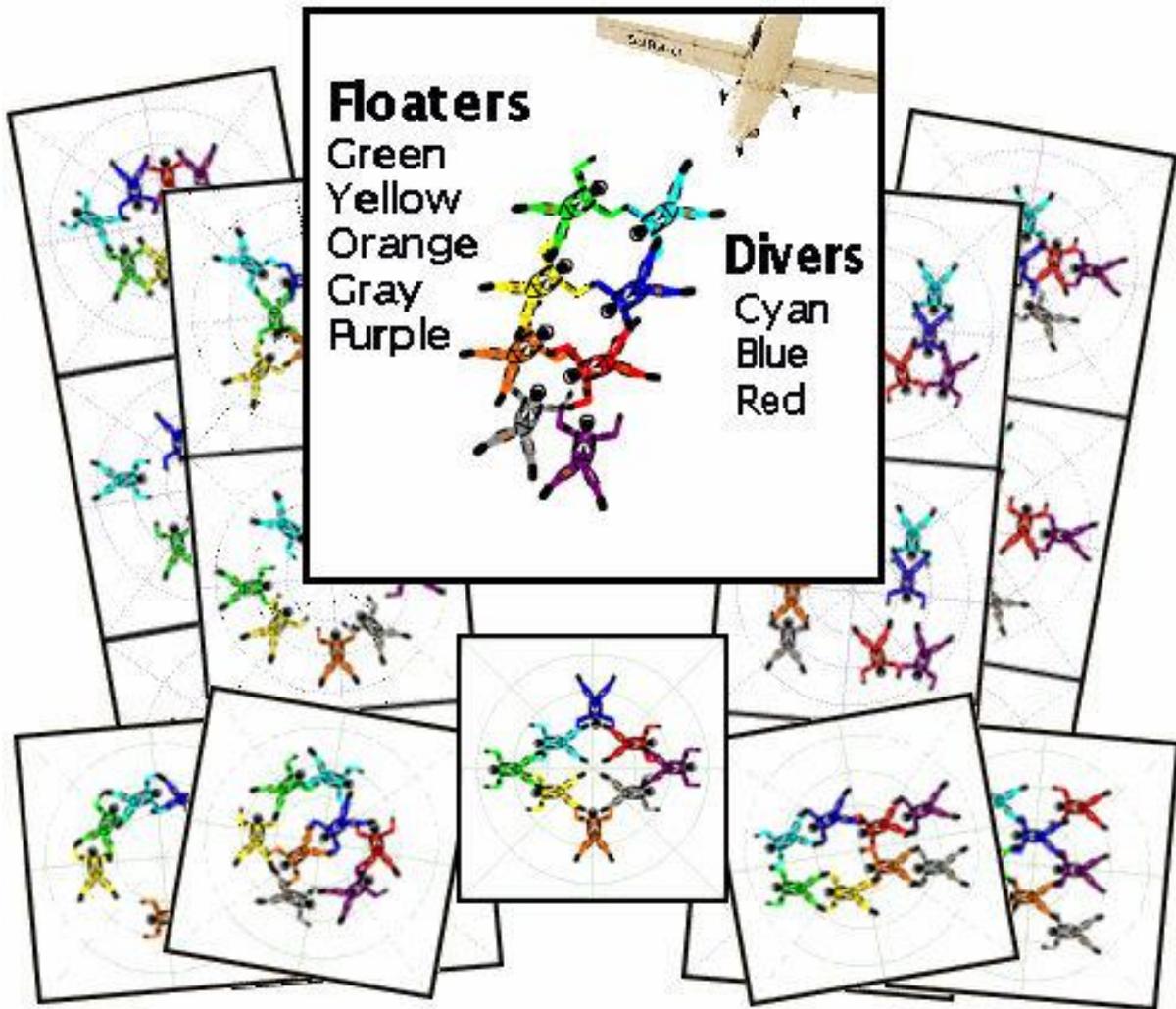
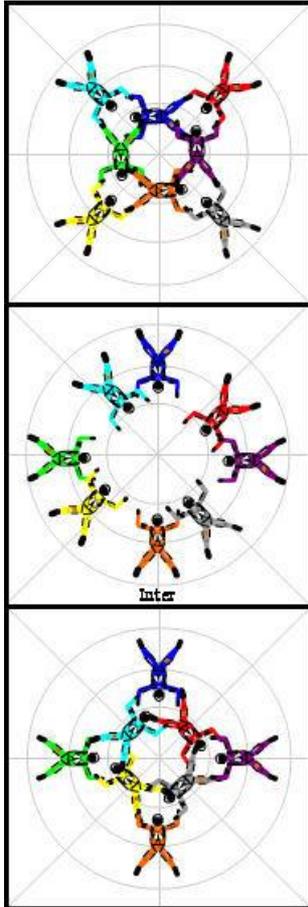


FS Skydive Coach 8-way



Notes By Dave Lewis
Totally free software from
www.strollerweb.co.uk



1. Donut Flake - Donut Flake

GENERAL

Donut Flake - Donut Flake switches people from the outside to the inside and vice versa, for this reason it is worth practicing this formation in both 'A' and 'B' slots.

BUILD

Keep grips high to make the 4way Donut small this will help the outside people when it comes to closing the gaps.

KEYS

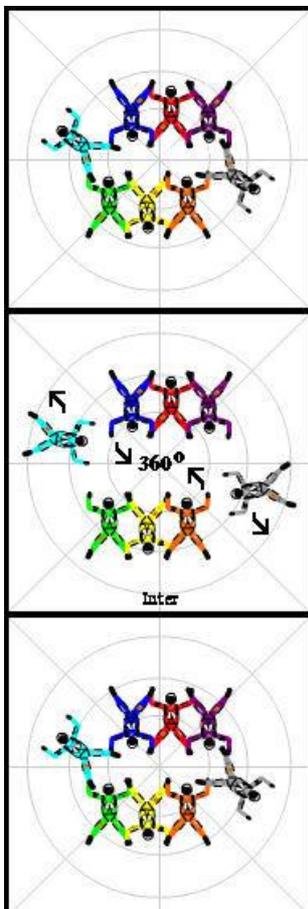
Keys come from Orange + Blue at the top of the block and Gray + Cyan at the bottom, look for the grips in front and feel the grips from behind, cross check with each other and key.

BLOCK TRANSITION

On the key the middle four drop the donut grips and phase out, the outside people drive straight towards the middle and turn for the Donut. As the middle four phase out they should be able to catch the inside grip of the outside leg of the people coming into the centre, they must allow the Donut people to complete their turns by keeping tight to the centre.

