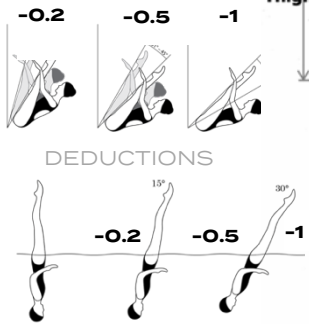
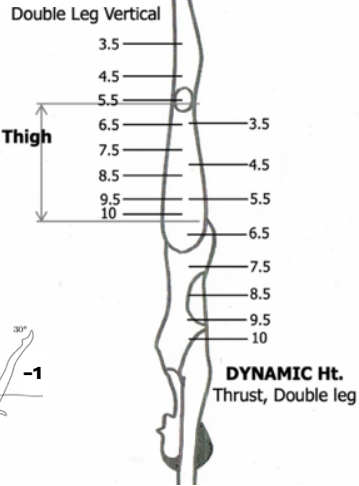


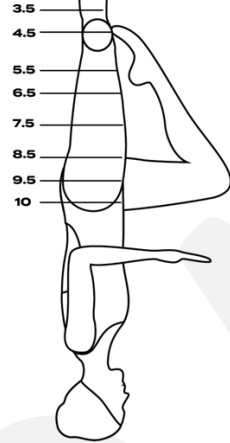
**DOUBLE VERTICAL
STABLE HEIGHT**



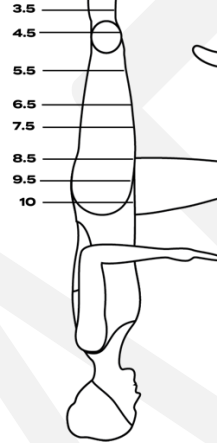
**DOUBLE VERTICAL
DYNAMIC HEIGHT**



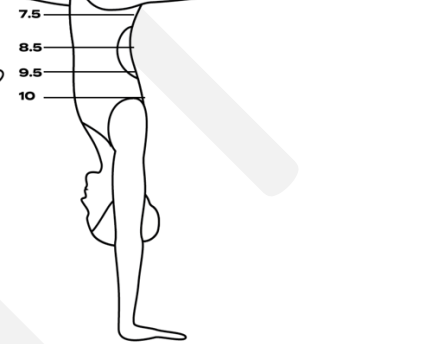
**BENT
KNEE
VERTICAL**



FISHTAIL



AIRBORNE SPLIT



9.5 180° SPLIT



8.5 170°-180°



7.5 160°-170°



6.5 150°-160°



5.5 130°-140°



4.5 110° - 120°



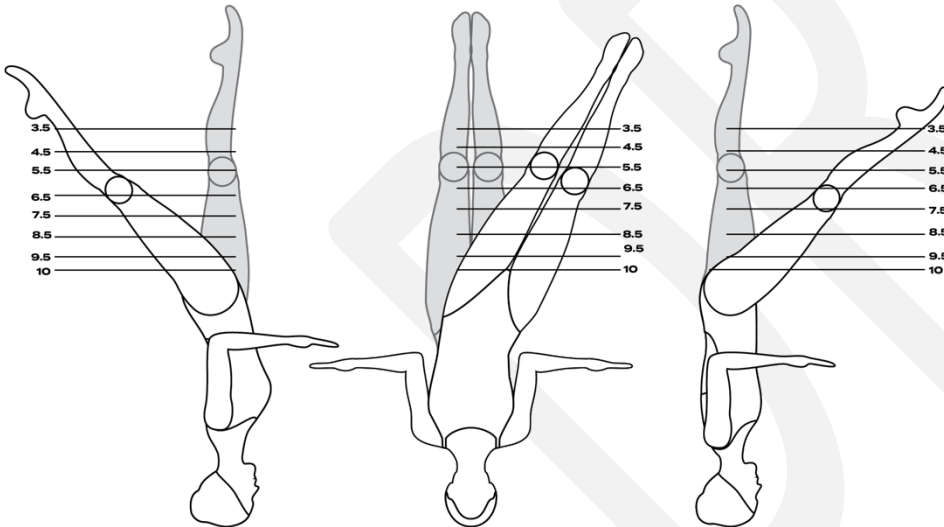
3.5 up to 100°



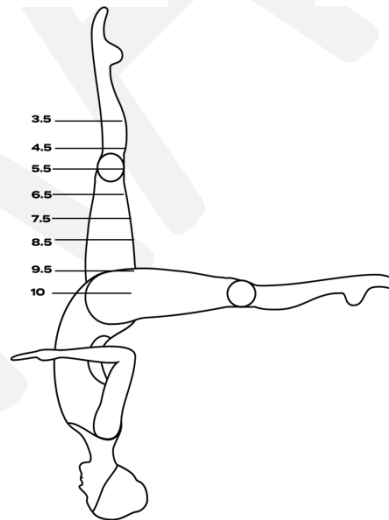
0.1 - 2.9



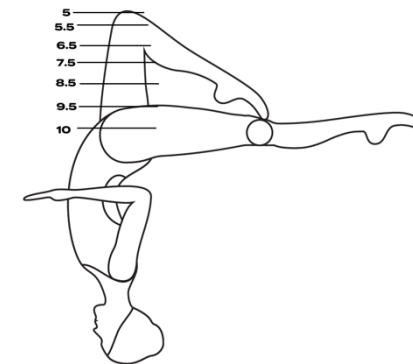
UNBALANCED DOUBLE VERTICAL



KNIGHT



BENT KNEE SURFACE ARCH POSITION



Group A height of FEATURED SWIMMER	Group B (STACK) height of SUPPORT SWIMMER
<p>Number of "full bodies" of the Featured Swimmer from the water surface to the center of their body mass</p> <p>5-6 1/2 body 7-8 1 full body 9-10 1 1/2 body</p>	<p>Support Swimmer Head UP</p> <p>Support Swimmer Head Down</p>

Group B (STACK) height of SUPPORT SWIMMER (cont.)

Group B (LIFT) height of BASE SWIMMERS

TYPE OF SUPPORT: ARMS/ HANDS	HEAD	SHOULDERS
<p>wrist 4</p> <p>top of head & elbow 5</p> <p>half head 6</p> <p>chin & upper arm 8</p> <p>shoulders 9-10 (head above surface)</p>	<p>4 below surface</p> <p>6 top of head</p> <p>8 head above surface (chin dry)</p> <p>10 shoulders (head above surface)</p>	<p>4 below surface</p> <p>5 top of head</p> <p>6 chin</p> <p>8 shoulders</p> <p>10 upper chest</p>

Group P (Platform) height of FEATURED SWIMMER (NOTE: Heights for all Platforms with Featured Swimmer head-up are the same. Position of the Support Swimmer(s) (back layout, Ballet Let single, two Ballet Leg single) is irrelevant)

Group C (Combined) (the thick arrow points to the swimmer to determine the height score; for more examples of Acro C refer to the Manual)

