ACROBATICS CATALOGUE

THE CLASSIFICATION AND DEGREES OF DIFFICULTY OF ACROBATIC MOVEMENTS IN ARTISTIC SWIMMING

2022 – 2025

FINA Artistic Swimming Innovation Group

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Procedures for Determining Degrees of Difficulty for Acrobatic Movements

1. CLASSIFICATION OF ACROBATIC MOVEMENTS, GROUPS, AND TERMINOLOGY

Acrobatic movement - is a general term for jumps, throws, lifts, stacks, platforms, etc., which is an integral part of artistic swimming routines that demonstrate spectacular gymnastic feats and/or risky actions in the air, on a balancing support, or in combination, and are achieved with the assistance of other swimmers.
A team acrobatic movement is considered as an Element, starting from 4 swimmers and more (for example: 3 base swimmers + 1 featured swimmer; or 2 base swimmers + 1 support-swimmer who pushes 1 featured-swimmer)
Must start and finish in the water!
All other actions are considered as pair acrobatics or pair assist actions.

For example: this will not be considered as acrobatic movement

Base Mark for all the Main Groups will be the same and has a value of **0,5.**

To begin the classification process, videos of past World and European Championships from the years 2008-2022 and some other international competitions in the early 2000s were analyzed. This facilitated the classification of acrobatic movements into 4 main groups.

All acrobatic movements are divided into **4 Main Groups**:

- **A** - stands for **"airborne"**.
  All elements in this group are performed by a "featured-swimmer" in the air (Jumps and throws)

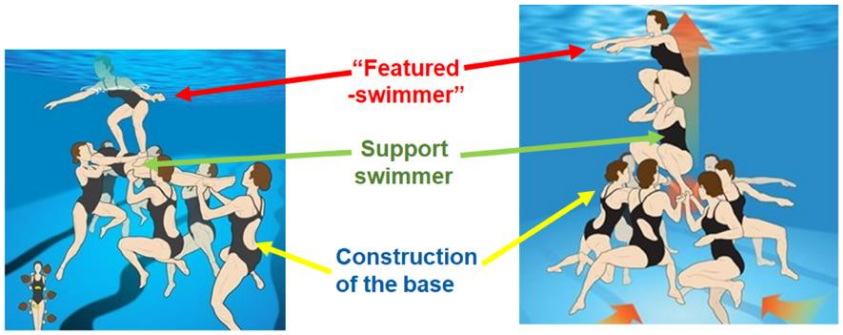
- **B** - stands for **"balance"**.
  Acrobatic movements in this group are performed on a support/base.

- **C** - stands for **"combined"**.
  Encompasses characteristics of both upper groups.

- **P** - stands for **"platform"**.
  The coordinated effort of team members to form a stable support on which one or more swimmers is lifted to pose or perform actions. May have jump or "dismount" ending (water entrance).

Important terminology:

1) ***Base athlete (swimmer)*** - role of swimmers, which consists of pushing/lifting up featured-swimmer or support-swimmer with the featured-swimmer on top.



2) ***Support athlete (middle)*** - swimmer working or maintaining position on top of the "base swimmers" in a "three tier level" construction. Example: stack, standard platform, "area" construction in group A.

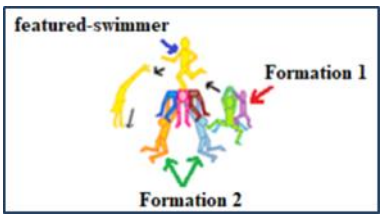
3) ***Featured-swimmer*** - top swimmer, which executes acrobatic actions or movements on support or in the air.

4) ***Spotter («helper»)*** - one swimmer, with a role of additional support (lift or push) inside the construction. Usually placed near and close to "main" construction. In most of the cases they are attached to featured-swimmer, but there are exceptions. It is possible to have few (2-4) separate spotters or "pair" of spotters (aka "pair-boost").

5) ***Construction*** - is a generalized name for collaborated work of all athletes according to their assigned role in the acrobatic movement (base + support + featured swimmers)

6) ***Construction of the base*** - is the name of the coordinated actions of team members to form a support (under or at the water's surface) from which (or on which) one or more "featured-swimmers" can execute acrobatic actions.

7) ***Formation*** - two or more groups of swimmers, from which construction is comprised. Well synchronized actions of this group guarantees execution of acrobatic movements. Without proper work from one of the formations, usually a whole acrobatic movement, it will fail.

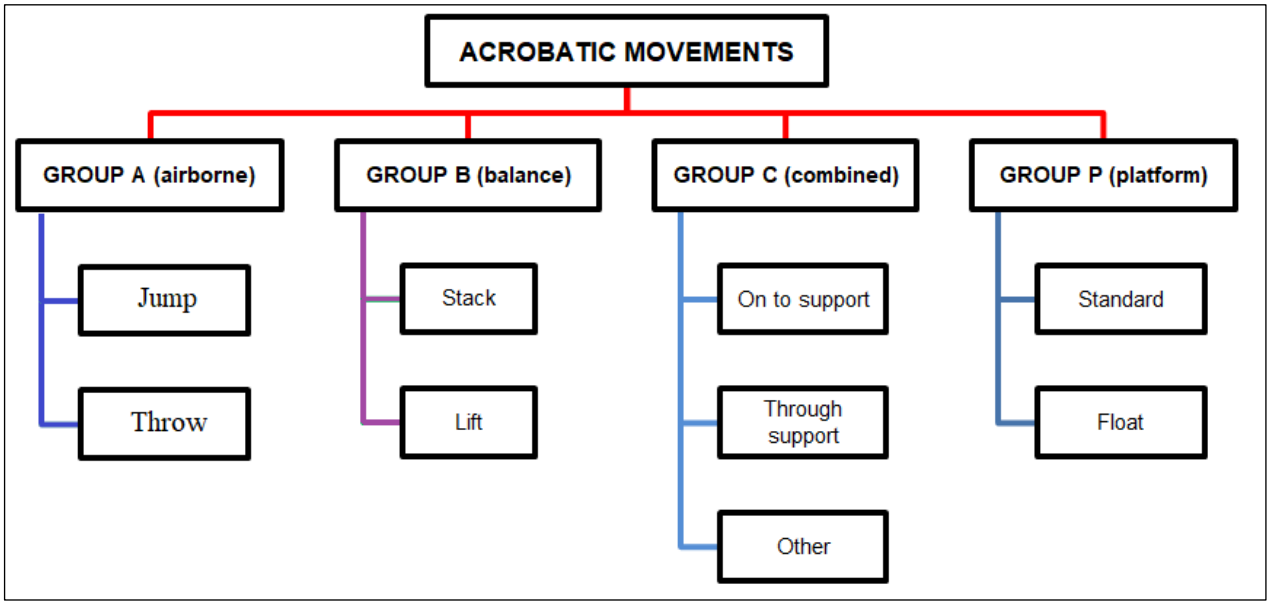


In a code, first letter describes **group/subgroup:**

AJ	Group A, subgroup Jump
AW	Group A, subgroup Throw
BS	Group B, subgroup Stack
BL	Group B, subgroup Lift
PP	Group P, subgroup Standard
PF	Group P, subgroup Float
CO	Group C, subgroup Other
CT	Group C, subgroup Through Support
CC	Group C, subgroup Onto Support

2. SUBGROUPS

Each Main Group gets divided into smaller groups, called “subgroups”



For GROUP A (airborne) the subgroups are:

- **Jump** (when a featured-swimmer jumps from construction. In this subgroup featured-swimmer uses their legs and there’s a “repulsion phase”).
- **Throw** (when featured-swimmer is thrown in the air by construction of the base. There’s no “repulsion phase” by feet of the featured-swimmer. For example: featured-swimmer is head-down and is pushed and thrown in the air by support-swimmer’s legs).

For GROUP B (balance) the subgroups are:

- **Stack** (when a featured-swimmer sits/stands or lays on “support-athlete/s” which is/are in a vertical body position (head-down or head-up)
- **Lift** (when featured-swimmer sits/stands or lays on “base-athletes”). Featured swimmer must be lifted up (away) from water’s surface (as high as possible), for acrobatic movement to be considered as lift.

For GROUP C (combined) the subgroups are:

- **Onto the support:** featured-swimmer jumps from one formation onto the other formation and remains on until the submergence.
- **Through the support:** featured-swimmer jumps and passes through other formation (slight touch and continue moving)
- **Other** (all those acrobatic movements that for sure are not group A or B or P, but have signs of group C but can’t be in subgroup O or subgroup T)

For GROUP P (platform) the subgroups are:

- **Standard** (coordinated actions of “base-swimmers”, where they lift from underwater a “support-swimmer” in horizontal position; and featured-swimmer stands, sits, or lays on support swimmer)
- **Floats** - is a coordinated action of “base-swimmers” and/or “support” swimmers that form a stable geometric figure (from legs or hands or both) on the surface on which later featured-swimmer execute movements. In some exceptions: floats can be lifted from underwater (it will be considered as a bonus)

3. THE MAIN COMPONENTS AND THEIR SPECIAL ELEMENTS (SE)

3.1. Component “C” (construction) and its SE:

- Number of base swimmers
- Difficulty of coordinating actions
- Body position of a “support” swimmer
- Type of flexibility of maintained position of a “support” swimmer
- Airborne weight
- Area of full construction (water resistance)
- Tempo of acceleration and push (lift/throw)
- Area of support on which or from which featured swimmer jumps or passes through

3.2. SE of component “P” (position):

- Body position / Difficulty to balance
- Presence or absence of a helping hand (capture)
- Direction of leg movement and level of flexibility
- Deviation of torso from inner axis

3.3. Other components:

- **“D”** - Direction (for group A and C only)
- **“S”** - Area of support/Type of connect (“Grip”)
- **“R”** - Rotation of the construction base
- **“T”** - The plane and degree of rotation (featured-swimmer)
- **“B”** - Bonus

NOTE:** **Each Main Group (A, B, C, P) may not have some of the “other” components depending on the specifics of that main group (refer to page 11).

4. VALUES OF COMPONENTS AND SPECIFIC ELEMENTS (SE)

Components and Specific Elements (SE) which are used to calculate the degree of difficulty of any acrobatic movement.

4.1. Component "C" (construction) - consider "base" swimmers and "supporter's" actions.

Table #1 - Number of base swimmers:
It is more difficult to lift the same weight with less number of people

Number of base swimmers	Value
3-5 base swimmers Or 2 base swimmers if there is also a support swimmer which pushes featured-swimmer	0,2
6-9 base swimmers	0,1

Important: in group C, "pair of swimmers" is considered as formation (one of the parts of the "whole" acrobatic movement construction).

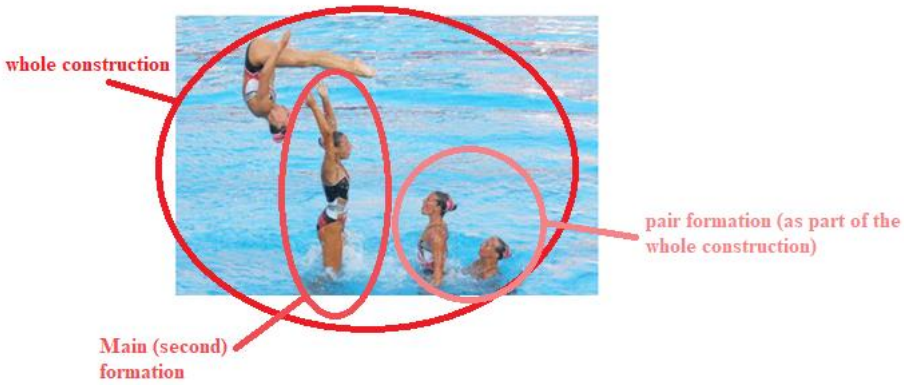


Table #2 - Difficulty of coordinating actions (depends from number of levels and/or difficulty to synchronize actions with each other)

Difficulty of coordinating actions	Value
Low	0,1
Medium	0,2
Hard	0,3

Table #3 - Body position of a "support" (middle) swimmer

Type	Value
Laying position	0,1
Head-down position (group A)	0,1
Head-down position (group B, because of "maintaining", not pushing)	0,2

Table #4 - Flexibility type of maintained position of a "support" swimmer

Type of flexibility	Value
Straight body	0,1
Straight body with bent knees	0,15
Arched Position	0,15
Leg/legs/torso create a "right angle"	0,2

Table #5 - Airborne weight values

Airborne weight - is an amount of weight shown above the surface (out of water)

"Full body" - term that can be used for acrobatic movements, where 1 swimmer is completely above the surface (Example: simple lift, simple throw)

"Half body" - term that can be used for acrobatic movements where only half of body of a supporter is shown above the water surface. Example:

For head-up positions: starting from upper thigh until head must be fully demonstrated above the water's surface to be considered as a "half body".

For head-down positions: starting from "lower back" until feet must be fully demonstrated above the water surface to be considered as a "half body".

Type:	Value:
1 full body (Example: Simple lift)	0,1
1 full body + half body (Example: stack)	0,15
1 full body+ half body + half body (Example: lift on two support-swimmers)	0,2
1 full body + 1 full body (Example: platform)	0,2
1 full body + half body + half body + half body (Example: throw from "square" construction)	0,25
2 full body + half + half (Example: 2 featured-swimmers on 2 support-swimmers)	0,3

For Platforms:	Value
Classic Platform (1 full body + 1 full body (support) = 0,1 + 0,1)	0,2
Platform: support 1 leg up+ featured-swimmer	0,3
Platform: support 2 legs up +featured-swimmer	0,4

Table # 6 - Area of full construction (water resistance + how much space is occupied in the water + Proximity between base swimmers (it influences on the directions of vectors of the push/lift).

Number of levels	Type:		Value
Two level (less time needed to lift)	Type 1	Low resistance (small area of space occupied in the water, close proximity) (Example: simple lift)	0,1
Three level (more time needed to lift)	Type 2	Big resistance (Large area of space occupied in the water, far from each-other) (Example: platform, stack, Jump from square)	0,2
Float	Type 3	No resistance (construction builds on a surface (without lifting from underwater) (Example: “rhomb float”)	0

NOTE: *Most of the acrobatic movements in group C, consists of few formations. That means we take into account the area of each formation, unless they are connected with performer from beginning until the submergence or until the end of main “pushing phase”*

Table #7 - Speed of acceleration and push

Type of speed of acceleration	Value:
Slow-Medium (platform)	0,1
Medium (stack)	0,2
Fast (throw)	0,3

Table #8 - Area of support from which featured-swimmer jumps

Area of support - GROUP A		
Type:	**Area:**	**Value**
Jump from “square” construction; Throw from surface; Jump from two supports + “spotter”; Jump from 3 pairs;	Big	0,1
Jump from shoulders; Jump from feet; Jump from 2 formations; "Triple" throw;	Medium	0,2
Jump from hands;	Small	0,3

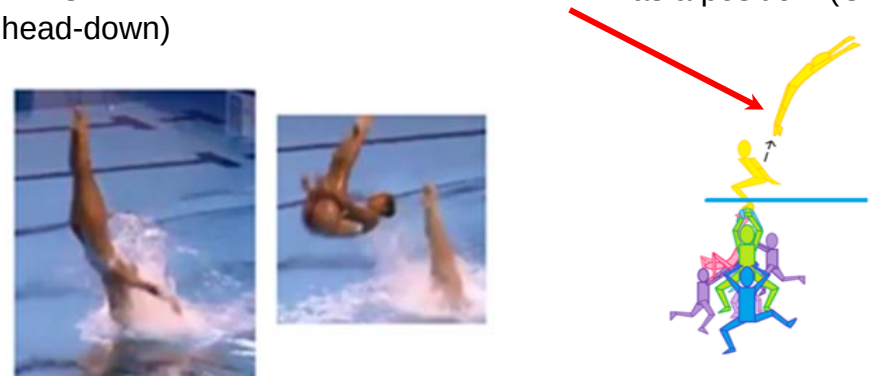
Table #9 - Average value of areas of support on which featured swimmer jumps or passes through

Area of support - GROUP C		
Type:	**Area**	**Value**
Platform or platform from 2 supports Or Back / backs (1,2,3…)	big	0,1
Other: Snake stack-type (back/back): like in Group B	big	0,1
Other: Snake stack head-down (shoulders on feet)	small	0,3
From Simple throw: like in Group A (fly above other formation)	big	0,1
Jump from shoulders (like in group A)	medium	0,2
Jump through formation from hands	medium	0,2
On to Simple lift or jump through 2 connected Stacks	big	0,1
Jump through support's hands or feet	medium	0,2
Jump through support's 1 foot Or Jump onto supports feet /palms	small	0,3

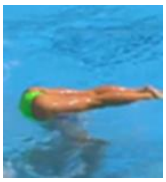
Important:

4.2. Component "P" (position) - consider "featured-swimmer's" actions.

IMPORTANT: We do not consider "take-off" as a position! (Only if jump starts head-down)



"Start position" also doesn't count as per these examples:



Hands position is optional during somersault, twisting and demonstrating positions.

POSITIONS are divided:

- Head-up (divides in: Stand on 1 leg; Laying; Sit; Stand on 2 legs; Static hold)
- Head-down

Table #10 - Body position/Difficulty to balance (Groups B, P and sometimes C)

Type	Value
Stand on 2 legs	0
Stand on 1 leg	0,1
Laying position	0,15
Head-down position	0,2

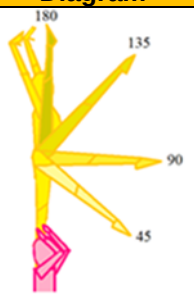
Table #11 - Capture of leg/legs

Type	Value
Forward catch in flex position (example: Vertical Split)	0,05
Two hand catch/ opposite hand catch for backward or sideway leg direction (example: Eye, Glass position)	0,1

Table #12 - Deviation of torso from inner axis

Degrees	Value
Torso leans forward/sideways	
90°	0,1
180°	0,2
Torso leans backward	
45°	0,1
90°	0,2
180°	0,3

Table #13 - Direction of leg movement and level of flexibility

Degrees	Value	Diagram
Leg forward/sideways		
90°	0,1	
135°	0,2	
180°	0,3	
Over-split	0,4	
Leg backward		
90°	0,15	
135°	0,25	
180°	0,35	
Over-split	0,45	

***Note: For head-down positions in a code you must add the symbol " ! "**

5. THE ALGORITHM FOR CALCULATING DD OF EACH ACROBATIC MOVEMENT:

C + D + P + S + R + T + B = DD

C - construction

D - direction (GROUP A and C only)

P - position/s

S - area of support and type of connect (GROUP B and P only)

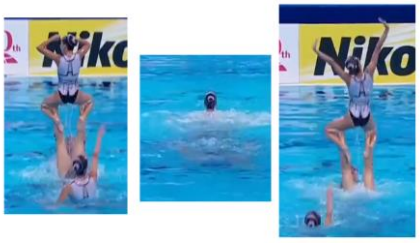
R - rotation of construction's base (GROUPS B, C and P)

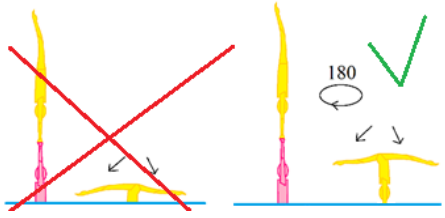
T - the plane and degree of rotation (GROUP A and C only)

B - bonus

DD - degree of difficulty

IMPORTANT NOTES:

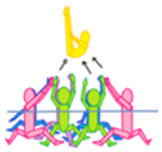
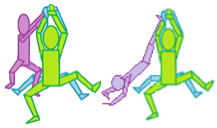
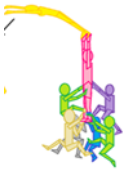
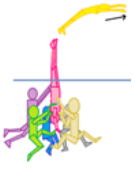
<table>
<tr><td> </td><td>1. If 2 equal/same acrobatic movements are performed at the same time, it will be calculated as 1 acrobatic movement with a bonus for synchronization.</td></tr>
<tr><td> </td><td>2. If 2 different acrobatic movements are performed at the same time - it will be calculated separately and written in the Coach Card with the same timing AND count as 2 acrobatics in your set number of elements for routines.</td></tr>
<tr><td>  </td><td>3. Whether there is submersion or not it will be two separate acrobatic movements.</td></tr>
<tr><td>
BL-L(2)-Li-co-w5</td><td>Note: If the position is the same for 2 featured swimmers - it will be written only once in the code!