TIPS

Turning to early for the donut during the inter can take up space and will move your piece partner away from the grip they want to go onto. Keep the leg grips high on the donut this will make the gaps smaller and easier for the outside people to close. On the first Donut Flake build outside people (Yellow + Red) should pick up the arm grips first before the legs as the key people will be feeling for these grips as a key reference.



2. Swiss Bear - Swiss Bear

GENERAL

Non-switching block, the two singletons and the two 3way accordions are required to perform a 360 degree turn; this can be done by shearing the turn as opposed to turning around the centre point's. ruth does this

BUILD

Red + Yellow setup looking over left shoulder, Orange + Blue can adjust this. Build the compressed piece's offset from each other, in this case Orange is setup behind Red and Blue is behind Yellow, this will make the first part of the turn shorter. Gray and Cyan will be angled in such a way that it will be easier for them to see the key.

KEYS

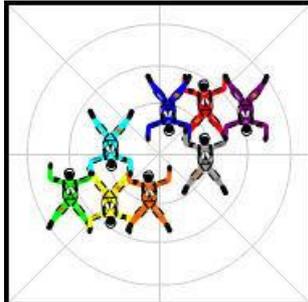
Keys come from Orange and Blue, check opposite and feel for leg grip, then cross check.

BLOCK TRANSITION

First Orange and Blue pass each other with a vertical move they should aim to stop just passed each others knees, at this point Green and Purple fly backwards and pass each other forming 6way compress picture, Red and Yellow can pull the formation in tight in order to help Red and Yellow pass without knocking knees. Orange, Blue, Green and Purple pick up eye contact and push towards each other making sure the gap between the two pieces can be closed by the singletons. Cyan and Gray should be looking over their right shoulder on the key they should complete the first part of their left 360 degree turn and aim to be able to see each other through the 3way pieces at all times. Beware the heading of this piece is not always guaranteed to be the same as may have been seen on the trolleys or during the walk through, Just dig-in and deal with it!

TIPS

*Singletons de-arch on the key and do the first part of the turn straight away, make sure you continue the turn in the same direction when closing the formation at the bottom of the block



3. Double Chinese Tees - Double Donuts

GENERAL

Double Chinese Tees - Double Donuts non-switching block, this is a fast block if the distance is maintained during the build.

BUILD

Orange and Blue setup offset from each other everyone builds off them, do not move them during the build, Yellow and Red should try and reference off each other during the build.

KEYS

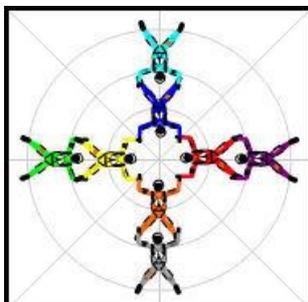
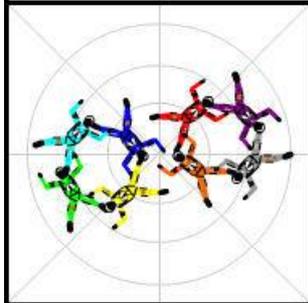
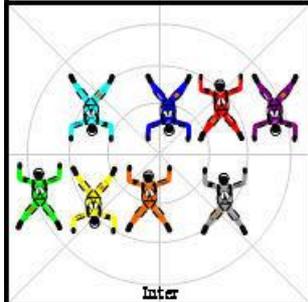
Orange + Blue check their own 4way piece then cross reference

BLOCK TRANSITION

When the key is given it is a complete break, Yellow + Red should give a good flash to show separation of their right hand grip. Green + Purple need to maintain the distance as Yellow + Red will be turning onto them blind of the rest of the formation.

TIPS

The donuts should be built and waiting for Blue and Orange to close. Yellow + Red should stay of the grips during the Inter until they are sure a complete break as been shown.



4. Snowflake - In-Out

GENERAL

Snowflake - In-out switches people from the outside to the inside and vice a versa, just like Block 1 (Donut Flake), for this reason it is worth practicing this formation in both 'A' and 'B' slots.

BUILD

4-way star to build first, people on the back can cheat to their right or left accordingly

KEYS

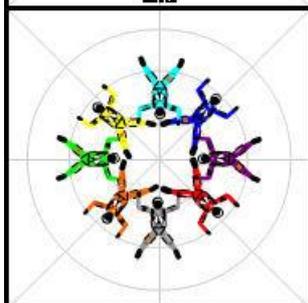
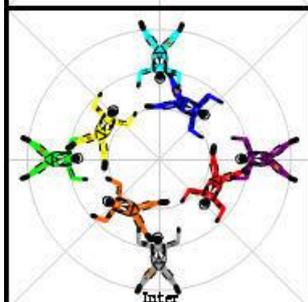
Keys come from Orange + Blue, they can feel the grips behind them and can see Purple and Green.

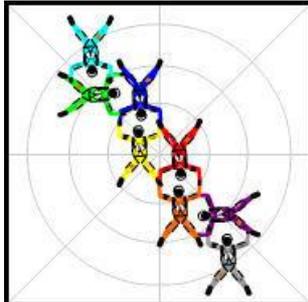
BLOCK TRANSITION

On the key the middle four people drop the grips and phase out, the outside four should drive straight towards the centre, do not fly around the legs of the person in front of you this will only open up the formation. As the middle four feel the push they should continue their turn and aim to place their knees in the centre of the formation

TIPS

Outside four can use the inside leg grips towards the knee, to help with cheating their position off to one side. The low grip should not hinder the inside persons turn, but you will need to work this out with your grip piece partner.





5. Wagga - Wagga

GENERAL

The Wagga - Wagga non-switching block, involves a lot of timing and cogging the middle four needs to be given sufficient space in order to complete their turns. In the example shown the middle four perform a vertical move, this can also be done with all pairs cogging their moves, except for Green and Cyan who need to gain a bit of height to do their move

BUILD

Red + Yellow should pick up arm grips on Orange and Blue accordingly, Orange + Blue have the leg grips. This opens out the middle 4way giving a bit more space in which to do the turns.

KEYS

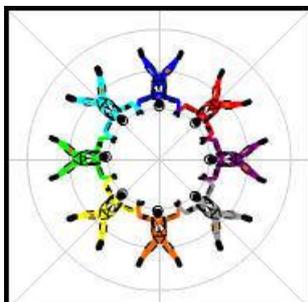
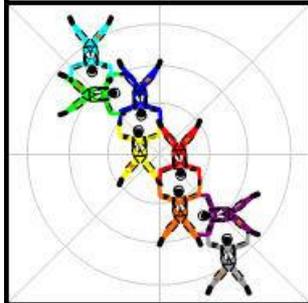
Keys come from Orange and Blue, Blue check's Cyan and Orange and Check's Gray

BLOCK TRANSITION

On the key Red & yellow pass each other with the vertical move. Orange & Blue should anchor until they can pass through the centre. Green and Cyan de-arch and do their move vertical to Blue + Yellow. Orange can pick up Yellow's leg towards the end of the rotation.