B Stack Support Swimmer

B Lift Base Swimmer

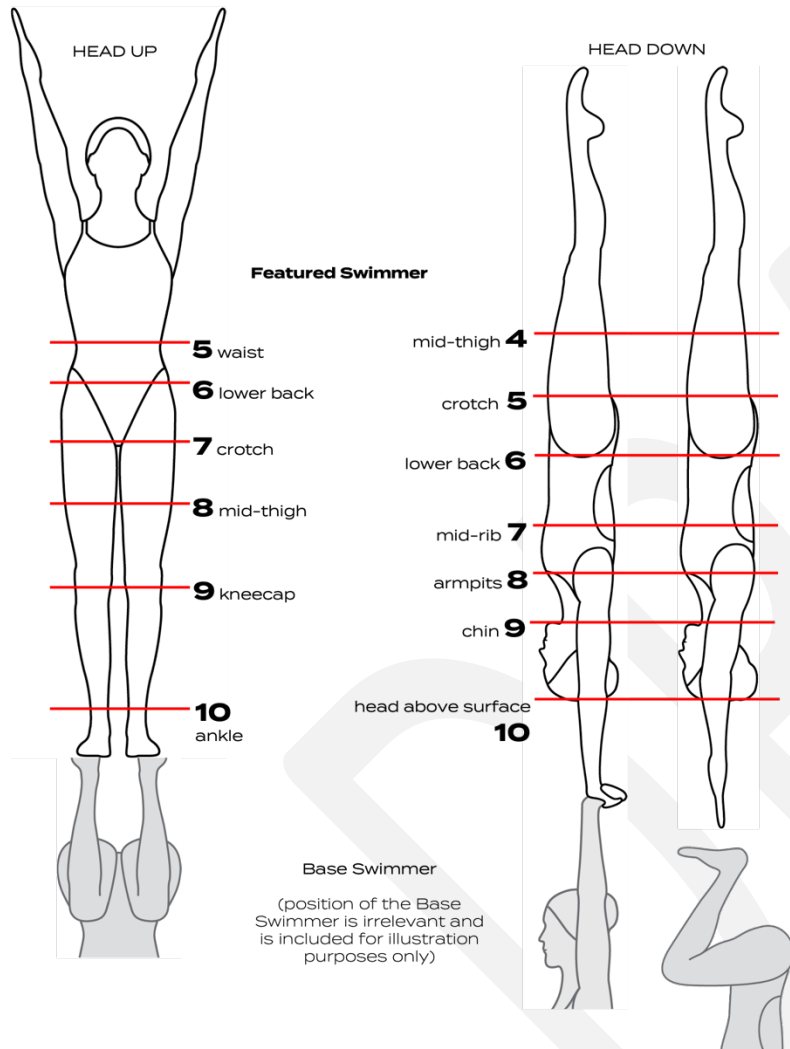
Featured Swimmer Acro A

Support Swimmer

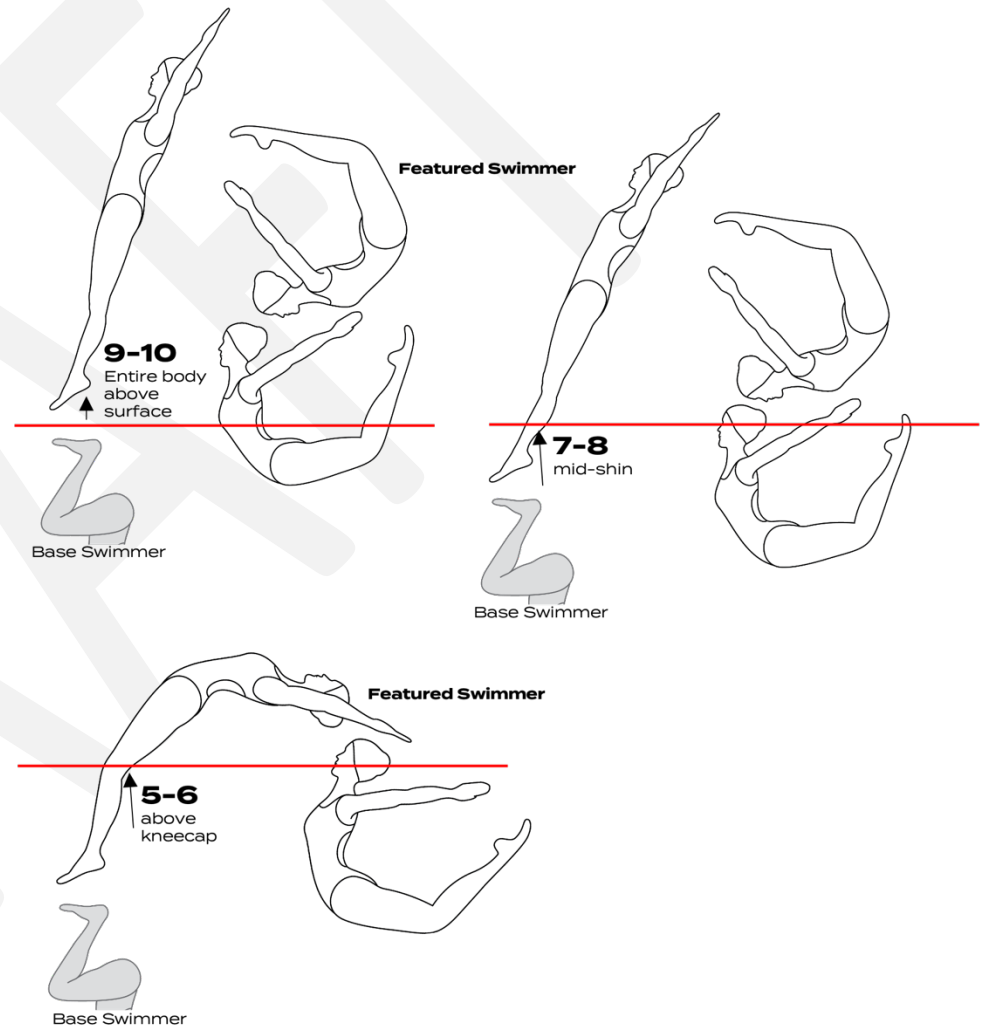
ACRO INACURIACIES: S -0.25, O-0.5, M-1; Falls MAX. score 6.75; Partial Fail - 2 points Complete Fail - 1 point.