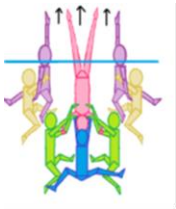
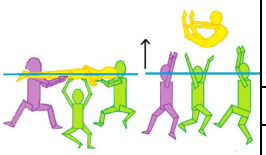
However, in the case of 2 <u>different</u> positions: it will be written in the same “box” with “ + “ in between the position codes. Like: wi+br</td><td>
PP-(2)-Go-br+wi-j2</td></tr>
<tr><td>  </td><td colspan="2">Note: positions are considered as performed by the featured-swimmer until the shoulders (if position is head-down) or to the knee (if position is head-up) or until the submergence of support swimmer (if featured-swimmer is in horizontal position)

← In this example (image on the left) the shoulders are submerged so the split position is not considered vs image on the right where the shoulders are clearly above the surface.</td></tr>
</table>

6. GROUP A

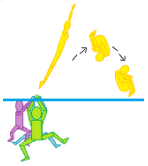
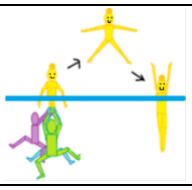
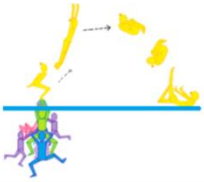
6.1 COMPONENT C – CONSTRUCTION

Table #14 - GROUP A Construction											
No.	**Picture**	**Name and number of levels**	**Number of base athletes**	**Difficulty of coordinating actions and number of formations**	**Support: Body position and level of sustainability**	**Support: Type and level of flexibility or maintain position**	**Airborne weight**	**Area of full construction, Proximity between swimmers**	**Tempo of acceleration and push (lift/throw)**	**Area of support from which featured-swimmer jumps**	**Total**
1		Throw from surface	6 to 9	Medium	no	no	1	-	-	**Big**	**0,5**
		Surf									
		(two level)	0,1	0,2	0	0	0,1	0	0	**0,1**	
2		Simple throw (simple jump)	3-5 base swimmers	Low	no	no	1	Type 1	fast	**Big**	**0,9**
		Thr									
		(two level)	0,2	0,1	0	0	0,1	0,1	0,3	**0,1**	
3		Simple throw 6-9 base swimmers	6 to 9	Medium	no	no	1	Type 1	fast	**Big**	**0,9**
		Thr									
		(two level)	0,1	0,2	0	0	0,1	0,1	0,3	**0,1**	
4		Jump from shoulders (stack type)	6 to 9	Hard	High level of sustainability + low vestibular load	straight body	1+0,5	Type 2:	med	**Medium**	**1,25**
		Shou									
		(three levels)	0,1	0,3	0	0,1	0,15	0,2	0,2	**0,2**	
5		Jump from shoulders (small type)	2-5 base swimmers	Medium	no	No (support of body is mostly under the water)	1	Type 1	med	**Medium**	**1**
		Sho									
		(three levels)	0,2	0,2	0	0	0,1	0,1	0,2	**0,2**	
6		Jump from hands	6 to 9	Hard	High level of sustainability + low vestibular load	straight body	1+0,5	Type 2:	med	**Small**	**1,35**
		Hand									
		(three levels)	0,1	0,3	0	0,1	0,15	0,2	0,2	**0,3**	
7		Jump from feet (stack type)	6 to 9	Hard	Low level of sustainability + high vestibular load	straight body	1+0,5	Type 2	med	**Medium**	**1,35**
		Feet									
		(three levels)	0,1	0,3	0,1	0,1	0,15	0,2	0,2	**0,2**	

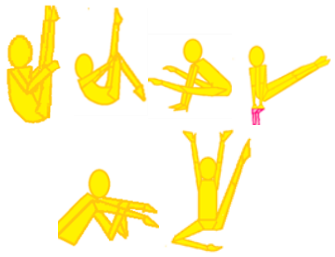
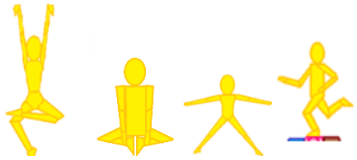
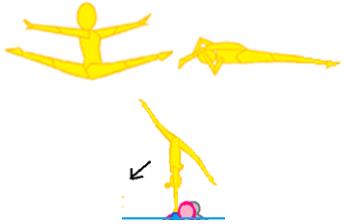
8		Jump from square (“basket”)	6 to 9	Hard	Head-down swimmer counts as a support (0,2+0,1 +0,1)	other	1+0,5+0,5 +0,5	Type 2	fast	**Big**	**1,35**
		Sq									
		(three levels)	0,1	0,3	0,1	0	0,25	0,2	0,3	**0,1**	
9		Jump from 2 formations	6 to 9	Hard	Low level of sustainability + high vestibular load and 1 support is head-up	straight body	1+0,5+0,5	Type 2:	slow-medium	**Medium**	**1,3**
		2Form									
		(three levels)	0,1	0,3	0,1	0,1	0,2	0,2	0,1	**0,2**	
10		Jump from two supports + ”spotter”	6 to 9	Hard	Low level of sustainability + high vestibular load 1+1	straight body	1+0,5+0,5	Type 2	slow-medium	**Big**	**1,3**
		2Sup’									
		(three levels)	0,1	0,3	0,2	0,1	0,2	0,2	0,1	**0,1**	
11		"triple" throw	6 to 9	Hard	Head-down athlete counts as a support and 2 athletes head-up (0,5+0,5+1)	straight body	1+0,5+0,5 +0,5	Type 2	med	**Big**	**1,35**
		Tripl									
		(three levels)	0,1	0,3	0,1	0,1	0,25	0,2	0,2	**0,1**	
12		Jump from 3 pairs	6 to 9	Medium	no	-	1	Type 2	fast	**Big**	**1**
		3Pair									
		(two level)	0,1	0,2	0	0	0,1	0,2	0,3	**0,1**	
13		Stack +spotter	6 to 9	Hard+ spotter	High level of sustainability + low vestibular load	straight body	1+0,5	Type 2:	med	**Medium**	**1,3**
		St’									
		(three levels)	0,1	0,3	0	0,1	0,15	0,2	0,2	**0,2**	
14		Throw from surface (small)	3-5 base swimmers	Low	no	no	1	-	-	**Big**	**0,5**
		surf									
		(two level)	0,2	0,1	0	0	0,1	0	0	**0,1**	
15		Jump from feet (stack type)	2-5 base swimmers	Medium	Low level of sustainability + high vestibular load	(support of body is mostly under the water)	1	Type 1	med	**Medium**	**1,1**
		feet	0,2	0,2	0,1	0	0,1	0,1	0,2	**0,2**	
		(three levels)									

6.2 COMPONENT D - DIRECTION

Table #15 - Direction of featured-swimmer's jump

Direction	Code	Diagram	Value
Upwards -featured swimmer jumps up and return in the same spot where he/she jumps from Example: She can execute entrance in the water or back on the construction.	Up		0,05
Forwards (no somersault, no twist or twist 0,5 or somersault 0,5) - featured swimmer jumps forward, and enter the water beyond the construction (at least 1 meter)	Forw		0,05
Backwards- featured swimmer jumps backward, and enter the water beyond the construction (at least 1 meter)	Back		0,1
Forwards- featured swimmer jumps forward, making **somersault (1 and more), twist (1 and more) or both** and enter the water beyond the construction (at least 1 meter)	FORW		0,15
Sideways- featured swimmer jumps sideway, and enter the water beyond the construction (at least 1 meter)	Side		0,2
Reverse- featured-swimmer jumps forward, and starts rotating backward (facing the construction they jump from), and enter the water beyond the construction (at least 1 meter)	Rev		0,2

6.3. COMPONENT P - POSITION

Table #16 - GROUP A Positions								
No.	**Picture**	**Name and code**	**Vestibular load/Difficulty to balance**	**Presence or absence of a helping hand (capture)**	**Type and level of flexibility+ Deviation of torso from inner axis**	**Total**	***If position 2***	***Code for Position 2***
Forward flex stomach								
1	(not before Twisting And only if there is switching leg to another position)	Kick **ki**	-	-	-	**0,05**	*0,05*	**2ki**
			0	0	0,05			
2		Tuck **tk**	No	-	-	**basic 0,1**	*0,1*	**2tk**
			0	0	0			
3		Parrot **pa**	No	-	Basic + bent 90	**0,15**	*0,15*	**2pa**
			0	0	0,15			
4		Ninja **nj**	No	-	Fold (leg side 90 + leg forw almost 90 (0,05)	**0,15**	*0,1*	**2nj**
			0	0	0,1			
5		Pike **pk**	No	-	Stomach flex	**0,2**	*0,2*	**2pk**
			0	0	0,2			
Miscellaneous								
6		Mantis **mn**	No	-	-	**basic 0,05**	*0,05*	**2mn**
			0	0	0			
7		Line (for feet-first jumps also but with !) **Ln or Ln!**	No	-	Misc (straight)	**basic 0,1**	*0,1*	**2Ln or 2Ln!**
			0	0	0			
8		Split **sp**	No	-	Misc (90+90)	(0,05 bonus for asymmetry) **0,3**	*0,15*	**2sp**
			0	0	0,25			

Arch								
9		Arch **ar**	No	-	Arch (back 35)	**basic 0,1**	*0,1*	**2ar**
			0	0	0			
10		Kite **kt**	No	-	Arch (legs back 45)	**basic 0,1**	*0,1*	**2kt**
			0	0	0			
11		Martin **ma**	No	-	Leg back 90	**0,15**	*0,1*	**2ma**
			0	0	0,15			
12		Jay **ja**	No	-	Arch (back 45 + leg back 90 + leg forw 45)	**0,2**	***0,15***	**2ja**
			0	0	0,2			
13		Ring **rg**	No	-	Arch (legs 135) or back 45 + legs 90 back	**0,25**	*0,2*	**2rg**
			0	0	0,25			

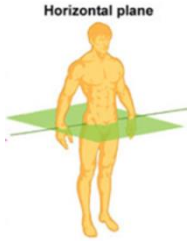
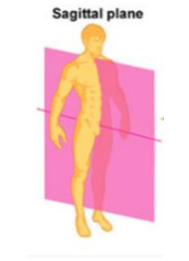
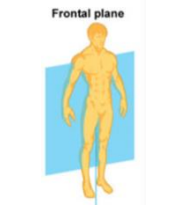
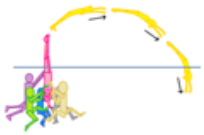
6.4. Area of support - N/A for Group A (value already inside construction)

6.5. Rotation of the construction base - N/A for Group A (not yet)

6.6. COMPONENT T - the plane and degree of rotation

The number of twists is calculated until the chest (lower ribs) level of the featured-swimmer (visible/clear border for detecting rotations)

Table #17 – Group A Component T

	Plane of rotation	Degree of rotation	Code	Value
	Horizontal plane (twist) For "head-up" positions	180º	**T0,5**	0,1
		360º	**T1**	0,15
		540º	**T1,5**	0,2
		720º	**T2**	0,25
	Horizontal plane (twist) Example: 3-d somersaults (when twist executed in the same time with somersault)	180º	**t0,5**	0,1
		360º	**t1**	0,2
		540º	**t1,5**	0,3
		720º	**t2**	0,4
	Sagittal plane (Example: forward somersault)	180º	**s0,5**	0,05
		180º (for "small" jumps)	**S0,5**	0,2
		360º	**s1**	0,3
		540º	**s1,5**	0,5
		720º	**s2**	0,6
		900º	**s2,5**	0,8
		1080°	**s3**	1,4
		Handspring	**h**	0,1
	Frontal plane (Example: Side somersault)	360°	**f1**	0,4
		540°	**f1,5**	0,6
		720°	**f2**	0,7
		Cartwheel or Handspring	**c or h**	0,1
	Dive (depends from parabola)	Not 180° somersault!	**d**	0,025
		Dive+180 twist	**dt0,5**	0,125
		Dive+360 twist	**dt1**	0,175
		Dive+540 twist	**dt1,5**	0,225

Important: if there's no rotation (somersault, dive, twist) it will not be described in the code. If there's a dive (when featured-swimmer jumps head-up and after demonstrating a parabola in the air, without changing a position, enters the water head-first) it should be written in the code as the letter "d".

If there's a change of the position, for example: featured-swimmer jumps head-first, making a pike position and then "opens" to a line position to enter the water head-first - it would be a half somersault. And written in the code as "s0,5". Not entering water head-first in this situation would be counted just as a change of the position and will not be written as dive or a half somersault. Q&A: What is the difference between a Dive and 0,5 (half) somersault?

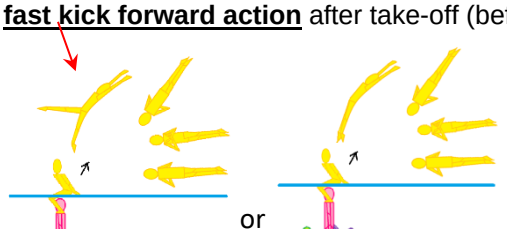
Dive - is some sort of a “broad jump”, where featured-swimmer need to jump head-up and after showing long parabola enter the water head-down. From beginning till the end there’s no change of the position. If there’s a change of the position (for example: pike and then straight body) - it will be considered as a half somersault.

Exception: Jump in a straight body position, reverse direction (from any construction) is considered as 0,5 somersault (start head-up, when there is a rotation, and finish head-down).

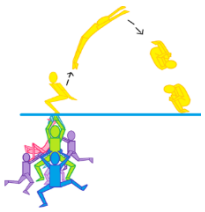
Table #18 - Values for 2 axis airborne rotations and value for “gymnastic” rotation actions:

2 axis airborne rotations	Code	Value
Half somersault + half twist (small jumps only!)	**S0,5t0,5**	0,3
1 somersault + 0,5 twist	**s1t0,5**	0,4
1 somersault + 1 twist	**s1t1**	0,5
1 somersault + 1,5 twist	**s1t1,5**	0,6
1 somersault + 2 twist	**s1t2**	0,7
1 somersault + 2,5 twist	**S1t2,5**	0,8
1,5 somersault + 0,5 twist	**s1,5t0,5**	0,6
1,5 somersault + 1 twist	**s1,5t1**	0,7
2 somersault + 0,5 twist	**s2t0,5**	0,9
2 somersault + 1 twist	**s2t1**	1

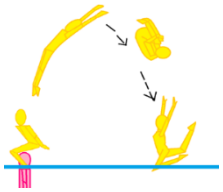
Important: Twist can be started with legs together (after take-off) or with the **fast kick forward action** after take-off (before twisting). We do not consider it as a position!



How to calculate somersault rotation:



To get value for a “full somersault” featured-swimmer, who **jumps head-first needs to enter the water feet-first** (after the 360° rotation)!
For example: tuck position, pike, straight body positions.

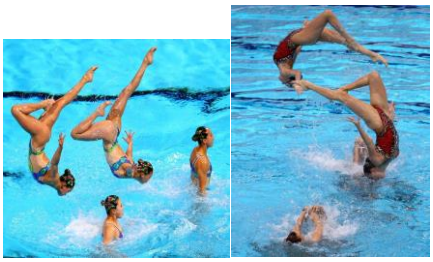
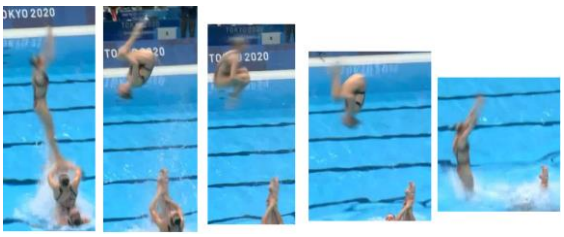
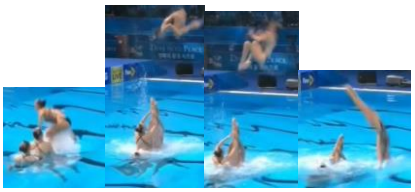
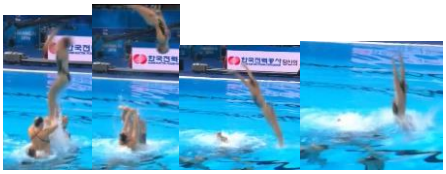
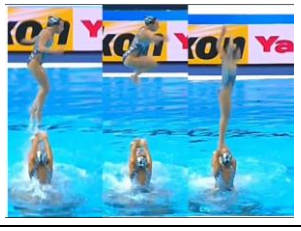


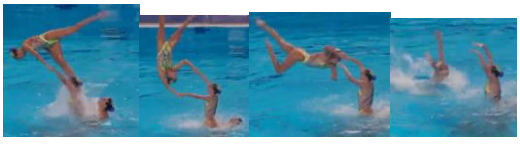
“Open” or variations of arch positions (Jay, Kite, etc) – the featured swimmer enters the water demonstrating vertical alignment between shoulders and knees. These positions mean that a full somersault was completed.

6.7 COMPONENT B – BONUS (Additional Difficulty Enhancement Factors)

There is a possibility to have 2 bonuses in 1 acrobatic movement.