TIPS

If the middle four re-build the formation on the same heading then the outside pairs can do their 360 degree turn around their pieces centre point, if not the outside pair's should be monitoring and plan to alter the turn accordingly.



6. Star - Star

GENERAL

Star - Star non-switching block, will change heading slightly from the top to the bottom of the Block

BUILD

During the Star build maintain good cross reference and distance

KEYS

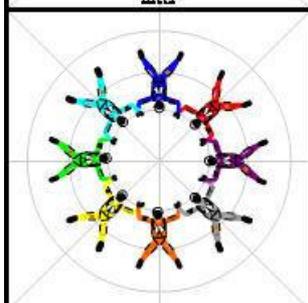
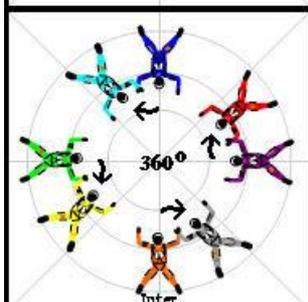
Key comes from Orange + Blue, but everyone should be heads up and able to give the key

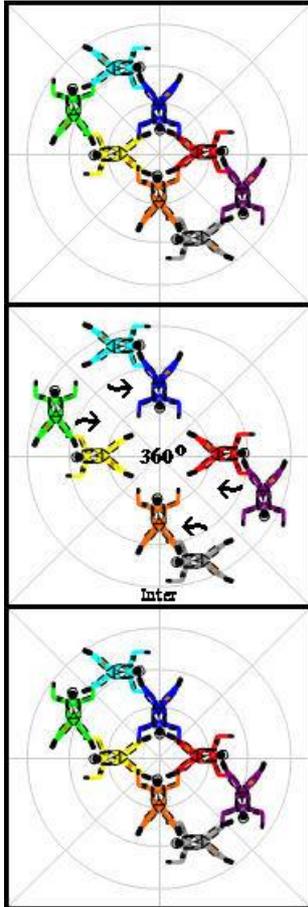
BLOCK TRANSITION

On the key the four people that are moving forward (Purple, Blue, Orange and Green) move directly across the front of their piece partner and should aim to build an open donut picture, at this point they should stop and allow the outside four to push their hips towards the centre, the momentum will continue the turn round. At about the 270 degree point of the turn the outside four (Purple, Blue Orange and Green) should aim to push through the shoulder of the piece partner towards the centre of the formation

TIPS

Gray, Yellow, Cyan and Red should be thinking stop as they come out of the donut picture.





7. Bipole Donuts - Bipole Donuts

GENERAL

Bipole Donuts - Bipole Donuts non-switching block, requires good levels and timing

BUILD

Build the formation slightly wide to allow space for all the sub groups to do their turns.

KEYS

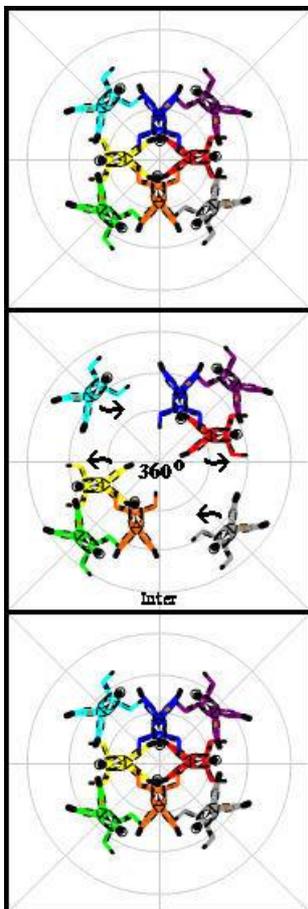
Keys come from Orange + Blue, check their own 4way donut then check back with each other

BLOCK TRANSITION

On the key Green, Cyan, Gray and Purple should start to drive through the middle. Once they have started the move their piece partners should follow the turn around as the middle four head switch to target the centre. The middle four should be looking at picking up the grips on the way through to the finish

TIPS

Maintain good levels and ensure all momentum has stopped for keying for the Inter



8. Frisbee - Frisbee

GENERAL

Frisbee - Frisbee non-switching block, during the Block move the 3way pieces will shear the 360 degree turn, which will change the heading of the formation at the bottom of the block.

BUILD

Keep the grips high in the two 3way donuts this will mean a faster turn and smaller gaps for the singletons to close

KEYS

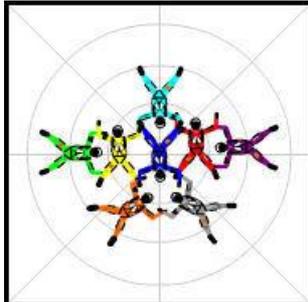
Keys come from Orange + Blue, check the donuts either side of themselves (Green + Purple can shake through to confirm the donut is complete) and then key with the right hand HELLO

BLOCK TRANSITION

On the key the Singletons should do their 360 degree turn straight away and then be ready to adjust heading and position accordingly. Orange and Blue fly past each other and then anchor, as do Green and Purple, Yellow and Red aim stop behind each other while Orange and Blue drive back towards the centre this will cause the 3way pieces to shear. This is another formation that will not always be on the same heading as may have been seen on the creepers or during the walk through.

TIPS

The two solo's need to guard their height as the small donuts will float



9. Taj - Mahal

GENERAL

Taj - Mahal is a non-switching block

BUILD

Everybody sets up and builds of Blue, the Compressed Accordion needs to be kept slightly wide during the build in order to give turning space during the Inter.

KEYS

Key comes from Blue, but can be helped by Orange checking Red and Purple.

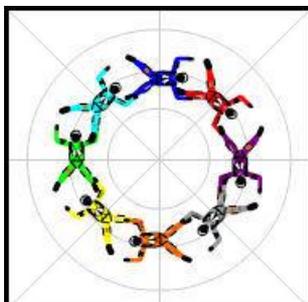
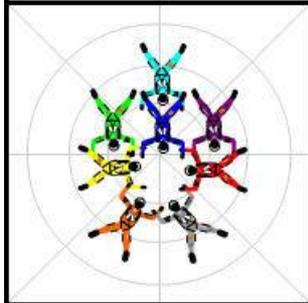
BLOCK TRANSITION

On the key Cyan needs to pull Blue in close to make their piece small and easier to turn, they should then cog with Green + Yellow, Red and Yellow need to make sure they are not slow on the key as they need to allow space for Cyan + Blue to turn in the centre.

