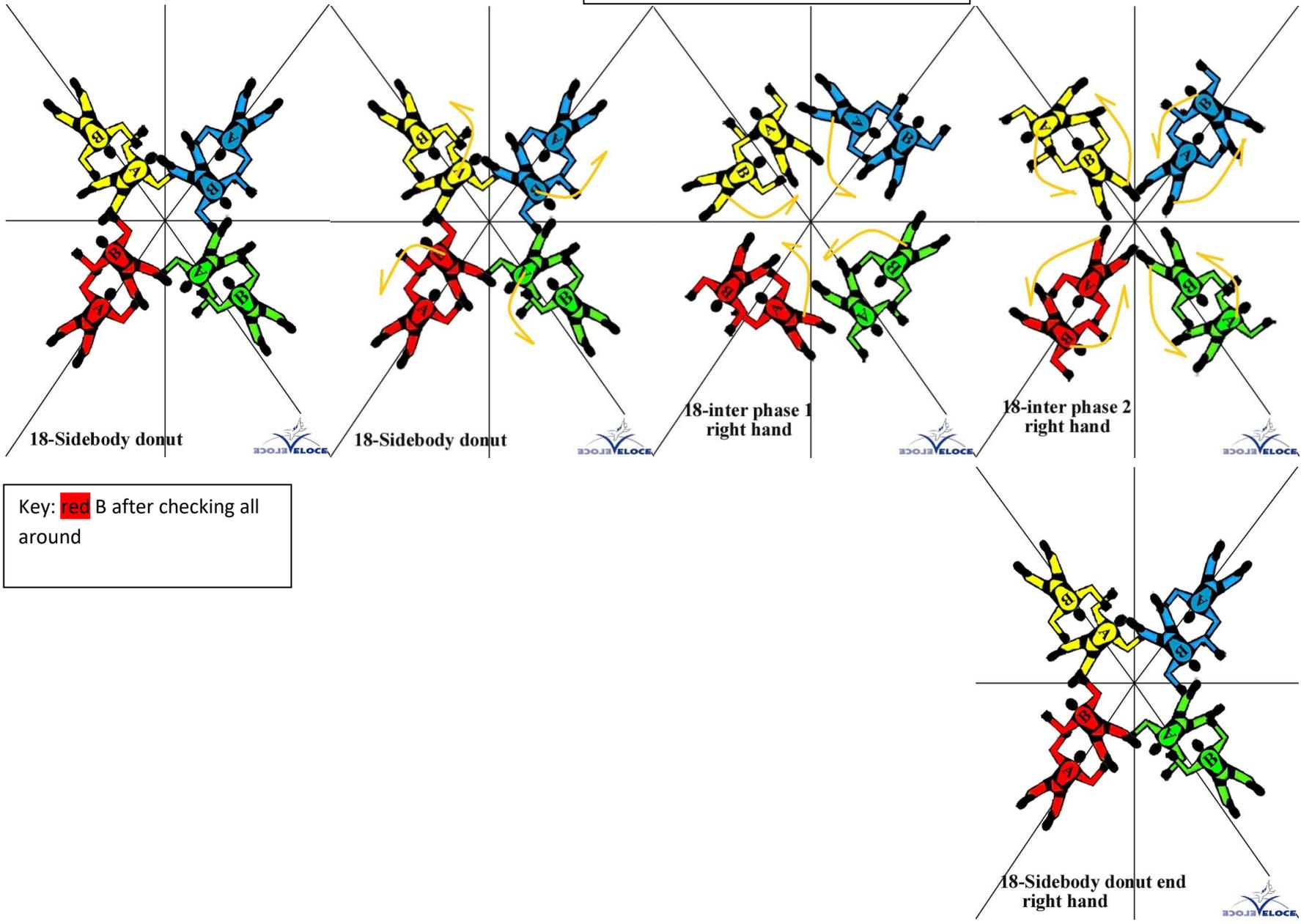
Key man: **Green B** and **Yellow B**
B after checking their left side