Table #19 - List of additions, bonuses, and risk-elements in group A:

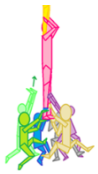
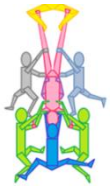
Code	For GROUP A:		Value
u1	Synchronized actions for double acrobatic movements (where swimmers are divided into two groups (separate small constructions. usually 3 swimmers under water+ 1 featured swimmer) and who perform identical (equal, same) simultaneous acrobatic movements. Possible: in different sides (but direction of the jump must be the same for both)		**0,2**
u2	“opening” to straight body position after 1,5 (inside 2 somersaults)		**0,5**
u3	During 1,5 somersault opening in a straight body position (1 somersault and +0,5 rotation with opening to a straight body position)		**0,4**
u4	Straight body somersault		**0,2**
u5	Straight body position during twist + somersault jump (start from 1 somersault and more)		**0,4**
u6	“Grip” (hand connection) between featured-swimmer and support		**0,025**
u7	“Return” on a construction after the airborne phase		**0,3**

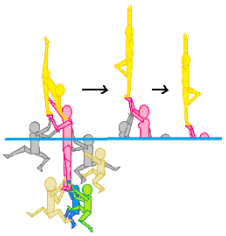
u8	Connection between 2 featured-swimmers (from beginning to the end)		**0,1**
u9	Connection between support and featured swimmer (may be “broken” before water entrance)		**0,025**
u10	Connection between 2 featured swimmers during airborne phase (they connect after take-off)		**0,15**
u11	Third position (example: in the end of acrobatic movement closing legs to vertical (group B) or tucking (group A))		**0,05**
u12	Jump from feet (feet/feet connect between support and featured-swimmer)		**0,1**
u13	Twist head-down 360 (“Big” jumps only)		**0,2**
u14	Jump from split (head-up) position		**0,2**
u15	“Return” on a support’s hands after the airborne phase		**0,1**
u16	“twirl” of a featured-swimmer with hand connection with support-swimmer (may be “broken” before water entrance)		**0,05**

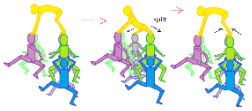
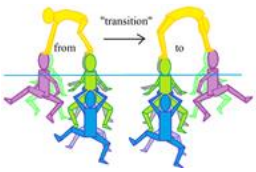
7. GROUP B

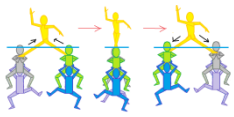
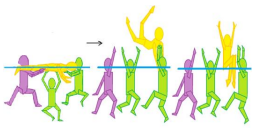
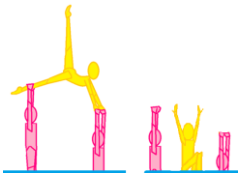
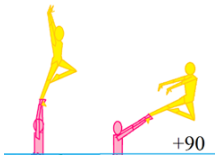
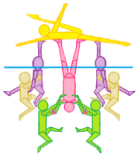
7.1 COMPONENT C – CONSTRUCTION

Table #20 - GROUP B Construction

No.	Picture	Name and number of levels	Number of base athletes	Difficulty of coordin-ating actions and number formations	Support: Body position and level of sustain-ability	Support: Type and level of flexibility or maintain position	Airborne weight	Area of full construc-tion, Proximity between swimmers	Tempo of acceleration and push (lift/throw)	TOTAL
1		Stack (classic)	6 to 9	Hard	High level of sustainability + low vestibular load	straight body	1+0,5	Type 2	med	**1,05**
		St								
		(3 levels)	0,1	0,3	0	0,1	0,15	0,2	0,2	
2		Stack "small"	2-5 base swimmers (support not considered in here)	Medium	High level of sustainability + low vestibular load	No (support of body is mostly under the water)	1	Type 1	slow-med	**0,7**
		st	0,2	0,2	0	0	0,1	0,1	0,1	
3		Stack head-down	6 to 9	Hard	Low level of sustainability + high vestibular load	straight body	1+0,5	Type 2	med	**1,35**
		StH								
		(three levels)	0,1	0,3	0,2	0,1	0,15	0,3	0,2	
4		Stack head-down "small"	2-5 base swimmers (support not considered in here)	Medium	Low level of sustainability + high vestibular load	No (support's body is mostly under the water)	1	Type 1	slow-med	**0,9**
		stH								
		(three levels)	0,2	0,2	0,2	0	0,1	0,1	0,1	
5		Stack head-down + 2 «spotters»	6 to 9	Hard	Low level of sustainability + high vestibular load	straight body	1+0,5	Type 2:	med	Minus 0,2 for «spotters» **1,15**
		StH'' or StH' (if 1 spotter)								
		(3 levels)	0,1	0,3	0,2	0,1	0,15	0,3	0,2	
6		Stack head-down in a tuck (or right angle) position	6 to 9	Hard	Low level of sustainability + high vestibular load	tucked body	1+0,5	Type 2	slow-med	**1,15**
		StHt								
		(3levels)	0,1	0,3	0,2	0,1	0,15	0,2	0,1	

7		Stack +help (spotter)	6 to 9	Hard	High level of sustainability + low vestibular load	straight body	1+0,5	Type 2	med	**0,95** (minus for 0,1 spotter)
		St'								
		(three levels)	0,1	0,3	0	0,1	0,15	0,2	0,2	
8		Stack head-down in a pike/crane position+ 2 spotters	6 to 9	Medium	Low level of sustainability + high vestibular load	"right angle"	2	Type 2	Slow-med	**1,2**
		(three levels)	0,1	0,2	0,2	0,2	0,2	0,2	0,1	
		St''Hp or St''Hc								
9		Stack+2 spotters	6 to 9	Medium	High level of sustainability + low vestibular load	"Stand on the knees"	2	Type 2	Slow-med	**0,85**
		St''	0,1	0,2	0	0,05	0,2	0,2	0,1	
10		Stack 2 supports	6 to 9	Hard	High level of sustainability + low vestibular load (0,1+0,1)	straight body 1+1	1+0,5+0,5	Type 2	med	**1,2**
		2Sup								
		(three levels)	0,1	0,3	0	0,2	0,2	0,2	0,2	
11		Stack 2 head-down supports	6 to 9	Hard	Low level of sustainability + high vestibular load 1+1	straight body 1+1	1+0,5+0,5	Type 2	med	**1,6**
		2SupH								
		(three levels)	0,1	0,3	0,4	0,2	0,2	0,2	0,2	
12		Stack 2 supports (one of them head-down)	6 to 9	Hard	Combined (1 head-up+1 head-down)	straight body 1+1	1+0,5+0,5	Type 2	med	**1,4**
		2mSup								
		(three levels)	0,1	0,3	0,2	0,2	0,2	0,2	0,2	
13		Stack 2 head-down supports+2 featured-swimmers	6 to 9	Hard	Low level of sustainability + high vestibular load 1+1	straight body 1+1	1+1+0,5+ 0,5	Type 2	med	**1,7**
		2SupH(2)								
		(three levels)	0,1	0,3	0,4	0,2	0,3	0,2	0,2	

14		Simple Lift **L** (two levels)	3-to 5 base swimmers 0,2	Low 0,1	no 0	no 0	1 0,1	Type 1 0,1	med 0,2	**0,7**
15		Lift (classic) **Ⅼ** (two levels)	6 to 9 0,1	Medium 0,2	no 0	no 0	1 0,1	Type 1 0,1	slow-med 0,1	**0,6**
16		Stack type + 4 «spotters» on surface **St’’’ or St’’’(if 3 spotters)** (three levels)	6 to 9 0,1	Hard 0,3	Low level of sustainability + high vestibular load 0,2	straight body 0,1	1+0,5 0,15	Type 1 0,1	slow-med 0,1	**1,05**
17		Lift on heads **Lh** (two level)	6 to 9 0,1	Hard 0,3	No 0	No 0	1 0,1	Type 1 0,1	Slo-med 0,1	**0,7**
18		Moving base lift (base swimmers move backward and then return) **LM**	6 to 9 0,1	Hard 0,3	no 0	no 0	1 0,1	Type 2 0,2	slow-med 0,1	bonus for moving base (0,3) **1,1**
19		Moving base lift (base swimmers pass through each-other (under featured-swimmer) **LMu**	6 to 9 0,1	Hard 0,3	no 0	no 0	1 0,1	Type 2 0,2	slow-med 0,1	bonus for hard moving base (0,6) **1,4**
20		Lift two f.swimmers **L(2)** (two levels)	6 to 9 0,1	Medium 0,2	no 0	no 0	2 0,2	Type 1 0,1	slow-med 0,1	**0,7**
21		Lift two f.swimmers on heads **Lh(2)** (two levels)	6 to 9 0,1	Hard 0,3	no 0	no 0	2 0,2	Type 2 0,2	slow-med 0,1	**0,9**

22		Lift+2 spotters **L''** (two levels)	3-5 base swimmers 0,2	Medium 0,2	no 0	no 0	1 0,1	Type 1 0,1	slow-med 0,1	**0,8** (bonus for connect with spotters during acro action)
23		Parallel moving base lift **LMp** (two levels)	6 to 9 0,1	Hard 0,3	no 0	no 0	1 0,1	Type 1 0,1	slow-med 0,1	**0,8** (bonus for underwater moving)
24		Lift from surface **LSurf** (two levels)	3 to 5 base swimmers 0,2	Low 0,1	no 0	No 0	1 0,1	- 0	no 0	**0,4**
25		Lift+crash **L»** (two levels)	3-5 base swimmers 0,2	Low 0,1	no 0	No 0	1 0,1	- 0	no 0	**0,3** (-0,1 for crash)
26		2 supports Stack +crash in the end **2Sup»** (three levels)	6 to 9 0,1	Hard 0,3	High level of sustainability + low vestibular load (0,1+0,1) 0	straight body 1+1 0,2	1+0,5+0,5 0,2	Type 2 0,2	med 0,2	**1,1** (-0,1 for crash)
27		Lift on 2 heads + spotter **Lh²*** (two levels)	6 to 9 0,1	Medium 0,2	no 0	no 0	1 0,1	Type 1 0,1	med 0,2	**0,7**
28		Stack +crash **St»** (three levels)	6 to 9 0,1	Hard 0,3	High level of sustainability + low vestibular load 0	straight body 0,1	1+0,5 0,15	Type 2 0,2	med 0,2	**0,95**
29		"Trinity" **Trin** (three levels)	6 to 9 0,1	Med 0,2	Low level of sustainability + high vestibular load 0,2	straight body 0,1	1+0,5+0,5 +0,5 0,25	Type 2 0,2	med 0,2	**1,25**
30		Stack head-down split +spotters **St''Hs**	6 to 9 0,1	Med 0,2	Low level of sustainability + high vestibular load 0,2	Split 0,15	1+0,5 0,15	Type 2 0,2	med 0,2	**1,2**

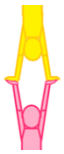
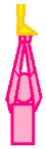
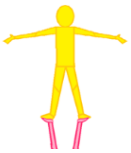
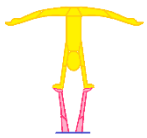
7.2. There is no Direction in Group B

7.3. COMPONENT S - Area of support/Type of connection between the "Featured-swimmer" and the support-swimmer ("Grip")

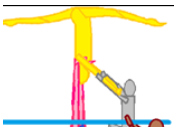
Where:

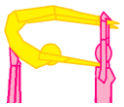
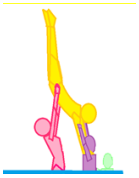
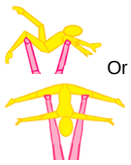
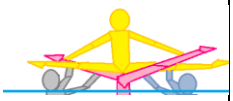
A	All body
b	Blind capture
B	Back
Bp	"Backpack" grip
Ch	"Chameleon" grip
E	"Eiffel" grip
F	Feet or foot
H	Head
I	"Icarus" grip
K	Knees
L	Leg or legs
Le	"Lemur" grip
Li	Lift
P	Palms or hands
Py	"Pyramid" grip
Sh	Shoulders
Si	Sit
Sb	Shoulder blades
Sp	Split
Su	"Sultan" grip
T	Tummy, stomach, abdomen
Ta	"Table" grip
Tw	"Twins" grip
V	Spread legs of the support
W	"Window" grip
x	Stands for XS (extra-small) type of connection
*****	Spotter/helper
/	Additional connection between support and featured swimmer

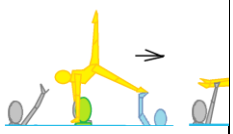
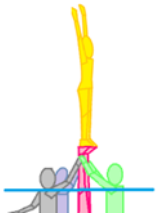
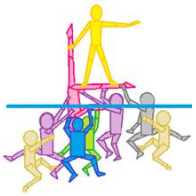
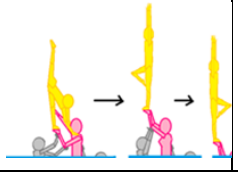
Code for the "type of connect" (grip) is written "non-stop". For example: PP = palms/palms etc. Letter which describes featured-swimmer grip is written first, and grip of support or supports is written second.

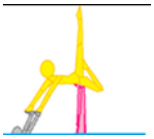
Table #21 - Area of support - GROUP B									
No.	PICTURE	TYPE OF CONNECTION	AREA OF BOTH SUPPORTS	SUPPORT	FEATURED-SWIMMER	AVERAGE	CAPTURE	BONUS / DEDUCTION	TOTAL
1		Palms / palms XS **PPx**	Extra small + extra small	0,6	0,6	0,6	Capture	0,4 - Vertical body on palms +0,1 bonus for XS-capture	**1,1**
2		Palms / palms **PP**	Extra small + extra small	0,6	0,6	0,6	Capture	0,4 - Vertical body on palms	**1**
3		Feet (featured-swimmer) on palms (support) XS **FPx**	Extra small + small	0,6	0,5	0,5	Capture	0,4 - Vertical body on palms +0,1 bonus for XS- capture	**1,05**
4		Feet (featured-swimmer) on palms (support) **FP**	Extra small + small	0,6	0,5	0,55	Capture	0,4 - Vertical body on palms	**0,95**
5		Feet (featured-swimmer) on feet (support) **FF**	Small + small	0,5	0,5	0,5	No capture!	0,2 (no hand connection between supporters and featured-swimmer) (if in construction there is no “«spotters”)	**0,7**
6		Palms (featured-swimmer) on feet (support) **PF**	Extra small + small	0,6	0,5	0,55	Capture	- 0,1 for capture with support	**0,45**
7		Lower back (touch or sit) on shoulder blades (blind connection) **SiSb**	Small + medium	0,5	0,3	0,4	Capture	Minus 0,1 for capture and minus 0,1 for close to support but +0,2 (for blind connection) Touch (not “sit”) +0,1	**0,5**

8		"Backpack" grip: Shoulder blades (featured-swimmer)/ Shoulder blades (support) **Bp**	Medium + medium	0,3	0,3	0,3	Capture	0,2 (for blind connection) - 0,2 for strong hand connection between 2	**0,3**
9		Shoulders (featured-swimmer) on feet **ShF**	Small + medium	0,5	0,3	0,4	Capture	- 0,1 for caprture with support	**0,3**
10		"Eiffel" grip: Palms on shoulders/ palms on shoulders **E**	Extra small + Small (not medium because hands are lifted and area of support is automatically smaller)	0,6	0,5	0,55	Capture	Double capture minus 0,1	**0,45**
11		Icarus: Feet (featured-swimmer)/feet bent (support) or feet/feet+2 «spotters" on the side holding featured-swimmer's hands **I**	Small + small	0,5	0,5	0,5	No capture!	**<u>Help on sides</u>** + bent legs	**0,5**
12		Palm (featured-swimmer) on head (support) + palm / palm **PH/**	Extra small + extra small + help	0,6	0,6	0,6	Capture	Plus connection head 0,2	**0,8**
13		Lift on 4 heads of base-featured-swimmers **Li4H**	4 medium supports = big sustainability	0,1	0,1	0,1	Capture	0,2 bonus for head connection	**0,3**
14		"Window" grip: All featured-swimmer's body (connection by shoulders) on a shoulder + extra help **W**	Small + Small + 1 extra helps	0,5	0,5	0,5	Capture (close to support center of mass)	Extra help (-0,1)	**0,4**
15		"Pyramid" grip: Head on head + palm / palm + leg hold by featured-swimmers palm **Py**	Small + small + 3 extra helps	0,5	0,5	0,5	Capture!	Connection head + 0,2 (support and featured-swimmer extra help 2 hands / 2hands - 0,3)	**0,4**
16		All featured-swimmer's body on palms (lay or sit) **AP**	Extra small + big	0,6	0,1	0,35	Capture (close to support center of mass)	Bonus 0,2 all body on palms; (close to support center of mass) (-0,1)	**0,45**

17		Shoulders (featured-swimmer) on feet+ "spotters" **ShF***	Small + big	0,5	0,1	0,3		Minus 0,2 for spotter's help (from 1 to 3);	**0,1**
18		Sultan: Back/back+ featured-swimmer holds support, and support holds featured-swimmer **Su**	Big + big	0,1	0,1	0,1	2 capture	0,2 (for blind connect) but minus 0,2 because 2 grip	**0,1**
19		"Table" grip: Construction 2 support athletes head-down, featured-swimmer lay on their feet **Ta**	Small + small in support = medium+ big	0,2	0,1	0,15			**0,15**
20		Sit or Lay on shoulders **SiS**	Medium + big	0,3	0,1	0,2		(close to support center of mass) (-0,1)	**0,1**
21		Feet (featured-swimmer) on shoulders (support) while stack is lifted up And switch on 1 foot for main phase **F1S**	Medium + small	0,3	0,5	0,4	Capture by support	-0,2 (for 2 hand capture by support) -0,1 for Stable, not risk connect	**0,1**
22		Feet (featured-swimmer) on shoulders (support) **FS**	Medium + small	0,3	0,5	0,4	Capture by support	-0,2 (for 2 hand capture by support) -0,15 for Stable, not risk connect	**0,05**
23		Foot on a shoulder + connection with support athlete **F1S/**	Medium + Small + help	0,3	0,5	0,4	Extra help from support	minus 0,2 for extra support (2 hands)	**0,2**
24		"Lemur" grip: Construction 2 support athletes head-up, f.swimmer lay on their hands or in a head-down position (or f.swimmer hold the shoulders of one of the supports) **Le**	Big + small	0,1	0,5	0,3	Capture	Minus for 2 supports	**0,1**
25	or	Simple lift (base athletes hold featured-swimmer) Or "Full body" Lift on hands	Small + big	0,5	0,1	0,3	Capture	-0,2 (for 3 or more hands capture by base swimmers; stable)	**0,1**