Red + Purple can aim to do their turn slightly wide and higher than the rest of the formation. Orange + Gray do the same type of turn as in the 6. Star - Star

TIPS

watch the fall rate during the build the 3way compress can float



10. Donut - Donut

GENERAL

Donut - Donut is non-switching block that requires a good cross referencing and level flying, remember it is not a race!

BUILD

Orange and Blue are normally the main setup, everyone should be cross referencing with their opposite. This block should be laid down and adjusted until round; this is a lot bigger when laid down than first appreciated.

KEYS

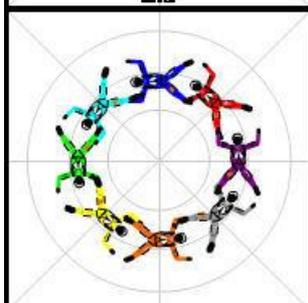
Keys come from Orange and Blue, but anybody and everybody should be able to give it.

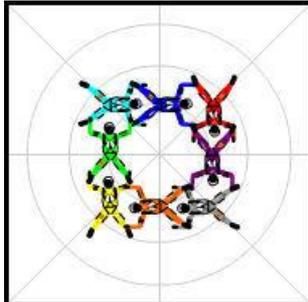
BLOCK TRANSITION

On the key it is important that everybody turns at the same time keep a good reference with you opposite and be aware of the people on both side's of you. It is worth while stopping in the last Star picture before making the final 90 degree part of the turn; this will stop you closing the door on people that are turning a bit slower.

TIPS

As the speed of the turns increases and becomes more uniformed the pause can be taken out and the whole 540 degree turn can be done in one go.





11. Norwegian Box - Norwegian Donut

GENERAL

Norwegian box-donut is a slot switcher for all pairs

BUILD

Orange + Blue and Purple + Green setup an open donut picture with the other four people filling the gaps

KEYS

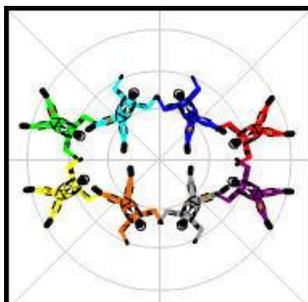
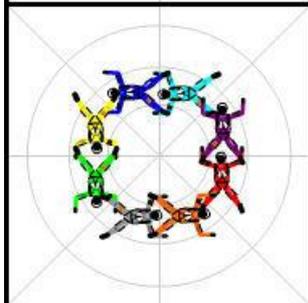
Keys come from Orange + Blue, check in front and feel behind then cross check. Cyan + Gray key at the bottom of the block, checking for four grips

BLOCK TRANSITION

On the key the back of Cats should slid out and allow the people at the front to slide into the centre at the 90 degree turn you should look to make a Snowflake picture, you can pause at this point before making the final turn in order to allow any slower pairs to catch up as like the Donut 540 Donut you can shut the door on one of the pairs. The front people of the pairs should aim for the elbow of the people on the back of the Cats, think forward at all the time's, keep a good reference on your opposite and allow the leg grip come to you. People on the back of the Cats should pull the front person in close this means the piece is smaller, which takes up less room and can be turned quicker

TIPS

make sure the Box is square at the start of the block if it has become diamond shaped then make double sure the snowflake picture is achieved



12. Stereo Bipole - Stero Bipole

GENERAL

Stereo Bipole - Gyro is a slot switcher it is important to maintain the distance between the out facers during the build, too narrow and Orange and Blue will not be able to pass through the middle, to wide and the gap becomes difficult to close.

BUILD

Orange + Blue and Gray + Cyan setup, in facing pairs can help them during the setup to set the right distance apart.

KEYS

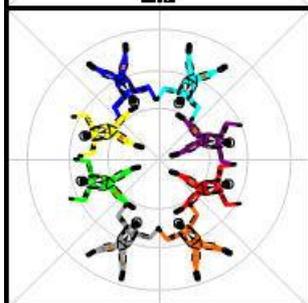
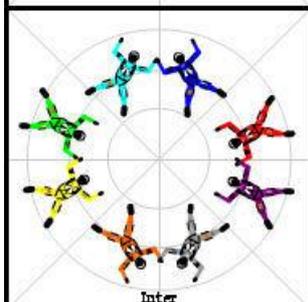
Keys come from Yellow + Red, they can almost start the turn for Orange and Blue by feeding the leg into the centre.

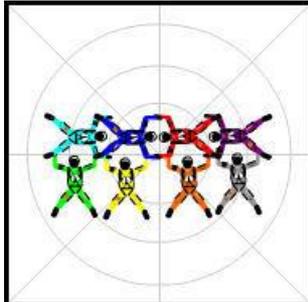
BLOCK TRANSITION

Orange and Blue should pull their knees in together when going past each other so they do not become locked. Gray and Cyan can help them through by anchoring and pulling in the griped arm during the turn. Gray and Cyan should aim to pick up the legs of Green and Purple and help guide them to the centre. Yellow and Red setup with each other for the bottom of block and Orange and Blue can pick up grips and assist.

TIPS

During the builds both top and bottom of the block the in facing people can help the out facers by getting on the grips and moving them to the right position.





13. Double Satellite - Double Satellite

GENERAL

Double Satellite - Double Satellite is a Non switching block, all pieces performing a 360 degree turn

BUILD

Blue and Red setup, side people can dock when the person they are docking on has docked

KEYS

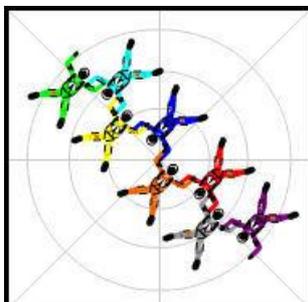
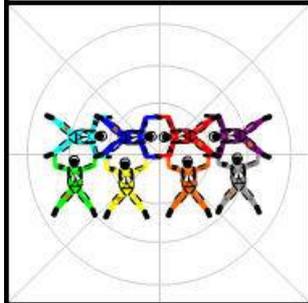
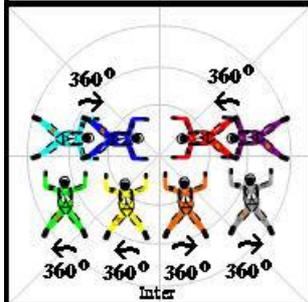
Keys come from Orange and Yellow, check their own sides then check back with each other.