Key man: **Blue A** and **red A**
after checking their left side



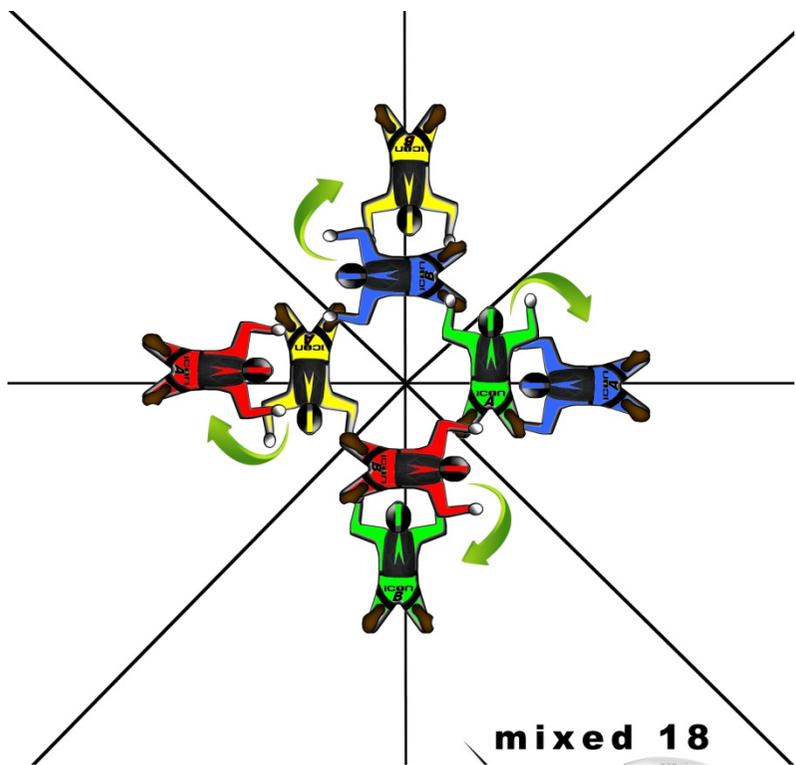
Buzzard A

Bloc 18 right hand



Key: **red** B after checking all around