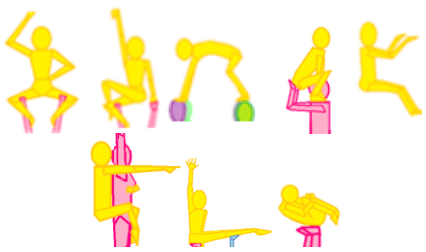
		Li							
26		"Chameleon" grip: Construction 2 supports, one of them h-down; f.swimmer connects to them by stomach, hands and legs (3points) **Ch**	Medium+medium +Small+Small = average	0,3 0,3	0,5 0,5	0,4	Capture	Minus for 2 supports	**0,2**
27		Twins (Featured-swimmer holds the stomach of support and support holds the pelvis of featured-swimmer) **Tw**	Big + big	0,1	0,1	0,1	Capture		**0,1**
28		Twins+ spotters (Featured-swimmer holds the shoulders of the spotter and support holds the pelvis of featured-swimmer) **Tw***	Big+ Med	0,1	0,3	0,2	Capture	-0,1 close to support center of mass	**0,1**
29		All featured-swimmer's body (Lays) on feet (legs of support spread) **AV**	Small + big	0,5	0,1	0,3		(close to support center of mass) (-0,1) -0,1 for two points of connect	**0,1**
30		All body on feet +4 spotters **AF***	Small +big+ 4 extra help	0,5	0,1	0,3	Capture	-0,2 for 4 extra points of support	**0,1**
31		Split on split **SpSp**	Big+Big	0,1	0,1	0,1	Capture		**0,1**
32		Sit on Feet (Buttocks or Stomach) **SiF**	Small+ Big	0,5	0,1	0,3		-0,15 close to the support (centre of mass lays exatly on support)	**0,15**
33		Back/Back + blind capture **BBb**	Big+Big	0,1	0,1	0,1	Capture	+0,15 for only featured swimmer's head-down blind capture	**0,25**

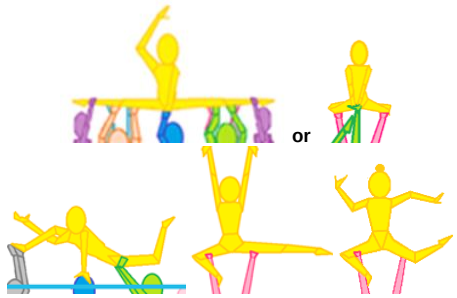
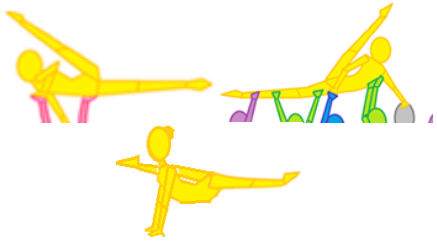
34		Lift + spotter pair **Li***	Big+Big	0,1	0,1	0,1	Capture		**0,1**
35		Cowboy sit on (spread legs) feet **SiV**	Small+ Big	0,5	0,1	0,3		-0,1 close to the support	**0,2**
36		All featured-swimmer's body on palms (sit)+ f.swimmer has additional support on head **AP/**	Extra small + big	0,6	0,1	0,35	Capture (close to support center of mass)	Bonus 0,2 all body on palms; (close to support center of mass) (-0,1); additional support on head (-0,1)	**0,35**
37		Palms on 2 heads+spotter **PH***	Extra small + Big and help	0,6	0,1	0,35	Capture	Plus connection head 0,2 -0,25 for spotter help (third point of support and CM is not above support's head)	**0,3**
38		Construction 2 support athletes head-up, featured-swimmer stay 1 leg on a head of first support and 2nd leg on palms(near head) **FHP/**	Small + extra small + Extra small + Small+ help	0,5	0,6	0,55	Capture	Plus connection head 0,2 Minus for 2 supports	**0,55**
39		Feet on Feet+ additional help on the sides **FF***	Small + small	0,5	0,5	0,5	No capture!	0,2 (no hand connection between supporters and featured-swimmer) -0,2 for help on side	**0,5**
40		all body on leg+ connect with leg **AL/**	Big+ Big	0,1	0,1	0,1	Capture		**0,1**
41		foot on palms + additional support **FP***	Extra small + Small+ help	0,6	0,5	0,55	Capture	-0,15 for spotter help	**0,4**

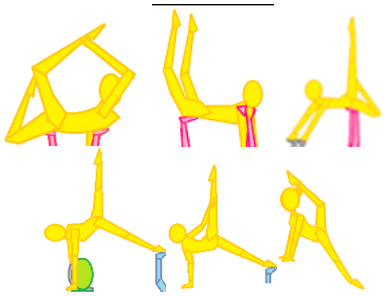
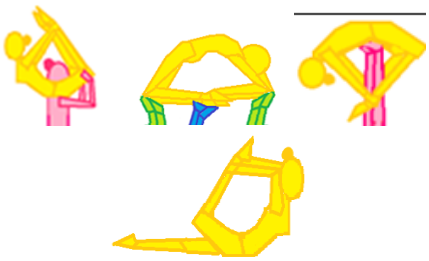
42		Sit or lay on feet+ spotter/s **SiF***	Small+ Big	0,5	0,1	0,3		-0,1 close to the support (center of mass lays exactly on support) -0,1 for spotter	**0,1**
43		all body on palms + extra catch the support **AP**	Extra small + big	0,6	0,1	0,35	Capture	-0,1 close to support center of mass) -0,15 for double capture	**0.1**

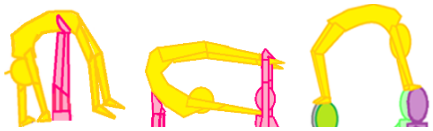
7.4. COMPONENT P - POSITION

Table #22 - GROUP B Positions								
No.	**Picture**	**Name and code**	**Vestibular load/Difficulty to balance**	**Presence or absence of a helping hand (capture)**	**Type and level of flexibility+ Deviation of torso from inner axis**	**Total**	***If position 2***	***Code for position 2 (level)***
STAND ON 1 LEG								
Universal								
1		Lady (Stand on 1 leg, with another leg less than 90° any side) **ld**	Stand on 1 leg 0,1	- 0	- 0	**0,1**	*0,05*	**2ld**
Forwards								
2		Heron **he**	Stand on 1 leg 0,1	- 0	Bent leg 90 0,05	**0,15**	*0,05*	**2he**
3		Crane **cr**	Stand on 1 leg 0,1	- 0	Fold (leg forward or sideway 90) 0,1	**0,2**	*0,1*	**2cr**
4		Kitri **kr**	Stand on 1 leg 0,1	- 0	Bent leg 90+back 45 0,15	**0,25**	*0,2*	**2kr**
5		Vertical Split **vs**	Stand on 1 leg 0,1	Forward capture 0,05	Fold (leg forward 180) 0,3	**0,45**	*0,3*	**2vs**
Sideways								
6		Swan **sw**	Stand on 1 leg 0,1	- 0	Misc (side 180) 0,3	**0,4**	*0,3*	**2sw**
7		Glass **gl**	Stand on 1 leg 0,1	yes 0,1	Misc (side 180) 0,3	**0,5**	*0,4*	**2gl**

Backwards								
8		Ballerina **ba**	Stand on 1 leg	-	Arch (leg back 90)	**0,25**	*0,1*	**2ba**
			0,1	0	0,15			
9		Eagle **ea**	Stand on 1 leg	-	Leg back 90+ torso forward	**0,35**	*0,25*	**2ea**
			0,1	0	0,25			
10		Sail **sa**	Stand on 1 leg	-	Arch (back forward 90+135 back flex)	**0,45**	*0,3*	**2sa**
			0,1	0	0,35			
11		Needle **ne**	Stand on 1 leg	No Or yes but not opposite hand)	Arch (back forward 90+180 back flex)	**0,55**	*0,45*	**2ne**
			0,1	0	0,45			
12		Eye **ey**	Stand on 1 leg	Yes + blind grip moving leg	Leg backward 135 (0,25) + torso forward almost 90 (0,1)	**0,65**	*0,4*	**2ey**
			0,1	0,2	0,35			
2 LEGS STAND								
13		Line **ln**	no	-	-	**basic 0,1**	*0,1*	**2ln**
			0	0	0			
14		Dove **do**	No	-	Arch (back 45)	**0,15**	*0,1*	**2do**
			0	0	0,1			
SIT								
15		Sit **si**	-	-	-	**0,05**	*0,05*	**2si**
			0	0	0			
16		Monkey **mo**	-	-	Half basic Legs 90	**0,1**	0,1	**2mo**
			0	0	0,1			

17		Shrimp **sh**	No	-	Legs (90) + torso 90	**0,2**	*0,2*	**2sh**
			0	0	0,2			
18		Split **spl**	No	-	(90 side + 90 side) Must be an extension between ties almost 180	**0,2**	*0,2*	**2spl**
			0	0	0,2			
STATIC								
19		Peacock **pe**	Static bonus	-	basic	**0,2**	*0,1*	**2pe**
			0,1	0	0,1			
20		Crocodile **cd**	Static bonus	-	Legs (90) + torso 90	**0,3**	*0,2*	**2cd**
			0,1	0	0,2			
LAYING								
21		Scissors **sc**	Laying	-	-	**0,15**	*0,05*	**2sc**
			0,15	0	0			
22		Pirate **pt**	Laying	-	-	**0,15**	*0,05*	**2pt**
			0,15	0	0			
23		Cobra **co**	Laying	-	Torso 45 back	**0,2**	*0,05*	**2co**
			0,15	0	0,05			
24		Mermaid **mr**	Laying	-	Legs a little bit up sideway or	**0,15**	*0,05*	**2mr**
			0,15	0				
25		Sunbathe **sb**	Laying	-	Fold (leg 90)	**0,25**	***0,1***	**2sb**
			0,15	0	0,1			
26		Birch **bi**	Laying	-	More than 90 but not 180 Middle between sideway and forward	**0,25**	***0,1***	**2bi**
			0,15	0	0,1			

27		Flamingo **fl**	Laying	-	Torso 45+ leg 90 bent	**0,25**	***0,1***	**2fl**
			0,15	0	0,1			
28		Scorpio **so**	Laying	no or 1 hand	Arch (back 20+ leg 90 and leg 45) or (90 backward)	**0,3**	***0,05***	**2so**
			0,15	0	0,15			
29		Turtle **tu**	Laying	Capture	Arch (back 45 + legs almost 90)	**0,3**	***0,1***	**2tu**
			0,15	0,1	0,1			
30		Seastar **se**	Laying	-	(90 side + 90 side)	**0,35**	***0,1***	**2se**
			0,15	0	0,2			
31		Pin **pi**	Laying	Yes	180 back	**0,6**	***0,45***	**2pi**
			0,15	0,1	0,35			
HEAD-DOWN								
32		Rose (head-down position leg movements any side less than 90) **ro**	Head-down	-	-	**0,2**	***0,05***	**2ro**
			0,2	0	0			
33		Lamp post **lp**	Head-down	-	Basic (straight) + bent knee	**0,25**	*0,15*	**2lp**
			0,2	0	0,15			
34		Box **bo**	Head-down	-	Fold (legs forw 90)	**0,3**	***0,1***	**2bo**
			0,2	0	0,1			
35		Bamboo **bb**	Head-down	-	Basic (straight) Allowed: small arch	**0,3**	***0,1***	**2bb**
			0,2	0	0,1			

36		Iguana **ig**	Head-down	-	Legs forward more than 90 + back 45	**0,35**	***0,2***	**2ig**
			0,2	0	0,15			
37		Knight **kn**	Laying/ Head-down	-	Back arch 90	**0,35**	***0,15***	**2kn**
			0,2	0	0,15			
38		Willow **wi**	Head-down Static!	-	Legs (back 90) + back arch	**0,4**	***0,15***	**2wi**
			0,2	0	0,2			
39		Beluga **be**	Head-down	-	Misc (side 90+side 90)	**0,4**	***0,2***	**2be**
			0,2	0	0,2			
40		Tower **to**	Head-down (not 1 leg because add 2 hands)	-	Arch (back 45+leg 90)	**0,45**	***0,15***	**2to**
			0,2	0	0,25			
41		Owl **ow**	Head-down	-	Legs forward 90+back 90	**0,45**	***0,2***	**2ow**
			0,2	0	0,25			
42		Bridge **br**	Head-down	-	Arch (back 45+legs 90)	**0,45**	***0,2***	**2br**
			0,2	0	0,25			
43		Drop **dr**	Head-down	yes	Arch (back 180)	**0,6**	***0,3***	**2dr**
			0,2	0,1	0,3			
COMBINED UNIQUE								
44		Queen **qu**	Head-down+ Stand on 1 leg	Yes	Arch (back 180)+leg forw 180	**1**	***0,5***	**2qu**
			0,3	0,1	0,6			

7.5. COMPONENT R - ROTATION OF THE CONSTRUCTION BASE

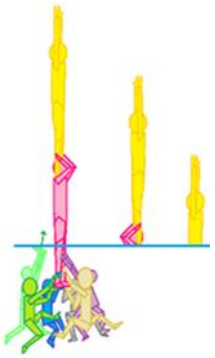
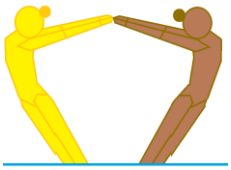
Note: • The direction (left or right) of the construction's base rotation does not influence the value. • The number of rotations of the construction base calculates each 180° until the featured-swimmer's "waist" level (for both head-up or head-down positions). It must be a "visible" rotation. Not just a turn of the body of the featured-swimmer.	

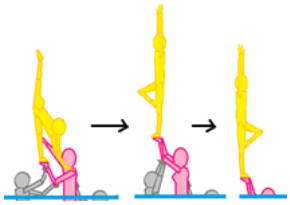
Table #23 - Values of the Construction Base in group B

Type	Degree of rotation				
	90º	**180º**	**360º**	**540º**	**720°**
Value for Stack (only support swimmer with feature-swimmer on top rotates around self)	-	0,2	0,3	0,4	0,5
		r0,5	**r1**	**r1,5**	**r2**
Value for Stack (featured swimmer stands on 1 leg and other one is at 135 or 180 degrees)	-	0,25	0,35	0,45	-
		R0,5	**R1**	**R1,5**	
Value for Stack (featured swimmer stands by both feet on supports shoulders)	-	0,05	0,1	0,15	0,2
		r0,5*	**r1***	**r1,5***	**r2***
Value for Stack (if featured-swimmer is in a handstand position; or support position is head-down; or both are head-down (shoulders on feet connect)	-	0,3	0.5	0,7	-
		r0,5!	**r1!**	**r1,5!**	
Value for Lift (big water resistance for base athletes while all construction rotates including base swimmers)	0,3	0,4	0,5	-	-
	r/L	**r0,5L**	**r1L**		

7.6. COMPONENT B – BONUS (Additional Difficulty Enhancement Factors)

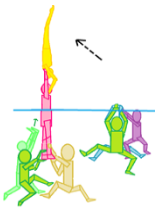
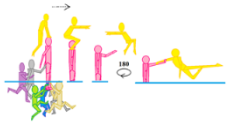
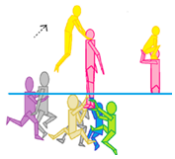
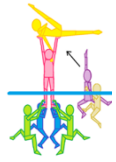
Table #24 - List of additions, bonuses, and risk-elements in group B:

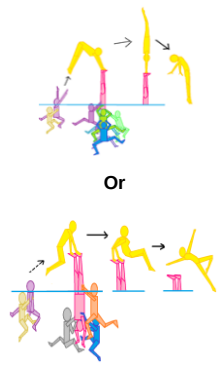
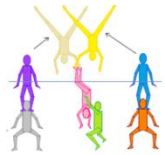
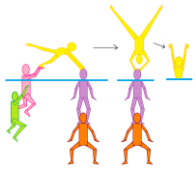
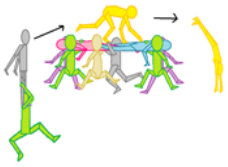
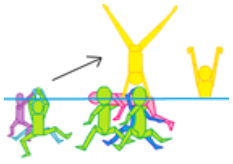
Code	For GROUP B		Value
w1	Synchronized actions for double acrobatic movements		**0,2**
w2	Rotation 180º or 360º on feet without leaving support		**0,3**
w3	In 2Support construction, twirl one of the supports		**0,1**
w4	Stand-up (lifting torso) from head-down position;		**0,2**
w5	Connection between 2 featured-swimmers;		**0,1**
w6	Blind grip for Lifts		**0.2**
w7	Third position (example: in the end of acrobatic movement closing legs to vertical (group B)		**0,05**
w8	Long holding lift (3 seconds and more) = doesn't apply for rotation of the construction or "moving base lifts"		**0,2**

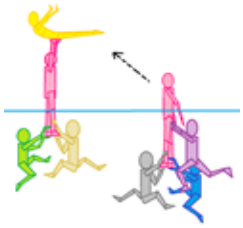
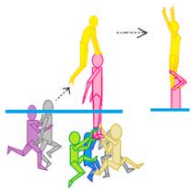
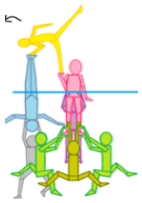
w9	“Twirl” of featured-swimmer in group B		**0,05**
w10	“Wave” movements		**0,1**
w11	Featured-swimmer rotates on feet or palms of support 180°		**0,1**
w12	Featured-swimmer rotates on feet or palms of support 360°		**0,2**
w13	Travelling construction (at least 1 meter)		**0,1**
w14	“Moonwalk”: Lift-up from split, legs sliding and changing place and opening back to the split on surface		**0,2**
w15	“Ungrip”		**0,05**

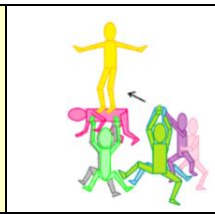
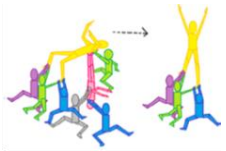
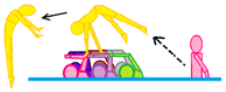
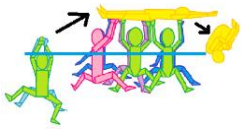
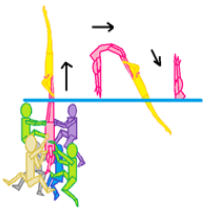
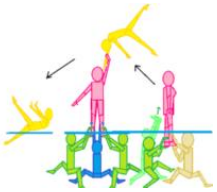
8. GROUP C