BLOCK TRANSITION

Blue and Red should start the turn with a side slid towards the singletons, the people on the back of the Cats should slid into the space created by the front people. Green and Gray can catch the leg of the Cat's as they nearly complete their turns, but must make sure they do not restrict the pieces from completing. Orange and Yellow should wait for the Cats to finish their turns do not get sucked in to moving to far forward.

TIPS

Yellow and Orange can pause the start of their turn and cog in behind the head of the Cat pieces, this can stop them going to wide on the first part of the turn.



14. Accordion - Opposed Stairsteps

GENERAL

Open Accordion - Opposed Stairsteps is a Non switching Block, with vertical moves on the middle four people.

BUILD

Orange + Blue to setup, piece partners should take high arm grips between themselves and a wrist grips between sub-groups.

KEYS

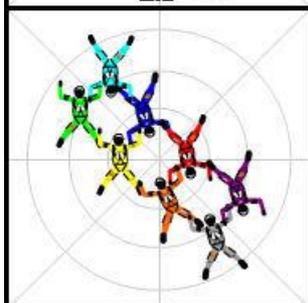
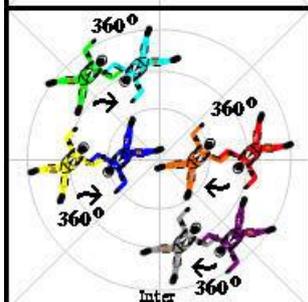
Keys come from Orange and Blue at the top of the block, check down the line to the end then back with each other, Red and Yellow key at the bottom of the block, check their own 4way diamond and then back with each other.

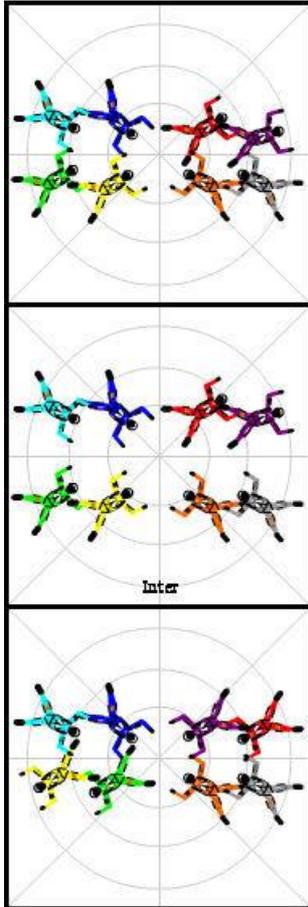
BLOCK TRANSITION

Green + Cyan and Orange + Red need to gain a bit of height. Each pair should take high arm grips and pull each other in close during the swing move. All pieces turn the same way Orange and blue passing through the middle first.

TIPS

End pairs can move out slightly at first in order to give more space to centre four.





15. Opal and Zipper - Zipper and Opal

GENERAL

Opal & Zipper - Zipper & Opal is a switching block for Red + Purple and Yellow + Green

BUILD

Orange and Blue setup and maintain the distance between the two 4way formations; their piece partner can help with this. Turning piece should try and keep an eye on the other 4way formation and make sure that their dockings do not move the base people.

KEYS

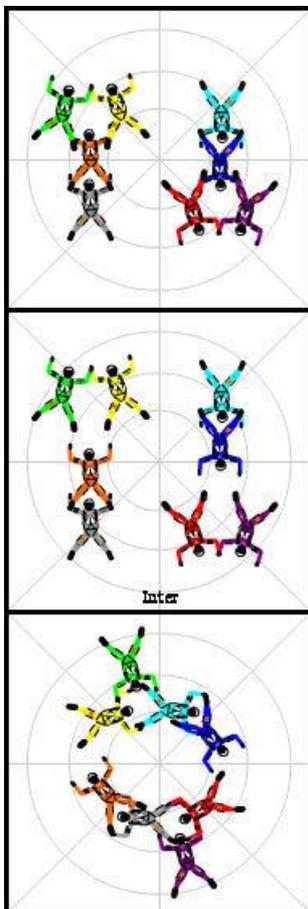
Keys come from Orange and Blue, first check your own 4way formations then check back with each other

BLOCK TRANSITION

Red and Green step out and allow Purple and Yellow to slid through the centre of the sub-groups as they pass push hips back towards centre of your group, don't move the setup people.

TIPS

Don't move the setup people!



16. Canadian Tees - Monopods

GENERAL

Canadian Tees - Monopods is a Non-switching dive involving 2 4way formations side by side

BUILD

Canadian Tees should be built with the head of one T in line with the tail of the other, so that there is three people in a line.

KEYS

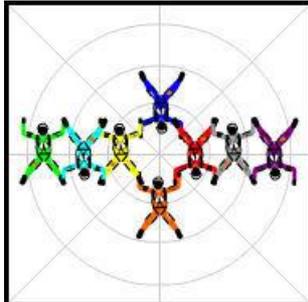
Keys come from Orange and Blue, check in front and feel behind then crosscheck, Cyan and Gray key at the bottom, feel for both leg grips then crosscheck

BLOCK TRANSITION

During the transition the outside person of the Zipper should aim to cut the corner across their piece partner, this will stop the Cat piece from moving backwards to far. The tail of the Cats should be aiming to place their knee in the hand of the inside person of the Zipper pair's, and allow the other person to close the gap, so that the Monopods also line up Head to Tail, giving three people in a line.

TIPS

Fast block the zipper pairs should double check they are both off the grips before taken the Cat piece's, not showing the Inter clearly will cause a Bust.



17. Buzzard - Buzzard

GENERAL

Buzzard - Buzzard is a non-switching block

BUILD

Orange and Blue setup

KEYS

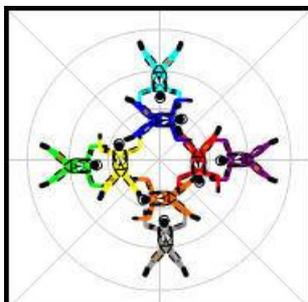
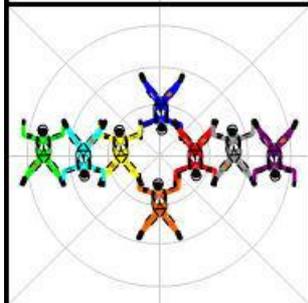
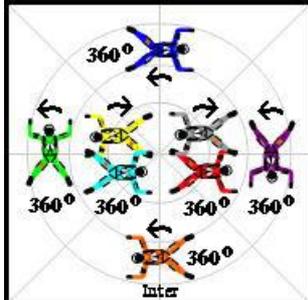
Keys come from Orange and Blue, both check right then back with each other.