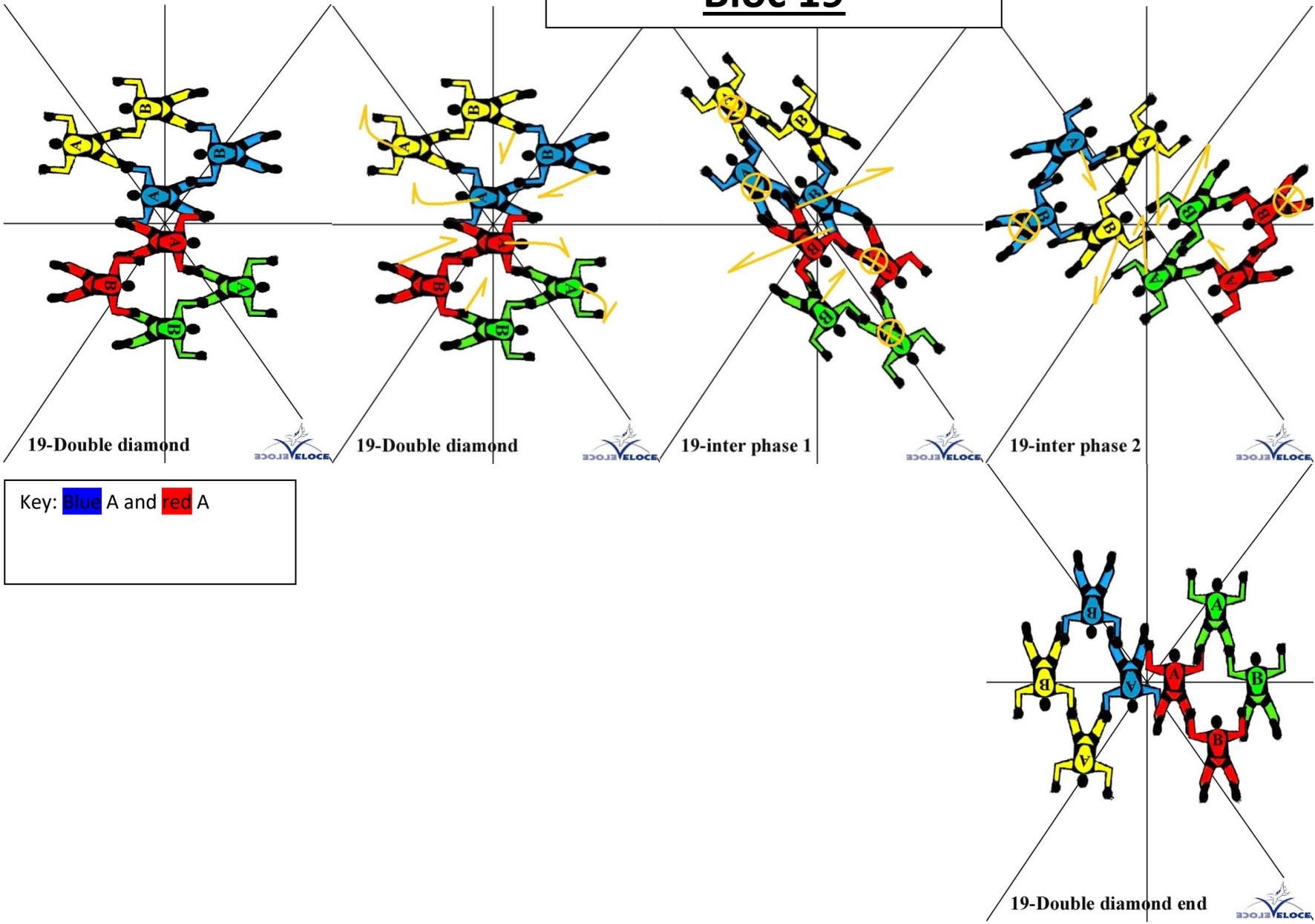
Bloc 18 mixed



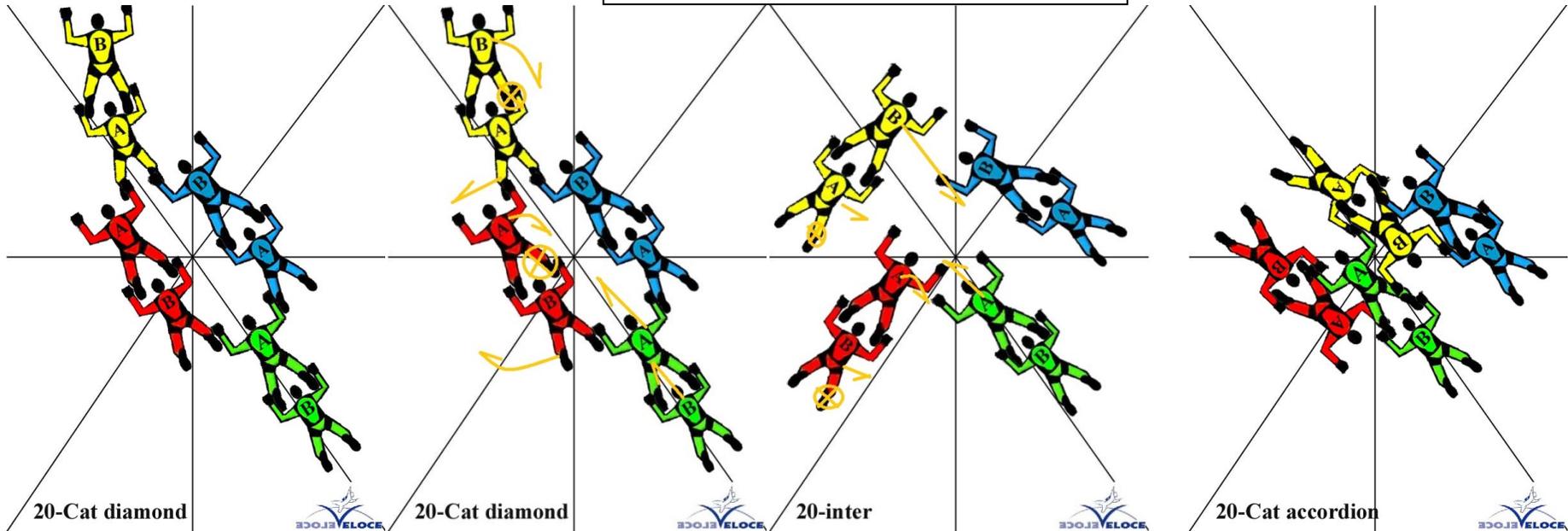
mixed 18

Same techniques as 18 right hand.

Bloc 19



Bloc 20 outdoor

