

WHITE PAPER

THE KRĀV MOVEMENT PROGRESSION APP

A plain-language guide — for jumpers, movement leaders, load organizers, and dropzone staff — to how the app works, how you'd actually use it, and what it does for you.

Krāv is a community and education platform for skydivers — a coaching marketplace, a course library, an AI guide, and The Krāv Show podcast. This paper is about the newest piece: the **Movement Progression App**.

THE SHORT VERSION

The Movement Progression App is **free**, and it gives skydivers a clear, trusted way to **progress in movement flight** — flat tracking and angle flying — and to **prove what they can do**, anywhere in the world.

You earn a series of **stickers**, one level at a time. Each sticker is signed off by a qualified evaluator who watches **video of a real jump** and checks it against a clear standard. Once you've earned it, the sticker lives on a **public profile** — a link (and, soon, a QR code) any coach or dropzone can check in seconds.

It's the merit-badge system skydiving never had for movement flight: real skill, verified by real people, that travels with you.

THE PROBLEM IT SOLVES

Right now, getting good — and getting *trusted* — in movement flight is broken in three ways:

- 1 There's no standard.** Every dropzone, country, and coach has their own informal idea of what "ready" looks like. A jumper who's experienced at one DZ is an unknown at the next.
- 2 There's no proof.** When you show up somewhere new, staff have to interview you, watch you jump, and make a gut call. There's no portable record that says "this person was signed off on these skills, by this coach, on this date, with this video."
- 3 There's no clear on-ramp into movement jumps.** People learn from whoever's around. Approaches vary. The result is uneven and sometimes dangerous — a real worry for the dropzone owners, managers, and S&TAs we've talked to.

The app fixes all three with one system: a shared progression, signed off on video, and verifiable by anyone.

THE PROGRESSION: 8 LEVELS, 3 KINDS OF FLYER

The app's progression is built on the **Xielo Track & Angle program** — created by Nico Lesser and the Xielo Team in Colombia, the most credible structured program for this discipline — which Krāv

adapted and brought to the wider world.

The 8 levels aren't just "8 skills to check off." They group into **three tiers**, because becoming great at movement flight means three different things:

TIER	LEVELS	WHAT IT BUILDS
Follower	Solo, Group	Fly safely on your own, then safely in a small group
Leader	Lead 1 → Lead 4	Plan, brief, and organize group movement jumps — bigger groups as you climb
Evaluator	Evaluator, Examiner	Teach, evaluate, and sign off other jumpers

Most progression systems only cover that first tier — they get you flying safely and stop. Krāv's program covers all three. That's the point: it's a path from your first solo movement jump all the way to coaching others, in one consistent system.

THE 8 LEVELS

#	STICKER	TIER	~JUMPS	LICENSE	SIGNED OFF BY
1	Solo	Follower	50	A	Evaluator or Examiner
2	Group	Follower	100	A	Evaluator or Examiner
3	Lead 1	Leader	200	B	Evaluator or Examiner
4	Lead 2	Leader	275	C	Evaluator or Examiner
5	Lead 3	Leader	350	C	Evaluator or Examiner
6	Lead 4	Leader	400	C	Examiner only
7	Evaluator	Evaluator	400	C	Examiner only
8	Examiner	Evaluator	500	D	Senior Examiner only

"Lead N" means leader + N other flyers — so Lead 1 is a 2-way, Lead 4 is a 5-way. Higher levels require the lower ones first; it's a ladder, not a menu.

Two things make this more than a checklist:

- **It's skill-gated and judgment-gated.** You might be able to *fly* a 4-way before you have the briefing, spotting, and debriefing judgment to *lead* one safely. An evaluator can hold the next sticker until both are there. Earning a Leader sticker means you can run the jump, not just survive it.
- **It moves at your pace.** Some people earn Solo and Group in one season, then take years to reach the Leader tier. There's no clock — only the next rung.

HOW IT ACTUALLY WORKS

IF YOU'RE A JUMPER

- 1 Sign up and set your handle.** A quick sign-in (no password — a code to your email), then a one-time profile: name, photo, a permanent public handle, your license and jump count, and your home DZ.
- 2 See your ladder.** The app shows where you are, what you've earned, what's next, and exactly what the next sticker requires.
- 3 Go fly, and film it.** Make your qualifying jump with a camera. Each level has a clear checklist of what you need to demonstrate.
- 4 Submit your video.** Pick the sticker you're going for, upload the clip, add a line of context, and send it — to a specific evaluator, or to the pool of anyone qualified to sign it off.
- 5 Get your decision.** An evaluator reviews it and either awards the sticker or logs it as a coaching jump. Either way you get an email and can see the full result — including the evaluator's notes and exactly which points passed or need work.
- 6 Show it off.** A passed sticker lands in your trophy case and on your public credential page — a shareable link that proves the sticker, who signed it, and when.