BLOCK TRANSITION

Orange and Blue should aim to get the turn done and be back in place ready to pick up grips. The compressed pairs should keep eye reference on each other during the turn, the first few times through it is worth split the turns into two 180 degree moves until the timing of the turn is sequenized. Yellow and Red are looking to setup at the bottom of the block, Orange and Blue can help. Green and Purple can turn in any direction, if as shown here they turn inwards this means they can cog with the compressed pairs, they should look to slightly over turn at the bottom of the block for better visuals and then turn back to dock when Orange and Blue have docked. Turning outwards from the start means they can stop on the 270 degree and wait for the centre to build before completing the turn, but they will have to slide out or aim to go vertical on the key.

TIPS

Singletons dig in on the key



18. Sidebody Donut - Sidebody Donut

GENERAL

Sidebody Donut - Sidebody Donut is a Non-switching block, involves rotating four 2way pieces through 360 degree turns and re-docking.

BUILD

Build the 4way Donut first outside people can dock at any time as long as they don't hinder their piece partner, dock on the leg grip first allowing them to have full movement of their arms.

KEYS

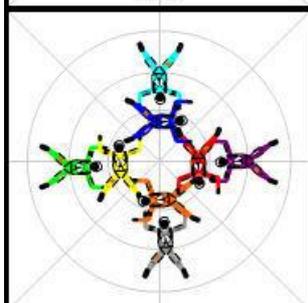
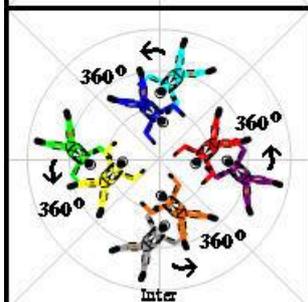
Keys come from Orange and Blue, feel for leg grips and check Red and Yellow who should be looking into the centre when their piece partner has fully docked.

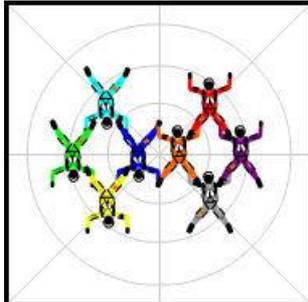
BLOCK TRANSITION

Donut people phase out to the side and allow the in-facers to turn by driving the hips in towards the centre, as the turn progress's the donut people can drive back towards the centre, where the out facers can help with the stop and adjust the distance to the centre of the formation..

TIPS

Each sub piece can pull their piece partner in close during the turn this will make the 2way turn faster and will take up less space, which means they can turn closer to the centre.





19. Compressed Diamonds - Compressed Diamonds

GENERAL

Compressed Diamonds - Compressed Diamonds is a Non-switching block involving turning, two 4way pieces through 360 degree's and re-docking.

BUILD

Orange and Blue setup the 2way compressed accordion.

KEYS

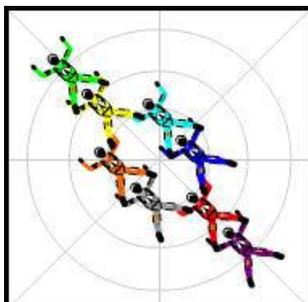
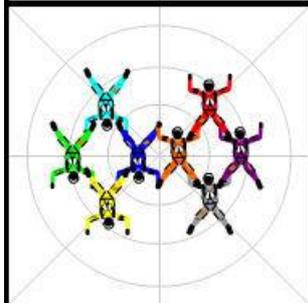
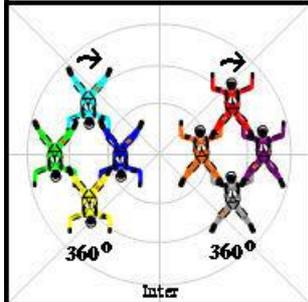
Keys come from Orange and Blue, check your own 4way piece and then check with each other

BLOCK TRANSITION

On the key, Orange's 4way diamond de-arches and Blue's arches in order to allow the ends of the formations to pass each other vertically. Orange and Blue move forwards and then anchor as the their knees pass each other, each person fly's through the middle and then anchors causing the formations to shear around each other. Keep grips high to make the pieces smaller and easier to turn

TIPS

There are only two grips to look for at the bottom of the block, so this will be a fast key



20. Cat Diamond - Cat Accordion

GENERAL

Cat Diamond - Cat Accordion is a Switching block for Green + Yellow and Cyan + Blue

BUILD

Orange + Blue and Cyan + Gray setup the Cat pieces making sure the distance between is ok for Yellow and Red to close.

KEYS

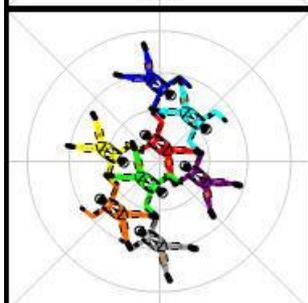
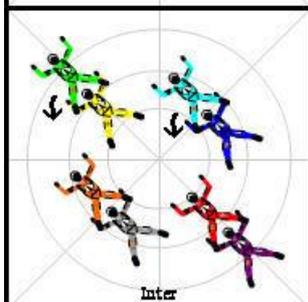
Key comes from Red, feel for leg grips and look for heads up from Orange and Cyan who both check that Green is on.

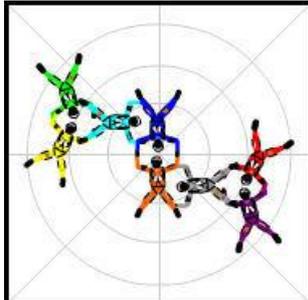
BLOCK TRANSITION

Red moves forward and out, Orange and Gray turnout slightly. Green and Yellow turn on to Orange and Red moves to close, Blue flies round Cyan and is looking to close the Cat Accordion

TIPS

this is a long formation, and needs a bit of time on the trolleys first couple of times





21. Lego - Eye

GENERAL

Lego - Eye is a Non-switching block

BUILD

Orange and Blue setup then Cyan and Gray the others can build the pods and dock if needed

KEYS

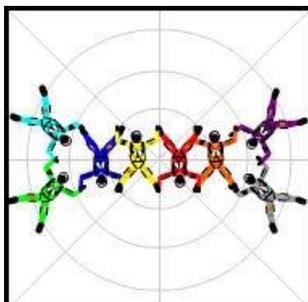
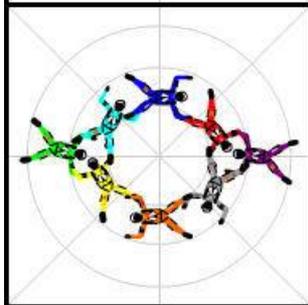
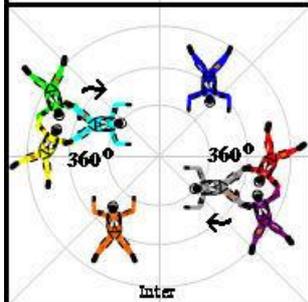
Keys come from Orange and Blue

BLOCK TRANSITION

Orange and Blue to maintain heading 3way pieces turn through the centre and keep eye contact on their opposite. Orange and Blue phase out slowly and aim to turn onto the leg of the 3way. Green and Purple can help keep the distance between the sub groups as they finish the turns.