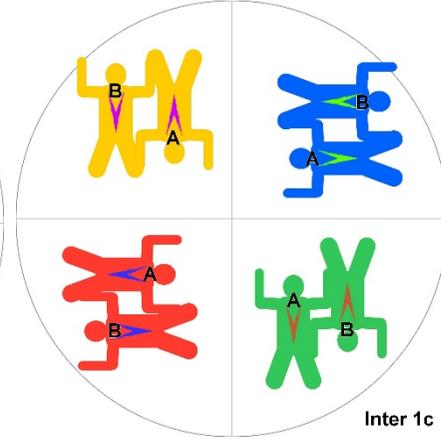
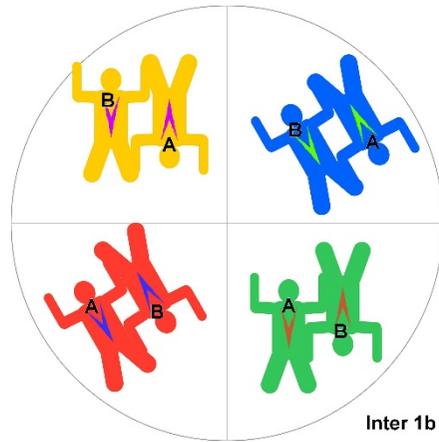
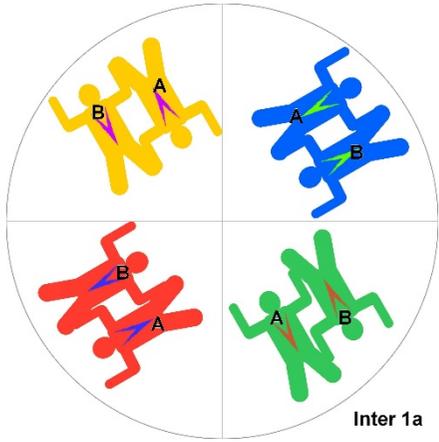
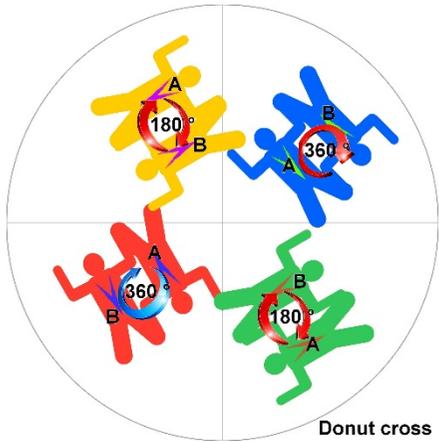


