### QUESTION

How should the height chart be applied to the second Vertical Position achieved at the end of a movement such as in a Rocket Split or Solo element 1 (from the Airborne Split joining back to Vertical Position)?

Refer to movements 2-16 or 2-18 of the difficulty tables (page 48 of the FINA Manual)

### ANSWER

Maximum height is desirable at all times. These transitions have an ‘unstable’ base. In these transitions it is not possible to maintain the dynamic height achieved in the beginning of the transition (after the Thrust). The height of the second Vertical Position (before the Vertical Descent) should be judged using lower level height standards than the first Vertical Position. The ranges specified for the Stable Height in the Vertical Double Leg should be used (page 44 of the FINA Manual).

How should the Continuous Spin be evaluated if half of the required 720° spin is performed at the ankles in Solo Element #5? (from the Back Pike Position, with the legs perpendicular to the surface, a Barracuda Continuous Spin 720° (2 rotations) is executed.)

### ANSWER

Referring to the Expanded Marking Scale for Figures, and looking at the Accuracy of Transitions and Movements/Ease of Performance (page 42 of the FINA manual) to receive a Good score in the 7.0-7.9 Category there are no major errors. If half or more of the spin is performed at the ankles this is a major error. The Continuous Spin portion of the judge mark would be no higher than the Competent range of 6.0-6.9. In Solo Element #5 the 2 PV’s stated are 3.83 for the Back Pike Position Thrust to Vertical Position and 6.17 for the 720° Continuous Spin. The final judge score must also factor and weigh in the initial part of the figure from the Back Pike Position to Vertical Position.
<table>
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<tr>
<th>How should it be evaluated when during the Thrust the head comes out of the water in the Back Pike Position during an upward movement? (BM 9 From a Submerged <strong>Back Pike Position</strong>, with the legs perpendicular to the surface, a vertical upward movement of the legs and hips is rapidly executed as the body unrolls to assume a <strong>Vertical Position</strong>).</th>
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<tbody>
<tr>
<td>The Thrust movement starts with the toes just below the surface. The unrolling of the body should start at the same time as the upward movement starts. If this is done correctly, the head will not break the surface. If there is upward movement before the unrolling starts to such a degree that the head breaks the surface, this is a major design error. Other factors such as speed, extension, deviation of the vertical line and accuracy of the positions should also be factored in when determining the score for the Thrust. Also consider, that it is easier for the swimmer to achieve height by starting with an upward movement before starting the unrolling, therefore lower credit should be given to the height achieved when this error is made.</td>
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