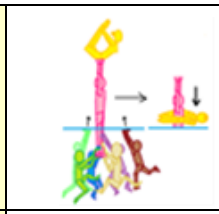
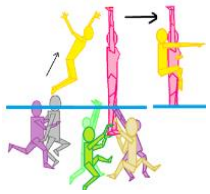
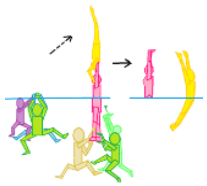
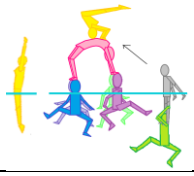
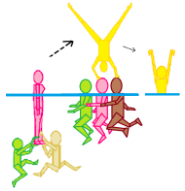
8.1. COMPONENT C - CONSTRUCTION

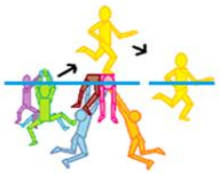
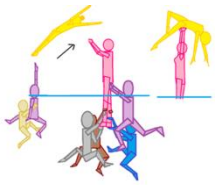
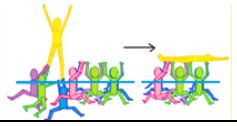
Table #25 - GROUP C Construction											
No.	Picture	Name and number of levels	Number of base athletes	Difficulty of coordinating actions and number formations	Support: Body position and level of sustainability	Support: Type and level of flexibility or maintain position	Airborne weight	Area of full construction, Proximity between swimmers	Tempo of acceleration and push (lift/throw)	Area of support	TOTAL
1		On to support: Stack from simple throw Transit,not jump!	3 to 5*2	Med	High level of sustainability + low vestibular load	straight body	1+0,5	Big + small	Fast/med (0,3/0,2)	Small	1,7
		Thr~St	0,4	0,2	0	0,1	0,15	0,3	0,25	0,3	
2		jump through support from «spotter» (Stack type+«spotter») Transit, not jump	3to5+p air	Hard	High level of sustainability + low vestibular load	straight body	1+0,5	Big+ minimum	Fast/med (0,3/0,2)	Medium (palms)	1,65
		'~St>	0,4	0,3	0	0,1	0,15	0,25	0,25	0,2	
3		jump through support's shoulders from «spotter» (Stack type+ «spotter»)	3to5+p air	Hard	High level of sustainability + low vestibular load	straight body	1+0,5	Big+ minimum	Fast/med (0,3/0,2)	Big	1,55
		'>StSh>									
		Jump on support's shoulders from spotter and remain until submergence	0,4	0,3	0	0,1	0,15	0,25	0,25	0,1	
		'>Stsh									
4		Onto support from «spotter» (Stack type+«spotter») Transit, not jump	3to5+p air	Hard	High level of sustainability + low vestibular load	straight body	1+0,5	Big+ minimum	Fast/med (0,3/0,2)	Small	1,75
		'~St	0,4	0,3	0	0,1	0,15	0,25	0,25	0,3	
5		Onto support from «spotter» (Stack type+«spotter») 3 points grip Transit, not jump	3to5+p air	Hard	High level of sustainability + low vestibular load	straight body	1+0,5	Big+ minimum	Fast/med (0,3/0,2)	Big (3 points of support)	1,55
		'~St*	0,4	0,3	0	0,1	0,15	0,25	0,25	0,1	

6	 **Or**	jump through head-down support	6to9+pair	Hard	Low level of sustainability + high vestibular load and 1 support is head-up	straight body	1+0,5	Big+ minimum	Fast/med (0,3/0,2)	medium	**1,75**
		'>StH>	0,3	0,3	0,2	0,1	0,15	0,25	0,25	0,2	
7		Through: 2 pair (One of them head-down) +featured-swimmer	Pair +pair	Low	Low level of sustainability + high vestibular load and 1 sup is head-up	straight body	1	Small	slo-med 0,1	Small	**1,4**
		'>'H>	0,4	0,1	0,2	0,1	0,1	0,1	0,1	0,3	
8		Through: 2 pair +featured-swimmer	Pair +pair	Low	High level of sustainability + low vestibular load	No	1	Small	slo-med 0,1	Small	**1,1**
		'>'>	0,4	0,1	0	0	0,1	0,1	0,1	0,3	
9		Through: Platform from 2+ «spotter»/thrower	6to9+pair	Low	High level of sustainability + low vestibular load (laying) 1+1	straight body 1+1	1+1+1	-	Fast/no (0,3/0)	big	**1,35**
		Thr>PP>	0,3	0,1	0,2	0,2	0,3	0	0,15	0,1	
10		Through: Platform+ «spotter» /thrower	6to9+ 3to5	Med	High level of sustainability + low vestibular load (laying)	straight body	1+1	Small+ no	Fast/no (0,3/0)	big	**1,25**
		'>P>	0,3	0,2	0,1	0,1	0,2	0,1	0,15	0,1	
11		Through: run on 3 backs (Platform from 3 swimmers+ «spotters» /throwers	3 to 5*2	Med	High level of sustainability + low vestibular load (laying) 3 people	straight body 1+1+1	1+0,5+0, 5+0,5	Small+ no	Fast/no (0,3/0)	big	**1,6**
		Thr>Pb$_3$>	0,4	0,2	0,1	0,3	0,25	0,1	0,15	0,1	
12		Through: Roll on a float-platform and jump from it	6 to 9	Low	High level of sustainability + low vestibular load (laying)	straight body	1+1	no	-	Big	**0,7**
		Roll>P>	0,1	0,1	0,1	0,1	0,2	0	0	0,1	

13		Onto: jump from dynamic stack on "balance" stack and remain on palms	3 to 5*2 Or 3to 5+ 2to 5	Hard	High level of sustainability + low vestibular load 1+1	straight body 1+1	1+0,5+0,5	Small+Small	Fast/med (0,3/0,2)	Small (hold on palms)	**1,85**
		St>Stp	0,4	0,3	0	0,2	0,2	0,2	0,25	0,3	
14		Onto: jump from spotter pair on "balance" stack and remain on shoulders	3to5+pair	Hard	High level of sustainability + low vestibular load	straight body	1+0,5	Big+ minimum	Fast/med (0,3/0,2)	Medium	**1,65**
		'>Stsh	0,4	0,3	0	0,1	0,15	0,25	0,25	0,2	
15		On support: Jump on Stack head-down from simple throw (Don't forget about bonus!)	3 to 5*2	Hard	Low level of sustainability + high vestibular load	straight body	1+0,5	Big+ small	Fast/med (0,3/0,2)	Small (hold on feet)	**2**
		Thr>StH	0,4	0,3	0,2	0,1	0,15	0,3	0,25	0,3	
16		C: lift + «spotter» (fly above formation)	3to5+pair	Hard	-	-	1+1	Big + minimum	Fast/ slow-med (0,3/0,1)	Big	**1,45**
		'↷L	0,4	0,3	0	0	0,2	0,25	0,2	0,1	
17		Through: simple throw, featured-swimmer fly above lift	3to5*2	Med	-	-	1+1	Small+ small	Fast/ slow-med (0,3/0,1)	Big	**1,3**
		Thr ↷L	0,4	0,2	0	0	0,2	0,2	0,2	0,1	
18		Through: Stack-type+ head-down «spotter» pair	3to5+pair	Med	Low level of sustainability + high vestibular load	straight body	1+0,5+0,5	Big + minimum	Med/Med (0,2/0,2)	medium	**1,75**
		St>'H>	0,4	0,2	0,2	0,1	0,2	0,25	0,2	0,2	
19		Through: Two stack-type+ mini-stack	3 to 5+ 2 to 5	Hard	High level of sustainability + low vestibular load 1+1	straight body 1+1	1+0,5+0,5+0,5	Big+ small	Fast/med (0,3/0,2)	Big	**1,8**
		'>StSt>	0,4	0,3	0	0,2	0,25	0,3	0,25	0,1	

20		Onto support: throw on a platform	3 to 5+ 2 to 5	Med	High level of sustainability + low vestibular load (laying)	straight body	1+1	Big +no	Fast/no (0,3/0)	Big	**1,45**
		Thr>P	0,4	0,2	0,1	0,1	0,2	0,2	0,15	0,1	
21		Other: simple lift + «spotter»	3 to 5*2	Low	Low level of sustainability + high vestibular load	straight body	1+0,5	-	Med/no (0,2/0)	Big	**1,15**
		L'	0,4	0,1	0,2	0,1	0,15	0	0,1	0,1	
22		Through formation from hands+ «spotter»	6to 9+pair	Low	no	no	1	Minimum	Fast/no (0,3/0)	Medium	**0,7**
		Thr >hand>	0,1	0,1	0	0	0,1	0,05	0,15	0,2	
23		Through base swimmers from simple throw	6to9 + pair	Low	no	no	1	Small + no	Fast/no (0,3/0)	Big	**1,05 (bonus for blind jump)**
		Thr >base>	0,3	0,1	0	0	0,1	0,1	0,15	0,1	
24		Oher: Stack+throw (2 featured-swimmers in connection with each-other)	3 to 5*2	Hard	High level of sustainability + low vestibular load	straight body	1+1+0,5	Big +small	Fast/fast (0,3/0,3)	Medium	**1,85**
		St+Thr(2)	0,4	0,3	0	0,1	0,25	0,3	0,3	0,2	
25		Other: Snake-stack type	6to 9	Low	High level of sustainability + low vestibular load	straight body	1+0,5	Big	Med	Big	**0,95**
		Sn	0,1	0,1	0	0,1	0,15	0,2	0,2	0,1	
26		Other: Snake-stack head-down	6to 9	Low	Low level of sustainability + high vestibular load	straight body	1+0,5	Big	Med	Small	**1,35**
		SnH	0,1	0,1	0,2	0,1	0,15	0,2	0,2	0,3	
27		Through: Jump from stack with connection with 2 stack and broke it later	3 to 5*2	Medium	High level of sustainability + low vestibular load 1+1	straight body 1+1	1+0,5+0,5	Small+ Small	Med	Medium	**1,6**
		St>St>	0,4	0,2	0	0,2	0,2	0,2	0,2	0,2	

28		Other: Stack + 2 spotters	6to 9	Medium	High level of sustainability + low vestibular load	straight body	1+0,5	Big	Med	Extra Small	**1,45**
		St''	0,1	0,2	0	0,1	0,15	0,2	0,2	0,5	
29		Onto: "Monkey" jump from spotter pair on "balance" stack and remain on shoulders	3to5+pair	Hard	High level of sustainability + low vestibular load	straight body	1+0,5	Big+ minimum	Fast/med (0,3/0,2)	Big	**1,55**
		'>Stm	0,4	0,3	0	0,1	0,15	0,25	0,25	0,1	
30		Through: Stack from simple throw Transit,not jump!	3 to 5*2	Med	High level of sustainability + low vestibular load	straight body	1+0,5	Big + small	Fast/med (0,3/0,2)	Big	**1,5**
		Thr~St>	0,4	0,2	0	0,1	0,15	0,3	0,25	0,1	
31		Through: featured-swimmer passes through surface hand-grip of base swimmers	3 to 5	Easy	-	-	1	- (float)	- (float)	Big	**0,5**
		>HandSurf>	0,2	0,1	0	0	0,1	0	0	0,1	
32		Through lift from «spotter»	3to5+pair	Hard	-	-	1+1	Big + minimum	Fast/ slow-med (0,3/0,1)	Big	**1,45**
		'>L>	0,4	0,3	0	0	0,2	0,25	0,2	0,1	
33		"Toss" (from surface through hands)	3 to 5	Easy	-	-	1	- (float)	- (float)	Big	**0,5**
		Toss>hand>	0,2	0,1	0	0	0,1	0	0	0,1	
34		Through 3 heads from mini-stack	2 to 5 + 3to 5	Med	no	no	1	Minimum	Fast/no (0,3/0)	Medium	**1,2** (bonus for head-connection)
		Thr>3head>	0,4	0,2	0	0	0,1	0,05	0,15	0,2	
35		Through formation from hands+«spotters»+2 featured-swimmers	6to 9+helpers	Low	no	no	2	Minimum	Fast/no (0,3/0)	Medium	**0,8**
		(2)Thr >hand>	0,1	0,1	0	0	0,2	0,05	0,15	0,2	

36	 Note: the way 2 support swimmers laying - optional and doesn't influence the value.	Through: run on 2 backs (Platform from 2 swimmers+ «spotters» /throwers	3 to 5*2	Med	High level of sustainability + low vestibular load (laying) 3 people	straight body 1+1+1	1+0,5+0, 5+0,5	Small+ no	Fast/no (0,3/0)	big	**1,6**
		Thr>Pb²>	0,4	0,2	0,1	0,3	0,25	0,1	0,15	0,1	
37		Onto: Jump from spotter on Stack, palms	3to5+p air	Hard	High level of sustainability + low vestibular load	straight body	1+0,5	Big+ minimum	Fast/med (0,3/0,2)	Small	**1,75**
		'>Stp	0,4	0,3	0	0,1	0,15	0,25	0,25	0,3	
38		Fall from one formation on the "hand-formation"	3 to 5*2	Easy	-	-	1	Small+ no	Med+ no	Big	**1**
		L>hand	0,4	0,1	0	0	0,1	0,1	0,2	0,1	

<u>Important note</u> - Difference between constructions: Onto support from «spotter» (Stack type+«spotter») **'~St*** and Onto: jump from spotter pair on "balance" stack **'>St**

Is in the symbols: " **~** " (transition) and " **>** " (jump from to). That means that in the case of " **~** " featured swimmer is held by support swimmers of second formation from the beginning. And support swimmer "pulls" featured-swimmer to its own formation.

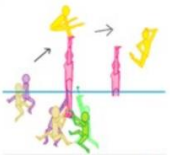
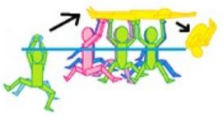
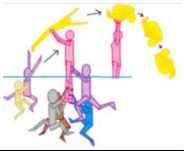
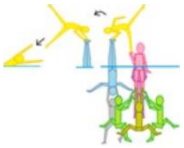
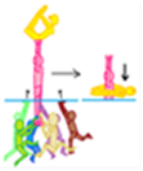
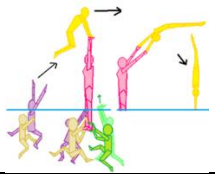
Example:

And in case of " **>** " featured-swimmer is not connected with the support swimmer of the second formation. And there's a jump from one formation to another (that is a bonus)

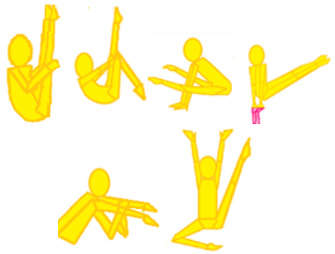
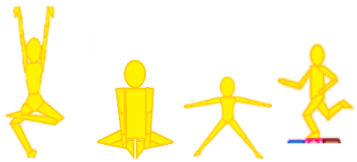
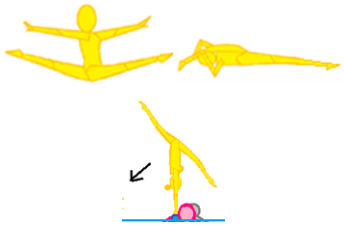
Example:

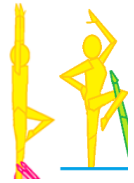
8.2. COMPONENT D - DIRECTION

Table #26 - Values for the direction of the featured-swimmers jump in group C

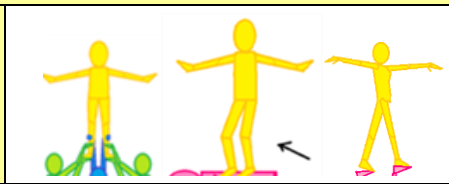
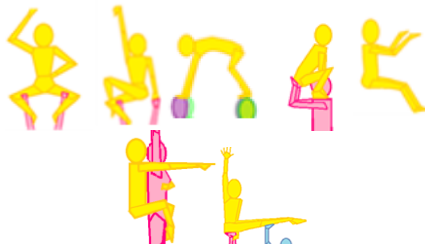
Direction	Code	Diagram	Value
Forwards (no somersault, no twist) - featured swimmer jumps forward, and enter the water beyond the construction (at least 1 meter)	Forw		0,05
Backwards- featured swimmer jumps backward, and enter the water beyond the construction (at least 1 meter)	Back		0,1
Forwards- featured swimmer jumps forward, making somersault (1 rotation and more), twist (1 rotation and more), (or both and enter the water beyond the construction (at least 1 meter)	FORW		0,15
Sideways- featured swimmer jumps sideway, and enter the water beyond the construction (at least 1 meter)	Side		0,2
Upwards - featured swimmer jumps up (or lifted up) and falls down on the water surface without showing parabola of the jump	Up		0,05
Reverse- featured-swimmer jumps forward, and starts rotating backward (facing the construction they jumps from), and enter the water beyond the construction (at least 1 meter)	Rev		0,2

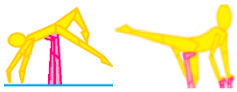
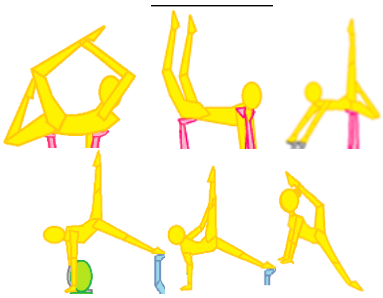
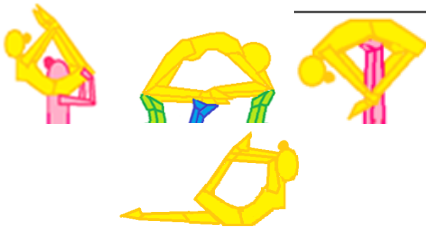
8.3. COMPONENT P - POSITION