Key: **green** A after checking the front

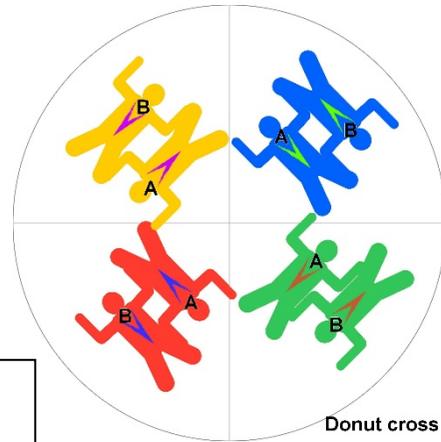
Not doable in tunnel!

Key: **green** A and **yellow** B after checking their left side each

Bloc 20 indoor Option A

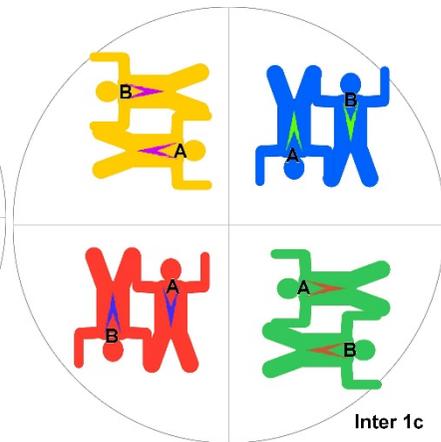
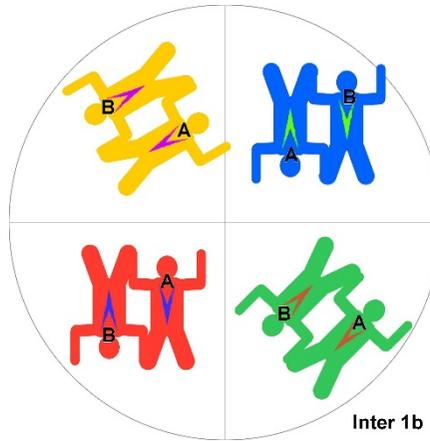
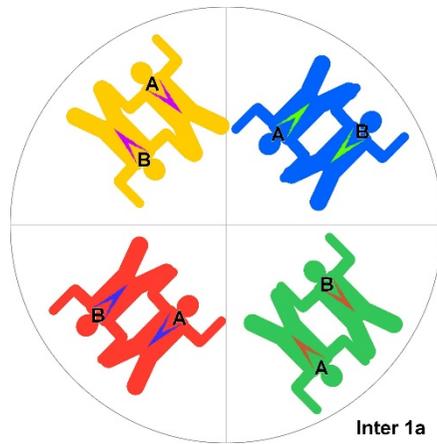
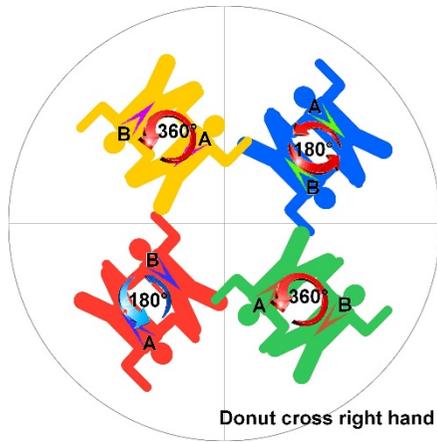


