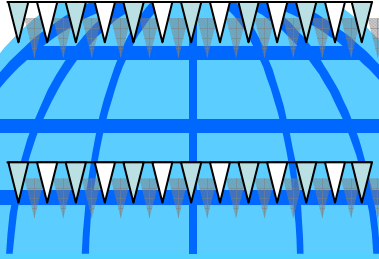




**Fluid Mechanics, Inc.**  
The Swimming Experts



**Swimmer's Name** \_\_\_\_\_

**Date** \_\_\_/\_\_\_/\_\_\_

**Facility** \_\_\_\_\_

**Consultant** \_\_\_\_\_

**Topic** \_\_\_\_\_

**Level** \_\_\_\_\_

## Workshop Focus

Visually and verbally describe the differences between the control and your current weapon which you are attempting to adjust.

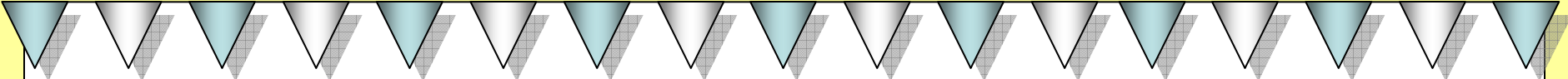
### Control

1. Key	2. Name	3. Common Terminology	Definition			7. Environment (Hydro Dynamics)	8. Purpose					Synergy (Frequency/Timing)						
			4. Visual	5. Verbal	6. Physical		Purple	Green	Yellow	Pink	Blue	9. Arm	10. Head	11. Torso	12. Leg			
			Visual Definition			Verbal Definition												

### Weapon

Visual Flaw	Verbal Flaw
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Some people make things happen.  
Some people watch things happen.  
Some people say “what happened”?

Who are you?

If your ship hasn't come in yet...  
Swim out to it!



**Make it happen!**