PAIR ACRO – HEIGHT OF THE FEATURED SWIMMER

PAIR LIFT / THROW / JUMP
(Acro codes **L, SL, W, J**)



PAIR JUMP VARIANT
(Acro codes **Jf, Jd, Jp, Js**)

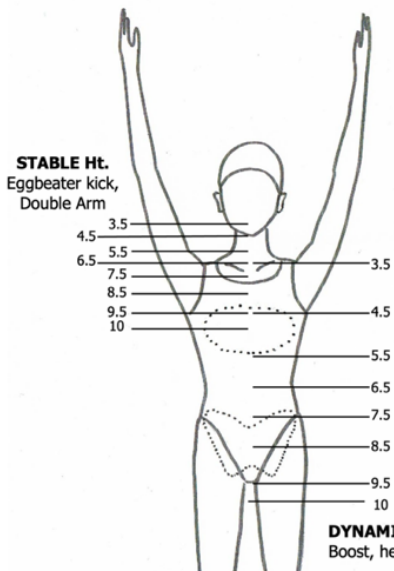


CONDENSED MARKING SCALE

ARTISTIC IMPRESSION		9 - 10 excellent/ perfect/ bonus	8-8.75 very good/ bonus	7-7.75 good/ standard	6 – 6.75 competent/ deduction	5 – 5.75 satisfactory/ deduction	4 – 4.75 deficient/ deduction	3.0 weak/ deduction/ limited skill set		
CHOREOGRAPHY & MUSICALITY	Choreography 66%	Variety 33%	Overall	Captivating throughout	positive emotional effect	enjoyable but not throughout	predictable and ordinary	captivation lost	aesthetically very basic	elementary
			General	Particular recognizable style extensive assortment	cohesive	balanced	lack of balance	Monotonous limited variety	very limited content	basic
			Hybrids	all uniquely diverse	all diverse	mostly diverse	some diversity	very similar	seemingly identical	basic
			Transitions	diverse/ rich	effective blend	good blend/ mostly diverse /balanced	some repetitions	very similar	lack of variety	no variety
			Acrobatics	'wow' effect	unique variety/ none look the same	mostly diverse	some diversity	very similar	seemingly identical	basic
			Patterns	unique/frequently changing throughout	unique/continuously changing	balanced variety	limited/predictable	stagnant/ repetitive	Similar	basic
	Creativity 33%	General	special / unique / memorable	interesting throughout	engaging + standard	predictable/ordinary	common actions	lack of creativity	no structure	
		Hybrids	"wow" moments	majority creative	some memorable	some repetitive	repetitive	deficient	basic	
		Transitions	seamless blend	many interesting	some interesting	intermittent	minimal, repetitive	lack of creativity	basic / same	
		Acrobatics	"wow" effect	majority memorable	some memorable	some parts creative	minimal	lack of creativity	minimal / none	
		Patterns	innovative/well place	generally creative/well placed	standard/some poor placement	limited /most poor placement	extended time in 1 pattern	few and basic / random placement	difficult to determine/random	
	Musicality 33%		perfectly captured/ oneness	strong match to music	generally, matches the music	most actions fit	some actions fit	background	music ignored	
	PERFORMANCE 100%		total command/ outstanding	well accomplished 80%	achieved 70%	attempt 60%	some attempt 50%	majority inner focused 40%	inward focused / no energy	
TRANSITIONS	OVERALL	large complexity + accurate	interesting + accurate	logical	intermittent blend	not well inked	lacking/resting/ no fluency	Basic/struggling		
	Execution 50% (Including Patterns)	excellent	very good	good	competent	satisfactory	deficient	weak		
	Complexity 50% (Including Patterns)	effortless complexity throughout	mostly complex	good/ some complexity	limited/ simple > complex	simple throughout	very simple	minimal/ none		

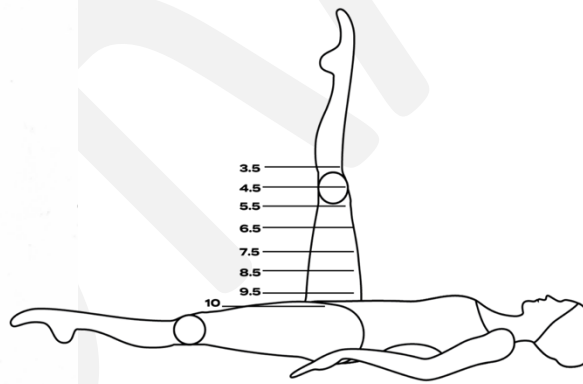
BASIC POSITIONS HEIGHT CHART - TRANSITIONS

EGGBEATER DOUBLE ARMS

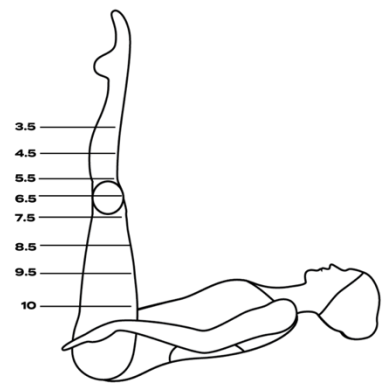


BOOST DOUBLE ARMS

BALLET LEG SINGLE



BALLET LEG DOUBLE



DEDUCTIONS