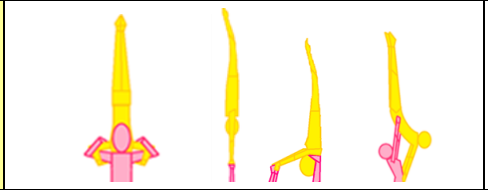
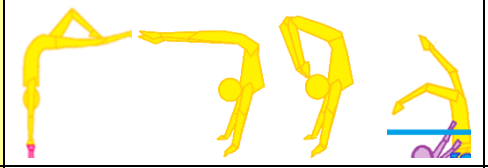
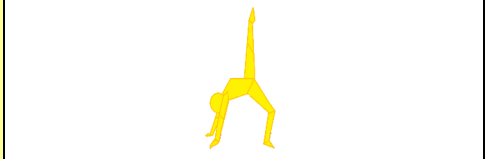
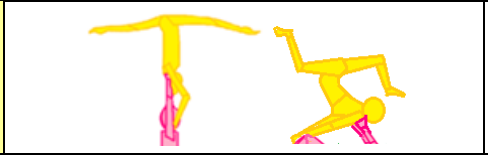
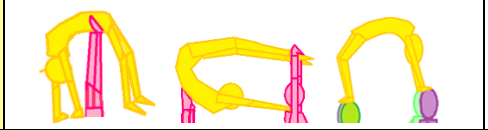
Table #27 - GROUP C Positions								
No.	**Picture**	**Name and code**	**Vestibular load/Difficulty to balance**	**Presence or absence of a helping hand (capture)**	**Type and level of flexibility+ Deviation of torso from inner axis**	**Total**	***If position 2***	***Code for Position 2***
Forward flex stomach								
1	(not before Twisting And only if there is switching leg to another position)	Kick **ki**	-	-	-	0,05	*0,05*	**2ki**
			0	0	0,05			
2		Tuck **tk**	No	-	-	basic 0,1	*0,1*	**2tk**
			0	0	0			
3		Parrot **pa**	No	-	Basic + bent 90	0,15	*0,15*	**2pa**
			0	0	0,15			
4		Ninja **nj**	No	-	Fold (leg side 90 + leg forw almost 90 (0,05)	0,15	*0,1*	**2nj**
			0	0	0,1			
5		Pike **pk**	No	-	Stomach flex	0,2	*0,2*	**2pk**
			0	0	0,2			
Miscellaneous								
6		Mantis **mn**	No	-	-	**basic 0,05**	*0,05*	**2mn**
			0	0	0			
7		Line (for Feet-first jumps also but with !) **Ln or Ln!**	No	-	Misc (straight)	**basic 0,1**	*0,1*	**2Ln or 2LN!**
			0	0	0			
8		Split **sp**	No	-	Misc (90+90)	(0,05 bonus for assymetry) **0,3**	*0,15*	**2sp**
			0	0	0,25			

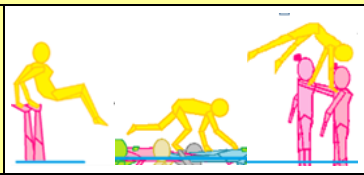
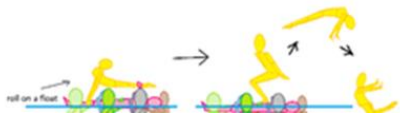
Arch								
9		Arch **ar**	No 0	- 0	Arch (back 35) 0	**basic 0,1**	*0,1*	**2ar**
10		Kite **kt**	No 0	- 0	Arch (legs back 45) 0	**basic 0,1**	*0,1*	**2kt**
11		Martin **ma**	No 0	- 0	Leg back 90 0,15	**0,15**	*0,1*	**2ma**
12		Jay **ja**	No 0	- 0	Arch (back 45 + leg back 90 + leg forw 45) 0,2	**0,2**	***0,15***	**2ja**
13		Ring **rg**	No 0	- 0	Arch (legs 135) or back 45 + legs 90 back 0,25	**0,25**	*0,2*	**2rg**
Universal								
14		Lady (Stand on 1 leg, with another leg less than 90° any side) **ld**	Stand on 1 leg 0,1	- 0	- 0	**0,1**	*0,05*	**2ld**
Stand on 1 leg								
15		Heron **he**	Stand on 1 leg 0,1	- 0	Bent leg 90 0,05	**0,15**	*0,05*	**2he**
16		Crane **cr**	Stand on 1 leg 0,1	- 0	Fold (leg forward or sideway 90) 0,1	**0,2**	*0,1*	**2cr**

17		Kitri **kr**	Stand on 1 leg	-	Bent leg 90+back 45	**0,25**	*0,2*	**2kr**
			0,1	0	0,15			
18		Vertical Split **vs**	Stand on 1 leg	Forward capture	Fold (leg forward 180)	**0,45**	*0,3*	**2vs**
			0,1	0,05	0,3			
Sideways								
19		Swan **sw**	Stand on 1 leg	-	Misc (side 180)	**0,4**	*0,3*	**2sw**
			0,1	0	0,3			
20		Glass **gl**	Stand on 1 leg	yes	Misc (side 180)	**0,5**	*0,4*	**2gl**
			0,1	0,1	0,3			
Backwards								
21		Ballerina **ba**	Stand on 1 leg	-	Arch (leg back 90)	**0,25**	*0,1*	**2ba**
			0,1	0	0,15			
22		Eagle **ea**	Stand on 1 leg	-	Leg back 90+ torso forward	**0,35**	*0,25*	**2ea**
			0,1	0	0,25			
23		Sail **sa**	Stand on 1 leg	-	Arch (back forward 90+135 back flex)	**0,45**	*0,3*	**2sa**
			0,1	0	0,35			
24		Needle **ne**	Stand on 1 leg	No Or yes but not opposite hand)	Arch (back forward 90+180 back flex)	**0,55**	*0,45*	**2ne**
			0,1	0	0,45			
25		Eye **ey**	Stand on 1 leg	Yes + blind grip moving leg	Leg backward 135 (0,25) + torso forward almost 90 (0,1)	**0,65**	*0,4*	**2ey**
			0,1	0,2	0,35			

		2 legs Stand						
26		Line **ln**	no	-	-	**basic 0,1**	*0,1*	**2ln**
			0	0	0			
27		Dove **do**	No	-	Arch (back 45)	**0,15**	*0,1*	**2do**
			0	0	0,1			
		Sit						
28		Sit **si**	-	-	-	**0,05**	*0,05*	**2si**
			0	0	0			
29		Monkey **mo**	-	-	Half basic Legs 90	**0,1**	0,1	**2mo**
			0	0	0,1			
30		Shrimp **sh**	No	-	Legs (90) + torso 90	**0,2**	*0,2*	**2sh**
			0	0	0,2			
31		Split **spl**	No	-	(90 side + 90 side) Must be an extension between ties almost 180	**0,2**	*0,2*	**2spl**
			0	0	0,2			
		Static						
32		Peacock **pe**	Static bonus	-	basic	**0,2**	*0,1*	**2pe**
			0,1	0	0,1			
33		Crocodile **cd**	Static bonus	-	Legs (90) + torso 90	**0,3**	*0,2*	**2cd**
			0,1	0	0,2			
		Laying						
34		Scissors **sc**	Laying	-	-	**0,15**	*0,05*	**2sc**
			0,15	0	0			

35		Cobra **co**	Laying	-	Torso 45 back	**0,2**	*0,05*	**2co**
			0,15	0	0,05			
36		Mermaid **mr**	Laying	-	or sideway	**0,15**	*0,05*	**2mr**
			0,15	0				
37		Sunbathe **sb**	Laying	-	Fold (leg 90)	**0,25**	***0,1***	**2sb**
			0,15	0	0,1			
38		Birch **bi**	Laying	-	More than 90 but not 180 Middle between sideway and forward	**0,25**	***0,1***	**2bi**
			0,15	0	0,1			
39		Flamingo **fl**	Laying	-	Torso 45+ leg 90 bent	**0,25**	***0,1***	**2fl**
			0,15	0	0,1			
40		Scorpio **so**	Laying	no or 1 hand	Arch (back 20+ leg 90 and leg 45) or (90 backward)	**0,3**	***0,05***	**2so**
			0,15	0	0,15			
41		Turtle **tu**	Laying	Capture	Arch (back 45 + legs almost 90)	**0,3**	***0,1***	**2tu**
			0,15	0,1	0,1			
42		Seastar **se**	Laying	-	(90 side + 90 side)	**0,35**	***0,1***	**2se**
			0,15	0	0,2			
43		Pin **pi**	Laying	Yes	180 back	**0,6**	***0,45***	**2pi**
			0,15	0,1	0,35			
Head-down								
44		Rose (head-down position leg movements any side less than 90) **ro**	Head-down	-	-	**0,2**	***0,05***	**2ro**
			0,2	0	0			

45		Lamp post **lp**	Head-down 0,2	- 0	Basic (straight) + bent knee 0,15	**0,25**	*0,15*	**2lp**
46		Box **Bo**	Head-down 0,2	- 0	Fold (legs forw 90) 0,1	**0,3**	***0,1***	**2bo**
47		Bamboo **bb**	Head-down 0,2	- 0	Basic (straight) Allowed: small arch 0,1	**0,3**	***0,1***	**2bb**
48		Iguana **ig**	Head-down 0,2	- 0	Legs forward more than 90 + back 45 0,15	**0,35**	***0,2***	**2ig**
49		Knight **kn**	Laying/ Head-down 0,2	- 0	Back arch 90 0,15	**0,35**	***0,15***	**2kn**
50		Willow **wi**	Head-down Static! 0,2	- 0	Legs (back 90) + back arch 0,2	**0,4**	***0,15***	**2wi**
51		Beluga **be**	Head-down 0,2	- 0	Misc (side 90+side 90) 0,2	**0,4**	***0,2***	**2be**
52		Tower **To**	Head-down (not 1 leg because add 2 hands) 0,2	- 0	Arch (back 45+leg 90) 0,25	**0,45**	***0,15***	**2to**
53		Owl **ow**	Head-down 0,2	- 0	Legs forward 90+back 90 0,25	**0,45**	***0,2***	**2ow**
54		Bridge **br**	Head-down 0,2	- 0	Arch (back 45+legs 90) 0,25	**0,45**	***0,2***	**2br**
55		Drop **dr**	Head-down 0,2	yes 0,1	Arch (back 180) 0,3	**0,6**	***0,3***	**2dr**

		Combined unique						
56		Queen **qu**	Head-down+ Stand on 1 leg 0,3	Yes 0,1	Arch (back 180)+leg forw 180 0,6	**1**	***0,5***	**2qu**
		And special for group C positions:						
57		Passing tuck/pike/mantis/monkey **ps**	- -	- -	- -	**0,05**	-	-
58		Passing Line **psl**	- -	- -	- -	**0,1**	-	-

NOTE: In a Combined acrobatic movement (which consists of 2 formations) where 1 «featured-swimmer» executes and maintains a position it should be calculated in section: Position 1. And if second «featured-swimmer» jumps above 1st formation demonstrating a position, it should be calculated in section: Position 2. All other positions (no matter which «featured-swimmer» does it) will be considered as 3rd Position in section: Bonus.

NOTE 2: For subgroup “Other” construction Snake-type: Calculate only 1 time the position of the «featured-swimmer» (head-down vertical) and 1 time position 2 (line). Position of supporter doesn’t count in this acrobatic movement.

8.4. Area of support - N/A for Group C (value already inside construction)

8.5. COMPONENT R - ROTATION OF THE CONSTRUCTION BASE

Table #28 - Values for the rotation of the construction base in group C:

Type	Degree of rotation		
	180º	360º	540º
Value for Stack (only support swimmer with feature-swimmer on top rotates around self)	0,2	0,3	0,4
	r0,5	**r1**	**r1,5**
Value for Stack (if featured-swimmer's in a handstand position; or support's position is head-down; or both are head-down (shoulders on feet connect)	0,3	0,5	0,7
	r0,5!	**r1!**	**r1,5!**

8.6. COMPONENT P - PLANE AND DEGREE OF THE ROTATION

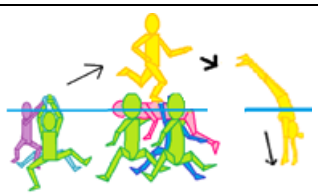
Table #29 - Values for featured-swimmer's rotations in the air:

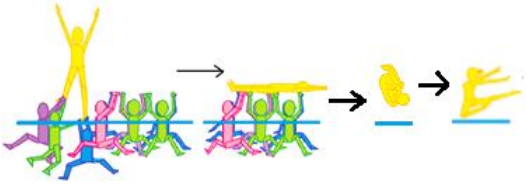
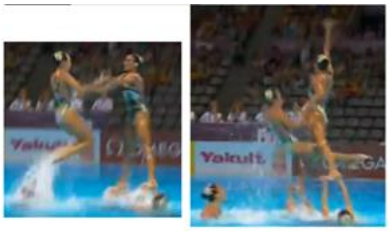
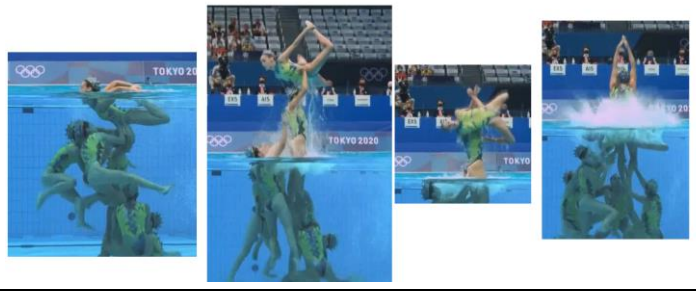
Plane of rotation	Degree of rotation	Code	Value
Horizontal plane (twist) For "head-up" positions	180º	**T0,5**	0,1
	360º	**T1**	0,15
	540º	**T1,5**	0,2
	720º	**T2**	0,25
Horizontal plane (twist) Example: 3-d somersaults (when twist executed in the same time with somersault)	180º	**t0,5**	0,1
	360º	**t1**	0,2
	540º	**t1,5**	0,3
	720º	**t2**	0,4
Sagittal plane (Example: forward somersault)	180º	**s0,5**	0,05
	360º	**s1**	0,3
	540º	**s1,5**	0,5
	720º	**s2**	0,6
Frontal plane (Example: Side somersault)	360°	**f1**	0,4
	540°	**f1,5**	0,6
	720°	**f2**	0,7
Dive	Not 180° somersault!	**d**	0,025
	Dive+180 twist	**dt0,5**	0,125
	Dive+360 twist	**dt1**	0,175
	Dive+540 twist	**dt1,5**	0,225
1 somersault+0,5 twist;		**s1t0,5**	0,4
1 somersault+1 twist;		**s1t1**	0,5
1 somersault+1,5 twist;		**s1t1,5**	0,6
1 somersault+2 twist;		**s1t2**	0,7
1,5 somersault + 0,5 twist;		**s1,5t0,5**	0,6
1,5 somersault + 1 twist;		**s1,5t1**	0,7
2 somersault + 0,5 twist;		**s2t0,5**	0,9
2 somersault + 1 twist;		**s2t1**	1

Handspring:	**h**	0,1
Cartwheel:	**c**	0,1

8.7. COMPONENT B – BONUS (Additional Difficulty Enhancement Factors)

Table #30 - List of additions, bonuses, and risk-elements in group C:

Code	For GROUP C		Value
y1	Jump on the Stack and remain on it until submergence		**0,3**
y2	Running on the (3) backs		**0,3**
y3	Running on the (2) backs		**0,2**
y4	Running on the (1) back (should lay not sideways to featured-swimmer)		**0,1**
y5	Fly above formation		**0,3**
y6	Blind grip in group C		**0,2**

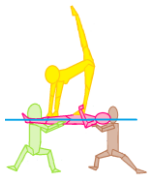
y7	Synchronized actions for double acrobatic movements		**0,2**
y8	“Rolling” on a construction		**0,1**
y9	Connection between 2 featured-swimmers		**0,1**
y10	Third position (example: in the end of acrobatic movement tucking (group A)		**0,05**
y11	F.swimmer “Slips through” after jump between support’s legs (support is head-up) or hands		**0,1**
y12	Blind jump		**0,05**
y13	“Hulahoop” action (f.swimmer in ring position enters water with support swimmer inside the circle (which is made from legs/hands connection of f.swimmer)		**0,3**
y14	“Twirl of a featured swimmer”		**0,05**

y15	“Beyonce fall” (from lift blind fall backwards on the other formation made from hands)		**0,1**

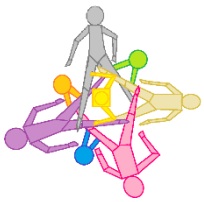
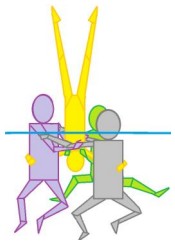
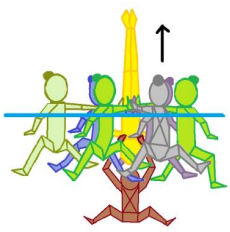
9. GROUP P - PLATFORMS

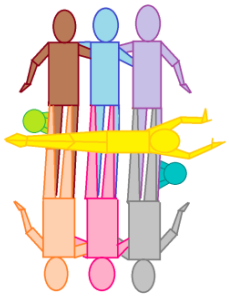
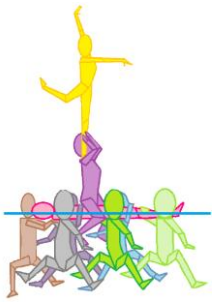
9.1 COMPONENT C - CONSTRUCTION

Table #31 - GROUP P Construction

No.	Picture	Name and number of levels	Number of base athletes	Difficulty of coordin-ating actions and number formations	Support: Body position and level of sustain-ability	Support: Type and level of flexibility or maintain position	Airborne weight	Area of full construc-tion, Proximity between swimmers	Tempo of acceler-ation and push (lift/throw)	TOTAL
1		Platform (Support straight body)	6 to 9	Hard	High level of sustainabili ty+ low vestibular load (laying)	straight body	2	Type 2	slow-med	**1,1**
		P								
		(three levels)	0,1	0,3	0,1	0,1	0,2	0,2	0,1	
2		Platform “small” (Support straight body)	2 to 5 (support not consider here)	Easy	High level of sustainability + low vestibular load (laying)	straight body	1+0,5	Type1	slow-med	**0,85**
		p	0,2	0,1	0,1	0,1	0,15	0,1	0,1	
3		Platform (Support straight body)+bent knees	6 to 9	Hard	High level of sustainability + low vestibular load (laying)	straight body	2+bent knees	Type 2:	slow-med	**1,15**
		Knees								
		(three levels)	0,1	0,3	0,1	0,1	0,25	0,2	0,1	
4		Platform (Support ballet leg)	6 to 9	Hard	High level of sustainability + low vestibular load (laying)	leg forward 90 degrees	2+leg straight	Type 2:	slow-med	**1,3**
		B								
		(three levels)	0,1	0,3	0,1	0,2	0,3	0,2	0,1	
5		Platform (Support double ballet leg)	6 to 9	Hard	High level of sustainability + low vestibular load (laying)	leg forward 90 degrees	2+two legs straight	Type 2:	slow-med	**1,4**
		DB								
		(three levels)	0,1	0,3	0,1	0,2	0,4	0,2	0,1	
6		Platform (Support on stomach in arch position)	6 to 9	Hard	High level of sustainability + low vestibular load (laying)	arch	2	Type 2	slow-med	**1,15**
		a								
		(three levels)	0,1	0,3	0,1	0,15	0,2	0,2	0,1	

