

# KNOWING YOUR DIVE NUMBERS...

There's a method to this madness!

**103b**

Forward 1 and 1/2 Somersaults, Pike

Generally, non-twisting dives have three numbers. The first number designates the direction of spin.

- 1 = forward
- 2 = backwards
- 3 = reverse
- 4 = inward

The second number will almost always be a zero. An exception to this is...if the rotation is "flying" then this will be a one.

The third number represents exactly **half** the amount of somersault rotations that will be performed. In this case the diver will do 1 1/2 somersaults.

The letter at the end tells you the dive position:  
A = Straight  
B = Pike  
C = Tuck

**5223d**

Back 1 Somersault, 1 and 1/2 twists, free

The number for a twisting dive is made up of four numbers—the first is always a "5." If a dive number begins with a 5, then it's a twisting dive.

On twisting dives, it's the second number that designates the direction of spin, just like above:  
1 = forward  
2 = backwards  
3 = reverse  
4 = inward

The third number is exactly **half** the amount of rotations.

The fourth number is exactly **half** the amount of twists.

The letter at the end tells you the dive position:  
A = Straight  
B = Pike  
C = Tuck