IF YOU'RE AN EVALUATOR

Being an evaluator isn't a separate account — it's something you unlock by earning the Evaluator or Examiner sticker yourself.

- 1 Open your review queue.** You see submissions sent directly to you, plus the open pool of jumps you're qualified to sign off.
- 2 Watch and assess.** Play the video, then walk the per-level checklist — pass / fail / N/A on each point, with a comment on anything you fail (the app requires it, so the jumper always knows why). Add overall notes in any language.
- 3 Render the decision.** A pass awards the sticker. A failed critical safety item makes it a coaching jump — a teaching moment, re-fly. Stickers aren't "best two out of three"; one clean qualifying jump earns it.
- 4 Go deeper when it helps.** For richer feedback you can open the jump in Krāv's video-review tool and leave time-stamped comments right on the footage.

IF YOU RUN A DROPZONE (DZO, DZM, OR S&TA)

This is the part that makes the whole system worth it. When a visiting jumper claims they can fly a 4-way angle, you don't have to take their word, interview them, or burn a jump finding out. They share their public credential page — a link today, a scannable QR code soon — and you see, in seconds:

- Their name and photo
- Every sticker they've earned, with the **date** and the **evaluator who signed it**

- What each sticker authorizes them to do

No account, no app, no sign-up. You make the same judgment call you make today — but now with verified information instead of a stranger's word. That's a faster manifest line and a safer load.

WHAT YOU GET OUT OF IT

- **Jumpers** get a clear path, honest feedback on video, and a credential that travels with you to any DZ on earth.
- **Evaluators / coaches** get a structured way to evaluate and credential students — and visibility in the Krāv community, which feeds real coaching opportunities.
- **Dropzones** get a fast, trustworthy way to verify who they're putting on a load, and a shared standard that raises the floor on movement-jump safety.

The app is **free**, on purpose. It exists to solve a real problem and to build trust across the sport.

STICKERS THAT ACTUALLY MEAN SOMETHING

Skydivers already wear stickers — on helmets, gear, cars. The app leans into that. A sticker here isn't a row in a database you forget about; it's a trophy:

- **A trophy case** in the app, laid out to show off and screenshot.
- **A shareable card** generated the moment you earn one — ready for Instagram or the group chat.
- **A physical sticker** (coming soon) you can order at cost, with a QR code on the back that links straight to your verified profile.
- **A public credential page** that *is* the credential — the thing a coach or DZO actually checks.

Earn it in the air. Wear it on your helmet. Prove it with a link.

SAFETY IS THE BACKBONE, NOT AN AFTERTHOUGHT

The program is built on a strict, shared airspace model every flyer learns and respects — exit order, opening altitudes, breakoff and separation, and dividing the sky into quadrants so groups don't fly into each other. Progression past the entry level also means completing the program's foundational course, not just collecting sign-offs.

And the **critical-factor rule** keeps the standard real: if you miss a critical safety item on a qualifying jump, it doesn't matter how good the rest looked — it becomes a coaching jump and you fly it again. The system rewards flying *safely*, every time, not flying *impressively* once.

WHERE IT'S GOING

The first release focuses on one discipline (flat tracking and angle flying) and the core loop above. Already designed and on the way:

- **Full Spanish**, alongside English (the program was born bilingual).
- **Push notifications** for submissions, decisions, and awards.
- **Physical stickers** via order-at-cost printing, with the QR-to-profile on the back.
- **QR-code verification** at the loading area.
- **More disciplines** — the sticker system extends to canopy, head-up, head-down, and beyond; only the level names change.
- **Dropzone accounts** for staff who want a roster view of their jumpers.
- **Tie-ins to the rest of the Krāv platform** — the coaching marketplace, course library, AI guide, and The Krāv Show — so a jumper can go from "here's what I need to work on" to "here's a coach (or a course) that can help" without leaving Krāv.

WHY IT MATTERS

Skydiving has never had a portable, trusted credential for movement flight — a way to say "here's exactly what I can do, and here's the proof" that holds up at any dropzone in the world. The Movement Progression App is that. Built on the most credible program in the discipline, signed off by real coaches on real video, and verifiable by anyone with a link.

For jumpers, it's a clear path and a credential that travels. For coaches, it's the structure to teach and credential well. For dropzones, it's a faster, safer way to know who's on the load. And for the sport, it's a shared standard that makes movement flight better and safer for everyone.

It's one piece of Krāv — the part that turns skill into something you can earn, wear, and prove.

DO MORE. BE BETTER.

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