Key: Red A and Blue A



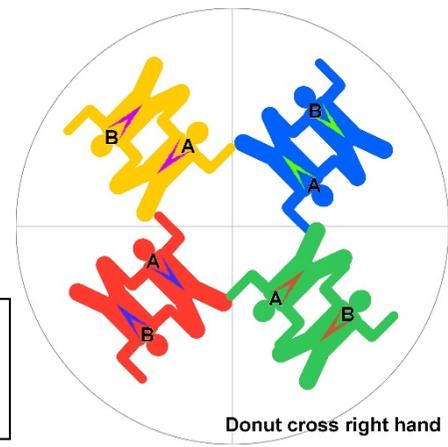
Key: Red A and Blue A

Bloc 20 indoor Option B



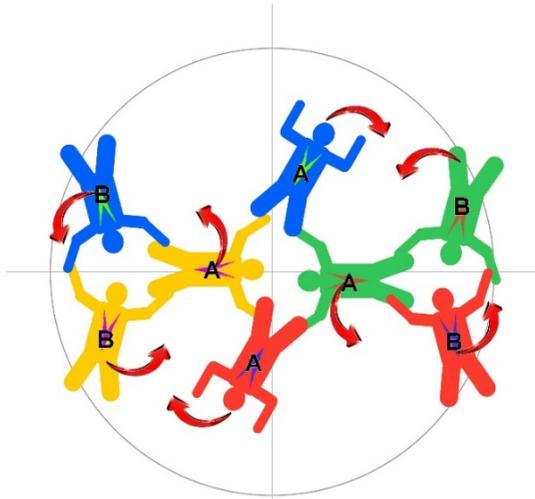
Key: **Red B** and **Blue B**

Key: **Red A** and **Blue A**

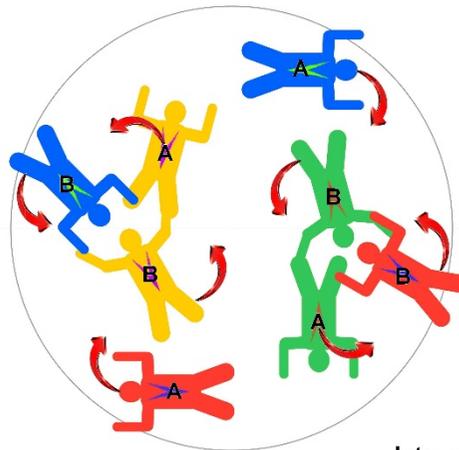


Bloc 21

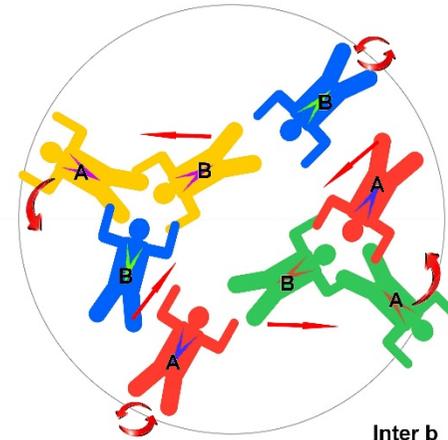
Key: green A and yellow A