TIPS

Singletons dig in and take the knocks, enjoy!



22. Old Bone - Compressed Stairstep Diamonds

GENERAL

Non-switcher block, involves a true vertical move for Red and Yellow.

BUILD

Red + Yellow setup the compress with Orange and Blue, outside four docks when 4way compressed accordion is built. Orange + Blue key at the bottom of the block.

KEYS

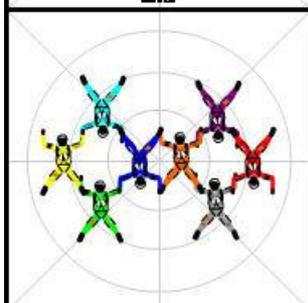
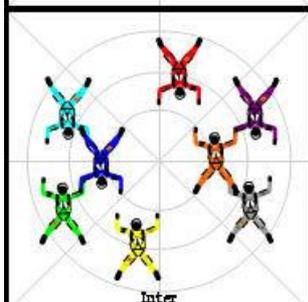
Come from Red + Yellow, Orange and Blue can shake through when the pods are docked

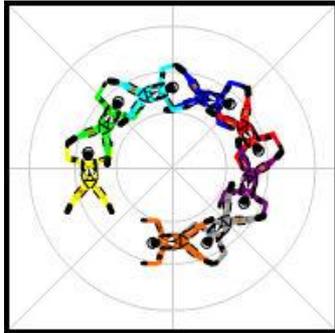
BLOCK TRANSITION

Orange and Blue arch a bit and, helped by the pod pairs fly towards each other, Yellow and Red de-arch and fly out of the middle towards the ends, remember that the 3way's are moving in the other direction and you only need to think about clearing half a body's width. Cyan and Gray have arms ready for the Yellow and Red to dock, Purple and Green can hook the leg as it comes over.

TIPS

Concentrate on building the 6way first, if the singletons over shoot let them come back, do not try to stop them; they can always make another approach. Breaking the 3way grips will bust the point.





A. Caterpillar

BUILD

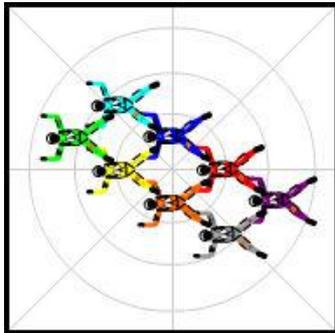
Build the donut forts and then squeeze to the center.

KEYS

Orange and Blue will normally give the keys, but it is everyone's responsibility to ensure they have the grips and are seen to be ready.

TIPS

Keep your head between the knees of the person in front of you, ensure your angle is not too straight or at 90 degrees.



B. Stairstep

BUILD

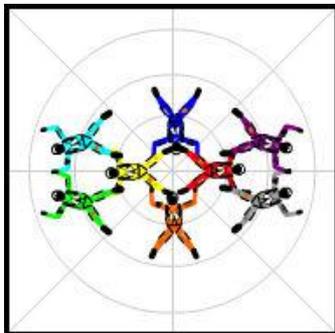
Orange + Blue and Cyan + Gray setup the 4way Diamond the heading is normally dictated by the position of Purple and Green from the previous formation.

KEYS

Keys come from Gray, Orange can help with checking the front.

TIPS

Always build to the middle, don't be tempted to fly forward for the grips.



C. Hour Glass

BUILD

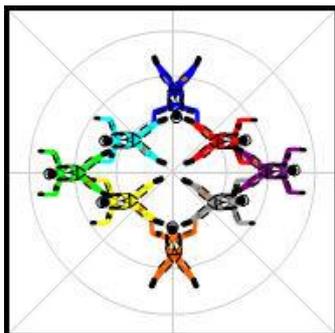
Orange + Blue setup, Red + Yellow close the Bipole, Green + Cyan and Purple + Gray can pick up their arm grip and dock as a pair. It is important the Green + Cyan and Purple + Gray have good setup with Orange and Blue and do not backup too far, the Bipole people (Yellow + Red) should be secondary reference.

KEYS

Keys come from Orange and Blue, both check left then back with each other.

TIPS

Let the bipole build don't crowd the base.



D. Hope Diamond

BUILD

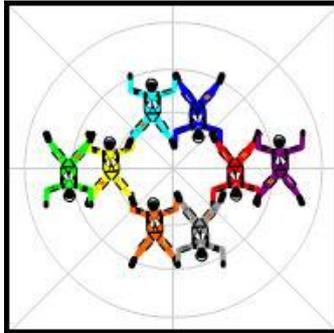
Yellow + Red and Red + Gray setup all four need to set the distance between themselves, making sure that Orange, Blue, Purple and Green can close the gaps. Orange and Blue can help by getting on the grips early and stabilising their side of the formation.

KEYS

Keys come Orange + Blue, both check left and then back with each other.

TIPS

Keep it tight, once again build it get off it!



E. Rubick

BUILD

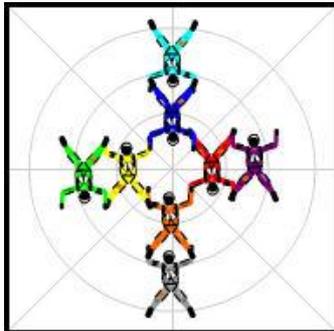
Gray + Cyan setup with Orange + Blue helping to set the distance for Red + Yellow to close, Green + Purple dock when ready.

KEYS

Keys come Orange + Blue, both check left and back with each other.

TIPS

Cross referencing is once again the key to success



F. Diamond Flake

BUILD

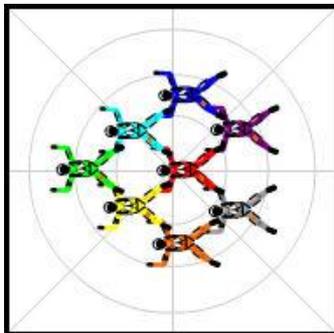
Orange, Blue, Yellow and Red setup the 4way Diamond this can be easily gripped switched on exit. Green, Cyan, Purple and Gray dock when ready.