7		Platform (Support on stomach with bent knees) "Chariot"	6 to 9	Hard	High level of sustainability + low vestibular load (laying o)	straight body+ bent knees	2	Type 2	slow-med	**1,15**
		Chariot	0,1	0,3	0,1	0,15	0,2	0,2	0,1	
8		"Area" ("box")	6 to 9	Hard	High level of sustainability + low vestibular load (laying)	ANGLE 90 degrees	2	Type 2	slow-med	**1,2**
		Box								
		(three levels)	0,1	0,3	0,1	0,2	0,2	0,2	0,1	
9		Platform from 2 supports (1 ballet leg)	6 to 9	Hard	High level of sustainability + low vestibular load (laying) 1+1	leg forward 90 degrees	3+leg	Type 2	slow-med	**1,45**
		2SupB								
		(three levels)	0,1	0,3	0,2	0,2	0,35	0,2	0,1	
10		Platform from 2 supports (2 ballet legs)	6 to 9	Hard	High level of sustainability + low vestibular load (laying) 1+1	leg forward 90 degrees 1+1	3+leg+leg	Type 2	slow-med	**1,7**
		2SupBB								
		(three levels)	0,1	0,3	0,2	0,4	0,4	0,2	0,1	
11		Float from 2 parallel supports	6 to 9	Hard	High level of sustainability + low vestibular load (laying) 1+1	straight body 1	3	Type 3	no	**1**
		2Sup								
		(three levels)	0,1	0,3	0,2	0,1	0,3	0	0	
12		Float "triangle" (3 swimmers form a support from legs)	6 to 9	Medium	High level of sustainability + low vestibular load (laying) 1+1+1	straight body 1 (float)	4	Type 3	no	**1,1**
		Triangle								
		(three levels)	0,1	0,2	0,3	0,1	0,4	0	0	
13		Float "Rhombus" (2 swimmers form a support from legs)	6 to 9	Medium	laying 1+1	straight body	1+1+1	Type 3	-	**0,9**
		Rhombus	0,1	0,2	0,2	0,1	0,3	0	0	

14		Float "star" (5-7 swimmers form a support from legs)+ 2 base is under!	6 to 9	Low	no	static straight body	6 (if 5 lay+1 up) 7(if 6 lay+1up) 8 (if 7 lay and 1 up)	Type 3	-	**0,9**
		Star (5 sup) **Star6** (if six supports) **Star7** (if seven support)	0,1	0,1	0	0,1	0,6 0,7 0,8	0	0	**1** **1,1**
15		Platform: float made from hands	6 to 9	Medium	no	no	1	Type 2	-	**0,6**
		Hand	0,1	0,2	0	0	0,1	0,2	0	
16		Platform +2 featured-swimmers	6 to 9	Hard	High level of sustainability + low vestibular load (laying)	straight body	3	Type 2	slow-med	**1,2**
		(2)								
		(three levels)	0,1	0,3	0,1	0,1	0,3	0,2	0,1	
17		Float: compass **Compass**	6 to 9	Low	no	static straight body	5	Type 3	-	**0,8**
		(three levels)	0,1	0,1	0	0,1	0,5	0	0	
18		Platform: float made from hands small	3 to 5	Low	no	no	1	Type1	-	**0,5**
		hand	0,2	0,1	0	0	0,1	0,1	0	
19		"Fountain": 1 base under water+ 6 touch/hold featured-swimmer on the surface	6 to 9	Low	no	no	1	Type 3	-	**0,3**
		Fo	0,1	0,1	0	0	0,1	0	0	

20		"Carpet" 1 featured-swimmer make actions on 6 laying supports, other swimmers hold them as base	6 to 9	Low	no	static straight body	7	Type 3	-	**1,0** **and** **0,8** (if 4 supports)
		Carp and **Carp4 (if 4 supports)**	0,1	0,1	0	0,1	0,7	0	0	
21		Platform 4 levels	6 to 9	Hard	High level of sustainability + low vestibular load (laying)	straight body	3	Type 2	slow-med	**1,2**
		P4l								
		4 levels	0,1	0,3	0,1	0,1	0,3	0,2	0,1	

9.2. COMPONENT S - Area of support/Type of connection between the "Featured-swimmer" and the support-swimmer ("Grip")

Where special codes for group P only are:

Ne "Needle" connect

Go "Golden bridge" connect

YY "Yin/Yang"connect

3p 3 points of support

4p 4 points of support: 2 hands+2 legs (example: bridge)

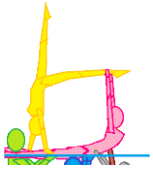
" - " Between something

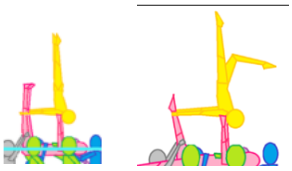
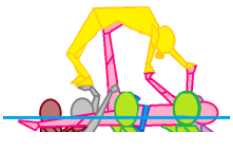
Br1 Bridge 1 leg

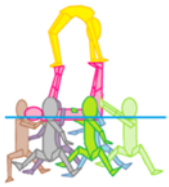
Ↄ All body arch

Table #32 - Area of support - GROUP P

No.	PICTURE	TYPE OF CONNECTION	SUPPORT	FEATURED-SWIMMER (DOES NOT ADHERE, BUT LEANS)	AVERAGE	CAPTURE (support/base holds f.swimmer)	BONUS / DEDUCTION	TOTAL
1		Sit on straight body (8-9 swimmers or 2-5)	Big	Big (legs)		Yes	Centre of mass close to support	**0,05 basic**
		SiA	0,1	0,1	0,1	- 0,1	- 0,1	
2		Stand (two legs, feet) on straight body	Big	Medium (2 legs)		Yes		**0,1**
		F2A	0,1	0,3	0,2	- 0,1		
3		3 POINTS (Stand 1 leg + 2 hands) on straight body Or (Stand on 1 leg+ palms/palms connection) (constr: 6-to 9 b.swimmers or 2-5)	Big	Extra small + small (1 leg) = medium		Yes		**0,1**
		3pA or 3pA/	0,1	0,3	0,2	- 0,1		
4		Stand 1 leg on straight body	Big	Extra small (1 leg)		Yes		**0,3**
		FA	0,1	0,7	0,4	-0,1		
5		Headstand on straight body	Big	Small (head)		Yes	Centre of mass close to support	**0,1**
		HA	0,1	0,5	0,3	-0,1	- 0,1	
6		"Golden bridge" grip: Palms (of 1st f.sw) and palms+feet (2nd f.sw) on straight body	Big	Big		Yes	+0,1 for connection between 2 featured-swimmers	**0,2**
		Go	0,1	0,1	0,1	- 0,1!!		
7		Head between legs	Big	Medium		Yes	+palms hold legs +head connect risk	**0,1**
		H+L	0,1	0,3	0,2	-0,1	-0,1 +0,1	
8		Laying on a straight body	Big	Big		Yes	Centre of mass close to support	**0,05 basic**
		AA	0,1	0,1	0,1	-0,1	- 0,1	

9		Stand one leg on palms, on leg on the knees	Small + extra small = medium	Medium (2 legs)		Yes		**0,2**
		FP+FK	0,3	0,3	0,3	- 0,1		
10		Shoulders on palms + catch bent knees	Small + extra small = medium	Medium (shoulders)		Yes		**0,2**
		SP+K	0,3	0,3	0,3	- 0,1		
11		All body (sit or lay) on knees +hand/hands connection	Medium	Medium (2 legs)		Yes		**0,2**
		AK/	0,3	0,3	0,3	- 0,1		
12		Bridge 1leg on knees and palms	Medium	Extra small + small (1 leg) = medium		Yes	+blind	**0,3**
		Br1K	0,3	0,3	0,3	-0,1	+0,1	
13		Any 3 point connection with straight body bent knees	Medium	Extra small + small (1 leg) = medium		Yes		**0,2**
		3pK/	0,3	0,3	0,3	- 0,1		
14		Stay on straight body + blind connection	Big	Medium (2 legs)		Yes	+ blind capture	**0,2**
		F2Ↄb	0,1	0,3	0,2	- 0,1	+ 0,1	
15		Stay on arch featured-swimmers + extra support on head	Big	Big (2 legs + 1 hand)		No		**0,1**
		F2Ↄ+H	0,1	0,1	0,1			
16		“Yin/Yang” (palms on legs+leg/s on palms)	Big	Extra small+big		Yes	+blind -	**0,3**
		YY	0,1	0,7 0,1	0,3	- 0,1	+0,1	

17		Sit on feet + feet on back	Big and small = medium	Big (buttocks + 2 legs)		No	Centre of mass close to support	**0,1**
		SiF+FB	0,3	0,1	0,2		-0,1	
18		Foot on a ballet leg body + palm/foot	Big and small = medium	Small (1 leg and 1 palm)		Yes		**0,3**
		FA+PF	0,3	0,5	0,4	-0,1		
19		Sit on 1 foot + feet on palms	Small and small = medium	Medium (buttocks + legs)		Yes		**0,2**
		SiF+FP	0,3	0,3	0,3	- 0,1		
20		Sit on 1 foot + palms/palms	Small and small = medium	Small (palms + crotch)		Yes		**0,3**
		SiF/	0,3	0,5	0,4	- 0,1		
21		Lay on 1 foot + palms/shoulders + shoulders/palms	Small and medium	Medium (crotch + shoulders)		Yes		**0,2**
		BF+Le	0,3	0,3	0,3	- 0,1		
22		Shoulders on palms + connect with leg or 2 legs	Extra small	Medium (shoulders)		Yes		**0,4**
		SP+L	0,7	0,3	0,5	- 0,1		
23		Shoulders on palms + hand and knee connection with leg	Small (knee)	Medium (shoulders)		Yes		**0,3**
		SP+KF	0,5	0,3	0,4	- 0,1		
24		Stand (two legs, feet) on ballet leg body +palm on foot	Big	Medium (2 legs)		Yes		**0,1**
		F2A+PF	0,1	0,3	0,2	- 0,1		
25		Bridge on a ballet leg (foot)+ palms/palms	Small (foot) and palms (extra)= average	Big hips(0,1)+palms extra small (0,7)+ two feet (small 0,5)= average		Yes	+blind connect, but minus because center of mass lays on support	**0,3**
		4pF/	0,6	0,4		- 0,1	+0,1 -0,1	

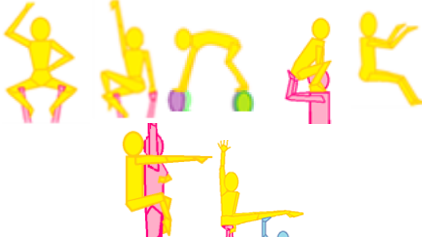
26		Sit on straight feet + blind palms/palms	Small	Medium (butt)		Yes	+ blind	**0,4**
		SiFb/	0,5	0,3	0,4	- 0,1	+ 0,1	
27		"Bridge on Double ballet leg"	Extra small+ small	small + Extra small		Yes	4 points of support +blind	**0,4**
		PF+FP	0,7 0,5	0,5 0,7	0,6	- 0,1	-0,2 +0,1	
28		Shoulders on feet + extra connection palms/palms	Small (feet)	Medium (shoulders)		Yes		**0,3**
		SF/	0,5	0,3	0,4	- 0,1		
29		Sit or Lay on straight feet + palms/palms	Small	Medium (butt)		Yes		**0,3**
		SiF/	0,5	0,3	0,4	- 0,1		
30		Palms/legs + legs/palms	Medium	Medium (shins)		Yes		**0,2**
		PL+LP	0,3	0,3	0,3	- 0,1		
31		Palms on bodies + extra help from base swimmers	Big	Extra small		Yes	1 «spotter» in construction assists featured-swimmer	**0,2**
		PA3*	0,1	0,7	0,4	- 0,1	- 0,1	
32		4 (bridge) or 3 (needle) points of support on legs+ extra help from base swimmers	Big	Extra small+ small		Yes	Additional help	**0,1**
		4pA3*	0,1	0,6	0,3	- 0,1	-0,1	
33		Feet and palms on hands connection	Big	Big		Yes	Bind grip	**0,1**
		BrH	0,1	0,1	0,1	- 0,1	+0,1	
34		Foot and palms on hands connection	Big	Extra small + small (1 leg) = medium		Yes		**0,1**
		3pH	0,1	0,3	0,2	- 0,1		

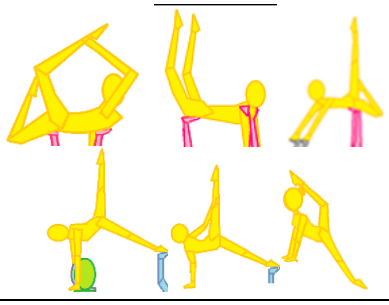
35		Shoulders on hands	Big	Medium		Yes		**0,1**
		ShH	0,1	0,3		-0,1		
36		2 legs on hands	Big	Small		No		**0,3**
		F2H	0,1	0,5	0,3			
37		sit or lay on hands	Big	Big			Center of mass on support	**0,05 basic**
		AH	0,1	0,1	0,1		-0,1	
38		All body (Sit, Lay, Head-down or stand) on 6/7/8 straight bodies Or Compass Or Carpet	Big	Big				**0,1**
		AA	0,1	0,1	0,1			
39		Palms, foot on 2 straight bodies (for example: needle) Or Bridge	Big	Extra small + small = medium		Yes		**0,1**
		3pA2 or Br1A2	0,1	0,3	0,2	- 0,1		
40		Foot on two bodies + palm / foot	Big and small	Small		Yes		**0,3**
		FA2+PF	0,3	0,5	0,4	- 0,1		
41		2 legs on 2 bodies: 1 ballet leg+ 1 straight body	Big	Medium		Yes	Here connect with leg is not for support	**0,1**
		F2A2+PF	0,1	0,3	0,2	- 0,1		
42		Foot on a two body + palm / foot + knee / foot	Big and small and small	Medium (3 points)		Yes		**0,1**
		FB2+PF+KF	0,1	0,3	0,2	- 0,1		
43		2 legs on 2 ballet leg bodies	Big	Medium		Yes	Here connect with leg is not for support	**0,1**
		F2B2+PF+PF	0,1	0,3	0,2	- 0,1		

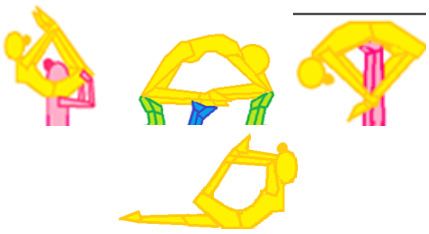
44		Legs on 2 straight bodies	Big	Medium (2 legs)		No		**0,2**
		F2A2	0,1	0,3	0,2			
45		Bridge on 2 straight bodies	Big	Big (4 points)		No		**0,1**
		4pA2	0,1	0,1	0,1			
46		1 leg+2 hands on 2 straight bodies	Big	Medium (3 points)		Yes		**0,1**
		3pA2	0,1	0,3	0,2	-0,1		
47		(4 level), 1 leg on shoulders	Med	Small		Yes	Height of Centre of mass	**0,25**
		FSh	0,3	0,5	0,4	-0,1	-0,05	
48		(4 level) sit on shoulders	Med	Big		Yes	Centre of mass on support	**0,05 basic**
		SiSh	0,3	0,1	0,2	-0,1	-0,1	
49		(4 level) stand on shoulders	Med	Med		Yes	Height of Centre of mass	**0,15**
		2LSh	0,3	0,3	0,3	-0,1	-0,05	
50		1 foot on hands	Big	Small			For extra support	**0,2**
		F1H	0,1	0,5	0,3		-0,1	

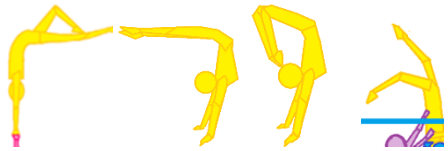
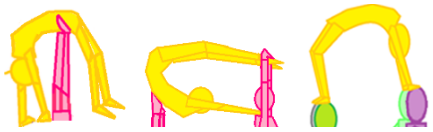
9.3. COMPONENT P - POSITION

Table #33 - GROUP P Positions								
No.	**Picture**	**Name and code**	**Vestibular load/Difficulty to balance**	**Presence or absence of a helping hand (capture)**	**Type and level of flexibility+ Deviation of torso from inner axis**	**Total**	***If position 2***	***Code for position 2 (level)***
Stand on 1 leg								
Universal								
1		Lady (Stand on 1 leg, with another leg less than 90° any side) **ld**	Stand on 1 leg 0,1	- 0	- 0	**0,1**	*0,05*	**2ld**
2		Heron **he**	Stand on 1 leg 0,1	- 0	Bent leg 90 0,05	**0,15**	*0,05*	**2he**
3		Crane **cr**	Stand on 1 leg 0,1	- 0	Fold (leg forward or sideway 90) 0,1	**0,2**	*0,1*	**2cr**
4		Kitri **kr**	Stand on 1 leg 0,1	- 0	Bent leg 90+back 45 0,15	**0,25**	*0,2*	**2kr**
5		Vertical Split **vs**	Stand on 1 leg 0,1	Forward capture 0,05	Fold (leg forward 180) 0,3	**0,45**	*0,3*	**2vs**
Sideways								
6		Swan **sw**	Stand on 1 leg 0,1	- 0	Misc (side 180) 0,3	**0,4**	*0,3*	**2sw**
7		Glass **gl**	Stand on 1 leg 0,1	yes 0,1	Misc (side 180) 0,3	**0,5**	*0,4*	**2gl**

Backwards								
8		Ballerina **ba**	Stand on 1 leg	-	Arch (leg back 90)	**0,25**	*0,1*	**2ba**
			0,1	0	0,15			
9		Eagle **ea**	Stand on 1 leg	-	Leg back 90+ torso forward	**0,35**	*0,25*	**2ea**
			0,1	0	0,25			
10		Sail **sa**	Stand on 1 leg	-	Arch (back forward 90+135 back flex)	**0,45**	*0,3*	**2sa**
			0,1	0	0,35			
11		Needle **ne**	Stand on 1 leg	No Or yes but not opposite hand)	Arch (back forward 90+180 back flex)	**0,55**	*0,45*	**2ne**
			0,1	0	0,45			
12		Eye **ey**	Stand on 1 leg	Yes + blind grip moving leg	Leg backward 135 (0,25) + torso forward almost 90 (0,1)	**0,65**	*0,4*	**2ey**
			0,1	0,2	0,35			
2 legs Stand								
13		Line **Ln**	no	-	-	**basic 0,1**	*0,1*	**2ln**
			0	0	0			
14		Dove **do**	No	-	Arch (back 45)	**0,15**	*0,1*	**2do**
			0	0	0,1			
Sit								
15		Sit **si**	-	-	-	**0,05**	*0,05*	**2si**
			0	0	0			
16		Monkey **mo**	-	-	Half basic Legs 90	**0,1**	0,1	**2mo**
			0	0	0,1			

