February 2020.  My attempt of bringing an 'old' JD Standard up to 3rd edition.  All in red 'verified' JD Standard.  In blue  was not in the JD standard but has been used in refereed games of 3rd Edition rules.

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**Start Line -**
A/C, hex, facing, alt., speed, bank, +accel/-decel, flight att., notes.

If starting on a hexside, list both hexes of that hexside.

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**Decisions -**
Power (accel or new idle speed), transition type, HFP and VFPs

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**Altitude Changes -**
**MC** = mandatory change, **V** = VFP changes, **OC** = Optional changes.  **ILT** = Inverted Level Turning

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**Move Segments** (break up as necessary)-
no. and type (H or V), associated actions (rolls, turns, reverses).

**Action abbreviations** = **RR** = roll right, **RL** = roll left,  **VR** = vertical roll (ex: VRL),  prefix **S** = Snap
**SSR, SKL** = side slip/skid R, L. **EZ** = easy turn, **TT** = tight turn  **HT** = hard turn, **BT** = break turn.
**g** prefix= Inv Turn w/ Gravity,  **st** prefix = Turn in Steep/Vert Attitude, **TIFF** = Free Trans. Induced Facing
**SKR,SKL** = skid R,L.  **ng** suffix=Neg. G Turn. **gf** suffix =Gifted, **sl** suffix = Slats, **fl** suffix = Flaps **sf** suffix = Slats&Flapts
**XSKL** execute skid L

**Action format** = Action code, direction of action, FPs used/FPs required.
Example = BTR 2/2 face 30R to N = break turn right 2FPs of 2 required.
face 30 degrees right to North.

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**Power Line** - (accel total)-(Decel total) = net

Use abbreviations to explain your numbers
**p** = power accel, **c** = carry, **dv** = dive, **da** = ADC dive accel, **cl** = climb, **cd** = ADC climb decel
**os** = over speed, **tr** = transition decel, **mv** = maneuver decel, **gftd**=Gifted, **wm**= windmill, **es** = engine siezed.
**EZ, TT, HT, BT**, or **ET** = turn decel, **cr** = Trans. Turn Decel Credit

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**End Line** - same format as start line.

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Note formats:

Turn carrys = no. of FPs, turn rate and direction
Example: 2HTR = 2 FPs carried in HT turn to Right.

Side Slip carryes = no. of FPs, side slip direction.
Example: 3SSR = 3 FPs carried in side slip right.

Roll carries = no. of FPs, roll direction.
Example: 2LR = two FPs carried in left roll

Speed carry = a speed no. with a + sign indicates a carried half FP.
Example: 4.5+ = speed 4.5+0.5 carry

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Full Move Format Example:

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Start Line       : Yak-1, 1933, NNE, 12.0, 6.5, RB, 3.0, STD, 2HTR
Decisions        : Power = 4, TT-1 to SHD, 5H+1V
Altitude Changes : MC=-0.3, V=-0.3, OC= -0.1
Move Segments    : 2H, BTR 2/2 face NE
                   2H, BTR 2/2 face E
                   1H + 1V
Power Line       : (4p+3c+7dv) - (3tr+10bt) = 11-13 = +1
End Line         : Yak-1, 2237 E, 11.4, 6.5+, RB, 1, SHD
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