KEYS

Keys come Orange and Blue, both check left and then back with each other.

TIPS

Purple and Green need to ensure they have the grips and let the key people know they are on.



G. Arrowhead

BUILD

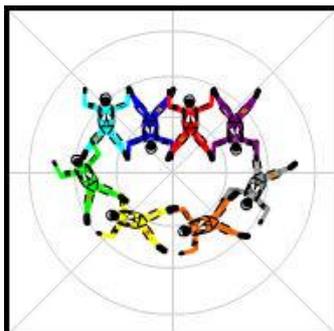
Red sets up, Yellow and Cyan reference to Red, when ready except the dock from Green, Orange and Blue reference to Red and pickup grips on Yellow and Cyan accordingly. Gray and Purple can dock on Red when ready, it is important that nobody flies forward to pick up grips, if you cant reach the leg grip in front of you, wait until they bring it back to you.

KEYS

Key comes from Red, check the 4way Diamond, check Orange and Blue and feel for Gray + Purple. Gray and Purple can shake through to Red when they have Orange and Blues leg grip this will help cut down the amount of grips Red has to check.

TIPS

Key comes from Red, check the 4way Diamond, check Orange and Blue and feel for Gray + Purple. Gray and Purple can shake through to Red when they have Orange and Blues leg grip this will help cut down the amount of grips Red has to check.



H. Irquois

BUILD

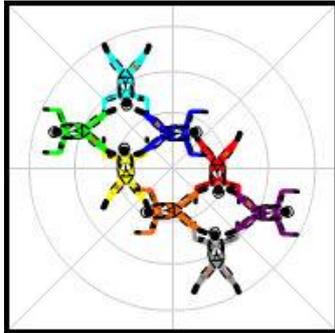
Blue, Red and Orange setup, Cyan and Purple dock when ready, Yellow, Green and Gray dock when ready. Green should be looking to dock on a parallel with Cyan and can use the inside leg grip, the donut people need to guard their height as the Accordion will float.

KEYS

Keys come from Orange and Blue, both check right then back with each.

TIPS

Keys come from Orange and Blue, both check right then back with each.



J. Springbok

BUILD

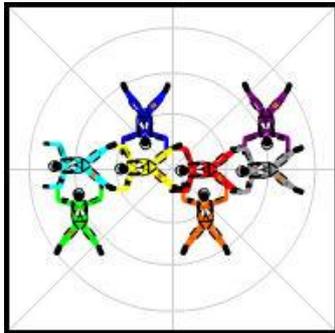
Orange + Blue and Yellow + Red build the 4way donut, Green and Purple should reference with the donut and allow Cyan and Gray to close, unless they already have!

KEYS

Keys come from Red and Yellow, both check their own Bipole the check back with each other.

TIPS

Keys come from Red and Yellow, both check their own Bipole the check back with each other.



K. Crank

BUILD

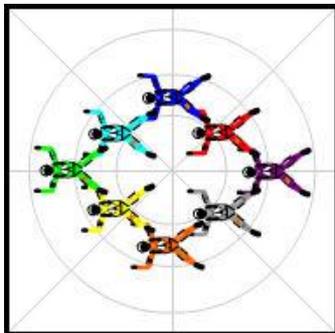
Cyan and Gray setup everyone else dock when ready

KEYS

Keys come from Orange and Blue, Orange checks Yellow and Blue checks Red, then check back with each other.

TIPS

you can build the crank with any two people as centre, this can sometimes be used to get out of a slot switcher



L. Open Facing Diamond

BUILD

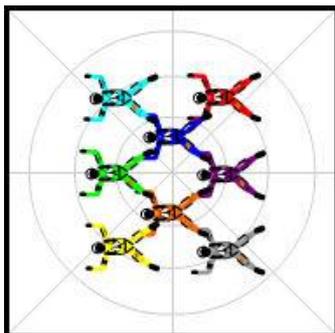
Yellow, Cyan, Red and Gray setup Yellow and Cyan

KEYS

Key comes from Red and/or Gray

TIPS

Blue and Orange expect the fall rate to slow up as the setup people on this are normally out-facing and have are used to catch air in between points.



M. Double Spiders

BUILD

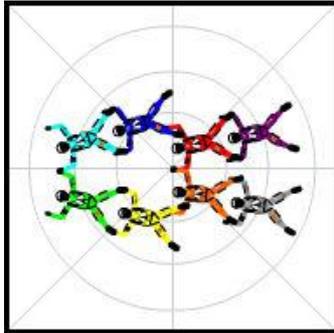
Orange and Blue setup

KEYS

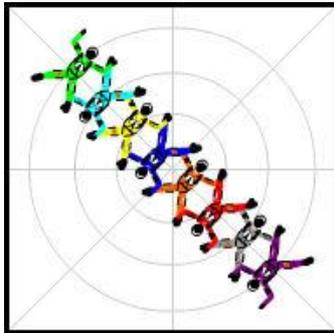
Key comes from Purple

TIPS

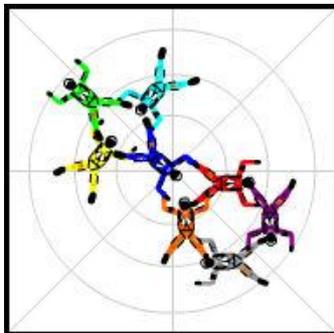
Build to the middle, its the front rows job to fly backwards if needed.



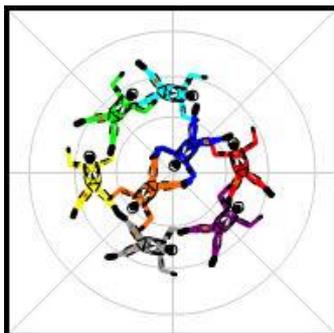
N. Zipper Flake
 BUILD
 Orange and Red setup,
 KEYS
 Key comes from Orange
 TIPS
 Key comes from Orange



O. Compressed Accordion
 BUILD
 Orange and Blue setup
 KEYS
 Keys come from Orange and Blue
 TIPS
 Build it and get off it



P. Venus
 BUILD
 Orange, Blue and Red setup the 3way
 KEYS
 Keys from Orange and Yellow, check their own 4way formations then back with each other.
 TIPS
 Keys from Orange and Yellow, check their own 4way formations then back with each other.



Q. Compass
 BUILD
 Orange and Blue setup
 KEYS
 Key comes from Blue
 TIPS
 Key comes from Blue