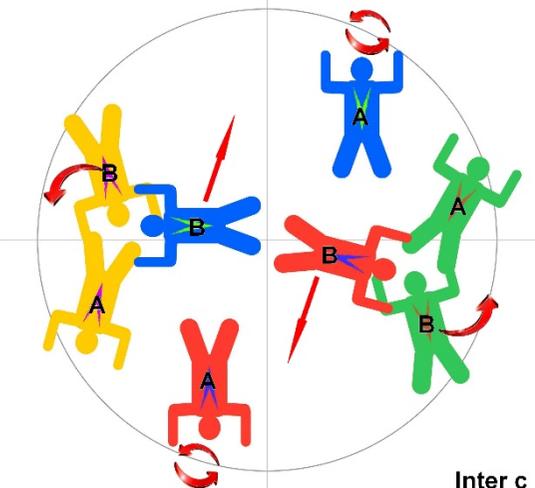
Free bear



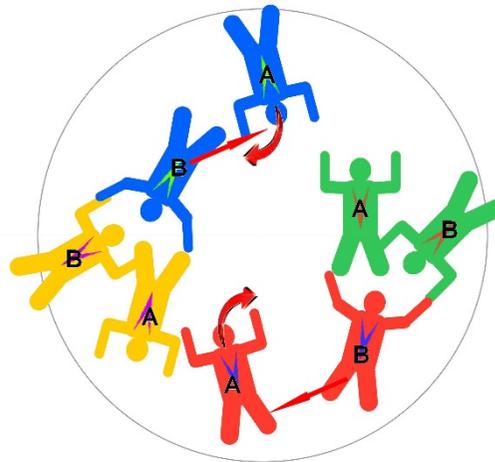
Inter a



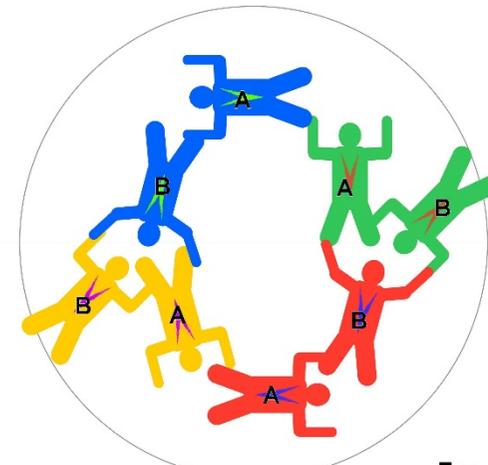
Inter b



Inter c



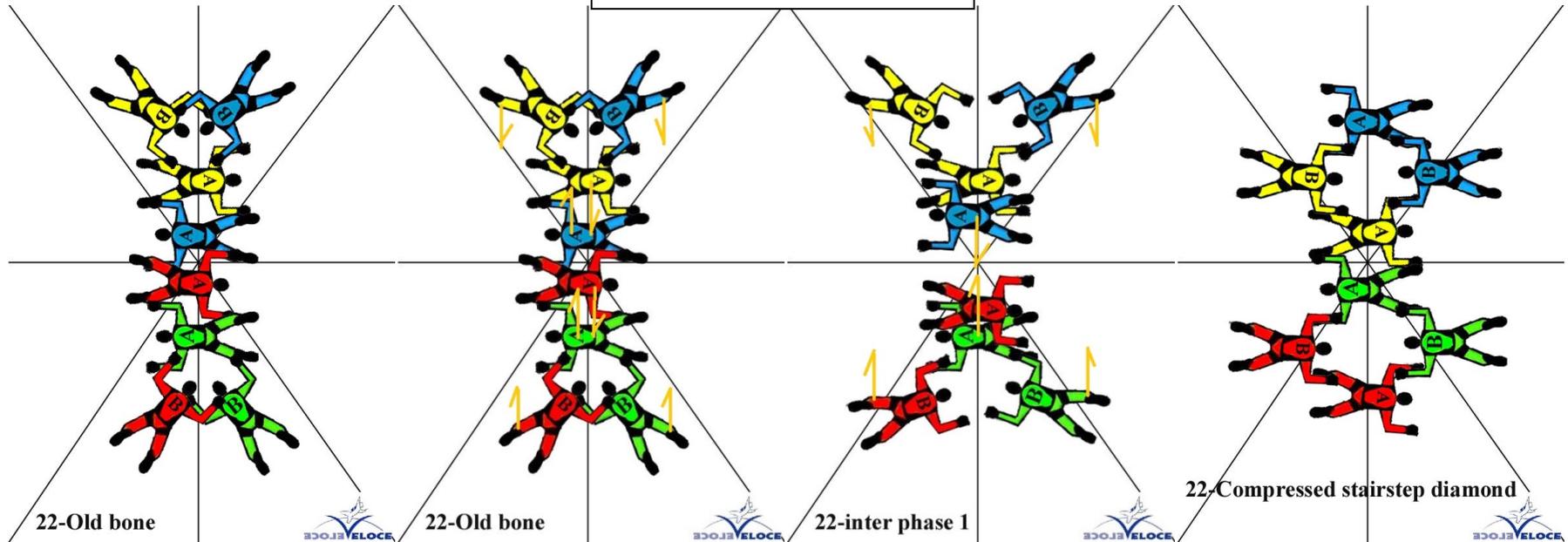
inter d



Eye

Key: red A and blue A

Bloc 22

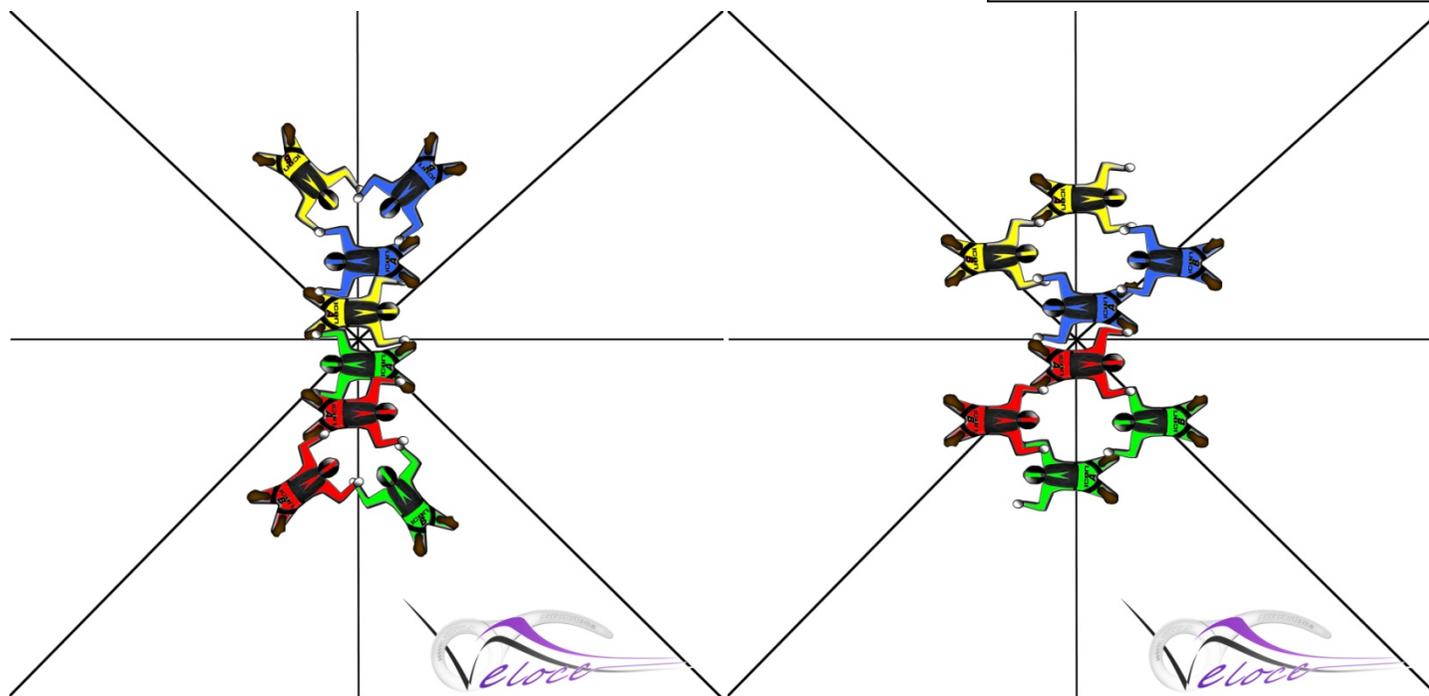


Key: **red** A and **blue** A after checking their right side

The 2 solos jump over (and hope for no crash landing ...)

Key: **green** A and **yellow** A after checking their left side

Bloc 22 option 2



Same technique as 22 option 1

The two solos are **Green** A and **Yellow** A. They give the key for the start after checking their left side. **Blue** A and **Red** A take the key for the finish after checking their right side.