17		Shrimp **sh**	No	-	Legs (90) + torso 90	**0,2**	*0,2*	**2sh**
			0	0	0,2			
18		Split **spl**	No	-	(90 side + 90 side) Must be an extension between ties almost 180	**0,2**	*0,2*	**2spl**
			0	0	0,2			
Static								
19		Peacock **pe**	Static bonus	-	basic	**0,2**	*0,1*	**2pe**
			0,1	0	0,1			
20		Crocodile **cd**	Static bonus	-	Legs (90) + torso 90	**0,3**	*0,2*	**2cd**
			0,1	0	0,2			
Laying								
21		Scissors **sc**	Laying	-	-	**0,15**	*0,05*	**2sc**
			0,15	0	0			
22		Cobra **co**	Laying	-	Torso 45 back	**0,2**	*0,05*	**2co**
			0,15	0	0,05			
23		Mermaid **mr**	Laying	-	or sideway	**0,15**	*0,05*	**2mr**
			0,15	0				
24		Sunbathe **sb**	Laying	-	Fold (leg 90)	**0,25**	***0,1***	**2sb**
			0,15	0	0,1			
25		Birch **bi**	Laying	-	More than 90 but not 180 Middle between sideway and forward	**0,25**	***0,1***	**2bi**
			0,15	0	0,1			
26		Flamingo **fl**	Laying	-	Torso 45+ leg 90 bent	**0,25**	***0,1***	**2fl**
			0,15	0	0,1			
27		Scorpio **so**	Laying	no or 1 hand	Arch (back 20+ leg 90 and leg 45) or (90 backward)	**0,3**	***0,05***	**2so**
			0,15	0	0,15			

28		Turtle **tu**	Laying	Capture	Arch (back 45 + legs almost 90)	**0,3**	***0,1***	**2tu**
			0,15	0,1	0,1			
29		Seastar **se**	Laying	-	(90 side + 90 side)	**0,35**	***0,1***	**2se**
			0,15	0	0,2			
30		Pin **pi**	Laying	Yes	180 back	**0,6**	***0,45***	**2pi**
			0,15	0,1	0,35			
Head-down								
31		Rose (head-down position leg movements any side less than 90) **ro**	Head-down	-	-	**0,2**	***0,05***	**2ro**
			0,2	0	0			
32		Lamp post **lp**	Head-down	-	Basic (straight) + bent knee	**0,25**	*0,15*	**2lp**
			0,2	0	0,15			
33		Box **bo**	Head-down	-	Fold (legs forw 90)	**0,3**	***0,1***	**2bo**
			0,2	0	0,1			
34		Bamboo **bb**	Head-down	-	Basic (straight) Allowed: small arch	**0,3**	***0,1***	**2bb**
			0,2	0	0,1			
35		Iguana **ig**	Head-down	-	Legs forward more than 90 + back 45	**0,35**	***0,2***	**2ig**
			0,2	0	0,15			
36		Knight **kn**	Laying/ Head-down	-	Back arch 90	**0,35**	***0,15***	**2kn**
			0,2	0	0,15			

37		Willow **wi**	Head-down Static!	-	Legs (back 90) + back arch	**0,4**	***0,15***	**2wi**
			0,2	0	0,2			
38		Beluga **be**	Head-down	-	Misc (side 90+side 90)	**0,4**	***0,2***	**2be**
			0,2	0	0,2			
39		Tower **to**	Head-down (not 1 leg because add 2 hands)	-	Arch (back 45+leg 90)	**0,45**	***0,15***	**2to**
			0,2	0	0,25			
40		Owl **ow**	Head-down	-	Legs forward 90+back 90	**0,45**	***0,2***	**2ow**
			0,2	0	0,25			
41		Bridge **br**	Head-down	-	Arch (back 45+legs 90)	**0,45**	***0,2***	**2br**
			0,2	0	0,25			
42		Drop **dr**	Head-down	yes	Arch (back 180)	**0,6**	***0,3***	**2dr**
			0,2	0,1	0,3			
Combined unique								
43		Queen **qu**	Head-down+ Stand on 1 leg	Yes	Arch (back 180)+leg forw 180	**1**	***0,5***	**2qu**
			0,3	0,1	0,6			

9.4. COMPONENT R - ROTATION OF THE CONSTRUCTION BASE

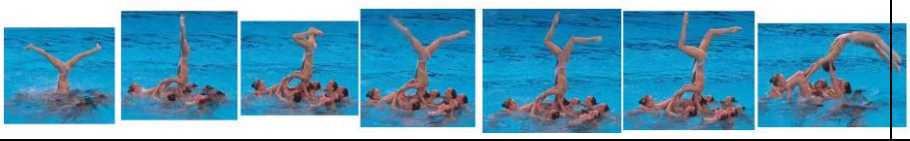
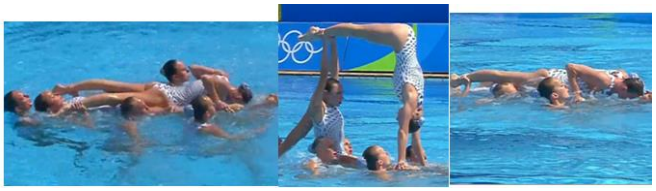
Table #34 - Values for Rotation of the construction base in Group P

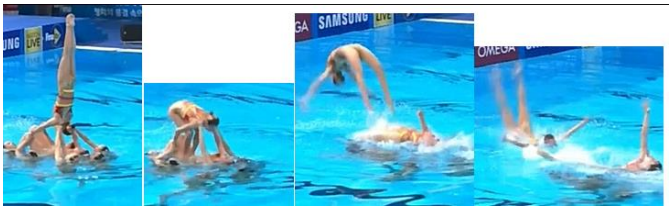
Type	Degree of rotation		
	90°	180°	360°
Value for Platform (all construction rotates including base swimmers)	0,2	0,3	0,4
	R/	**R0,5**	**R1**
Value for Platform (if featured-swimmer sits or in a headstand position, not standing)	0,05	0,1	0,2
	R/*	**R0,5***	**R1***
Value for Float made from hands	-	0,15	0,25
		R0,5h	**R1h**
Value for Float made from legs (Star, Compass etc.)	0,3	0,4	-
	R/l	**R0,5l**	

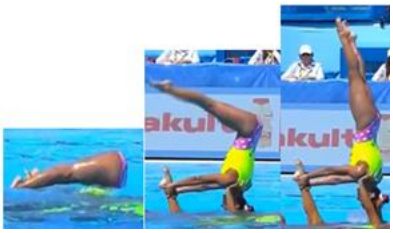
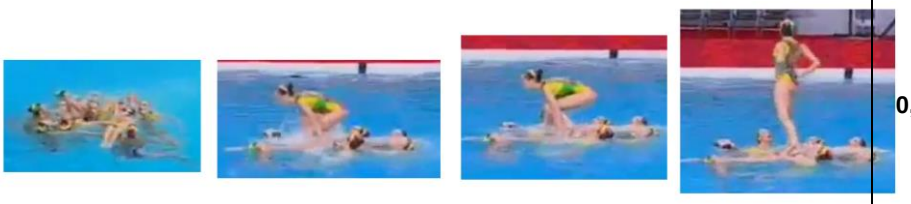
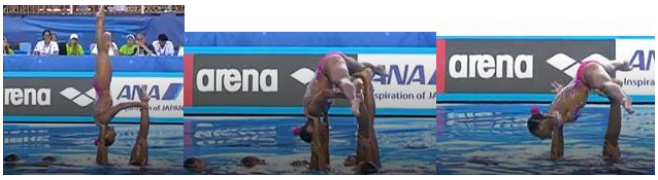
9.5 Plane and Degree of Rotation - N/A for Group P.

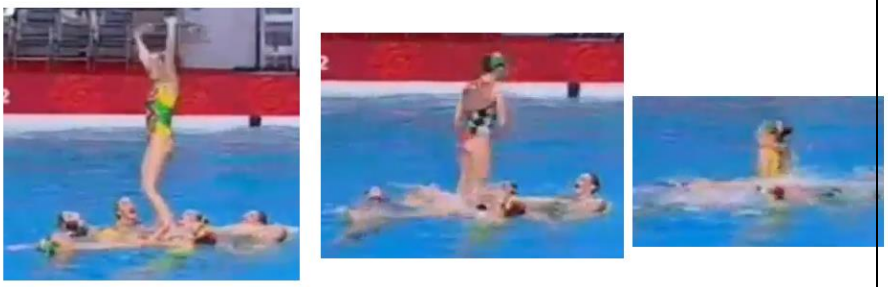
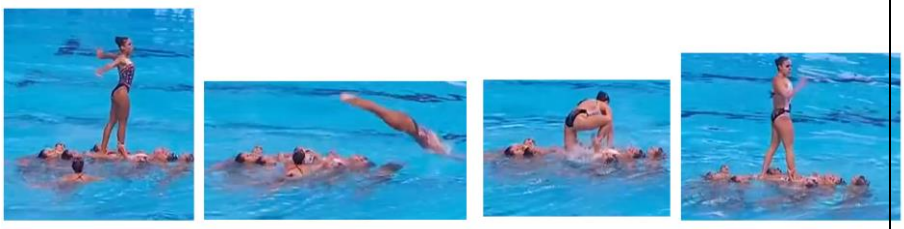
9.6. COMPONENT B - BONUS (Additional Difficulty Enhancement Factors)

Table #35 - List of additions, bonuses, and risk-elements in group P:

Code	For GROUP P		Value
j1	Synchronized actions for double acrobatic movements		**0,2**
j2	Connection between 2 featured-swimmers;		**0,1**
j3	For each additional position (3rd 4th or 5th)		**0,05**
j4	Blind grip between f.swimmer and support		**0,1**
j5	"Roll" on the construction and/or "rolling" (circling action of platform construction, when featured-swimmer submerges after 90° and support swimmer follows them showing 180° arch-action above surface) entrance in the water		**0,2**
j6	Lifting in a "Box" and lowering back		**0,2**

j7	"Spider" action (Float formation: featured-swimmer twists in the shoulder and thigh joints and appears from underwater on a construction. This action has flexibility risk factor)		**0,2**
j8	Floats made from hands, which are "out of water" (not on the surface)		**0,2**
j9	Jump or Dismount or Dive from platform		**0,05**
j10	"Cartwheel" on a platform and entering the water		**0,2**
j11	270° somersault jump from Platform		**0,3**
j12	Move from Platform on to 2 spotter's heads for finishing acrobatic movement as Lift		**0,3**
j13	During platform, f.swimmer breaks palms/palms connect with support and/or lifting torso and maintain position		**0,3**

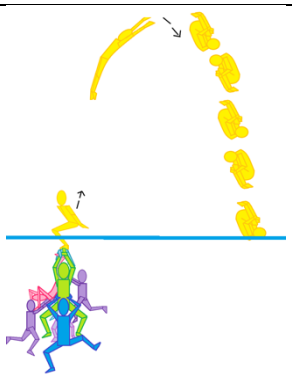
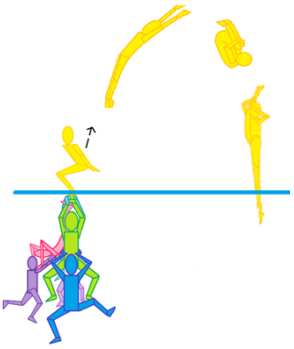
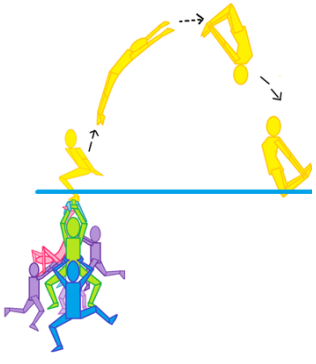
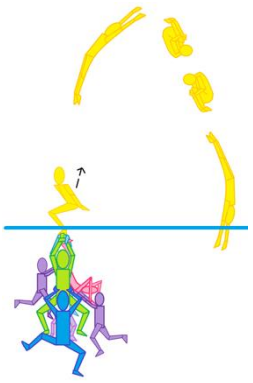
j14	"Spichag" (power press-up from Crocodile to Candle/or Vertical head-down position)		**0,2**
j15	"Break-dance" movements on a float		**0,2**
j16	"Porpoise" start-action for featured-swimmer at the beginning of the acrobatic movement to get to the main position.		**0,1**
j17	Travelling construction		**0,1**
j18	Lifting up from the surface platform-construction		**0,1**
j19	"Surfing", "Riding a wave" (lifting up and down full platform construction (but not away from surface)		**0,1**
j20	Climb onto the platform from under the water (inside the construction)		**0,05**
j21	Change the "grip"		**0,05**

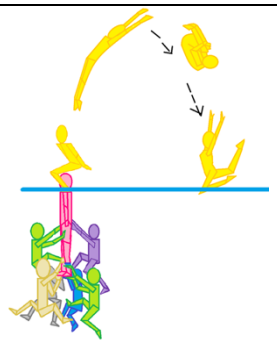
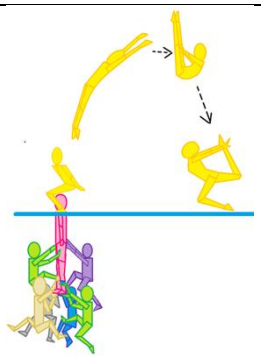
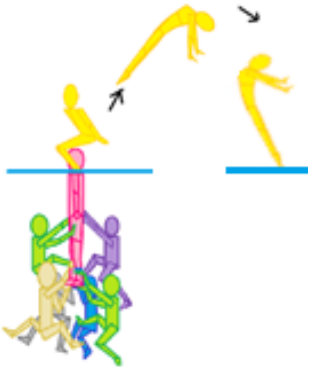
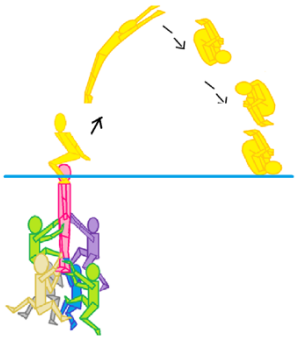
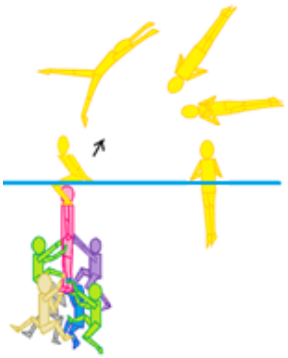
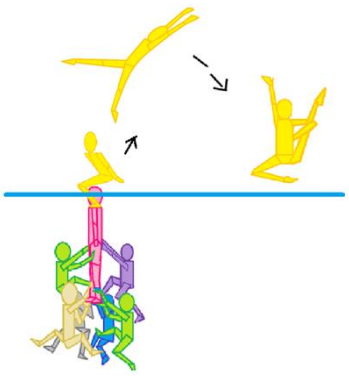
j22	If float was lifted up from under the water and/or submerge after to finish an acrobatic movement		**0,1**
j23	Fast fall down inside floats' construction		**0,05**
j24	Fast fall down inside floats' construction with twirl 360º		**0,1**
j25	Change of featured-swimmer		**0,1**

10. CATALOGUE OF ACROBATIC MOVEMENTS

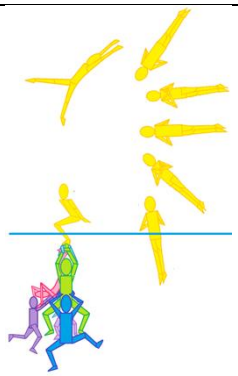
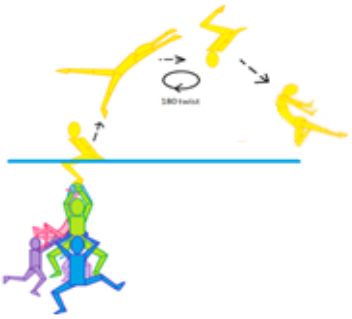
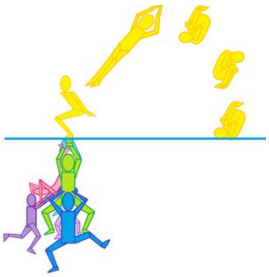
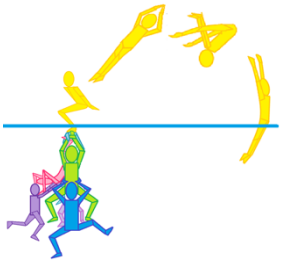
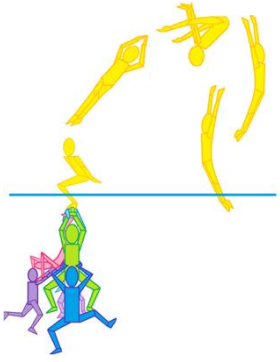
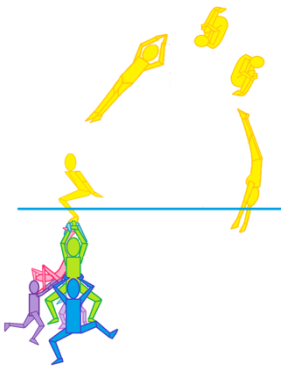
GROUP A		
No.	2	7
Code	AJ-Sq-Back-tk	AJ-Sq-Back-ln-dt0,5
Value	**1,55**	**1,675**
No.	8	9
Code	AJ-Sq-Back-ln-dt1	AJ-Sq-Back-ln-d
Value	**1,725**	**1,575**
No.	10	11
Code	AJ-Sq-Back-ln-s1-u4	AJ-Sq-Back-pk/2ln-s0,5
Value	**2,05**	**1,8**

No.	12	13
Code	AJ-Sq-Back-pk/2ln-s1	AJ-Sq-Back-pk-s1,5
Value	**2,05**	**2,15**
No.	14	15
Code	AJ-Sq-Back-tk/2ln-s0,5	AJ-Sq-Back-tk-s1
Value	**1,7**	**1,85**
No.	16	17
Code	AJ-Sq-Back-tk-s1,5	AJ-Sq-Back-tk-s2
Value	**2,05**	**2,15**

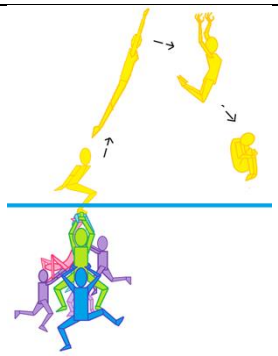
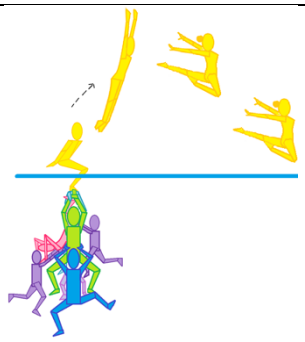
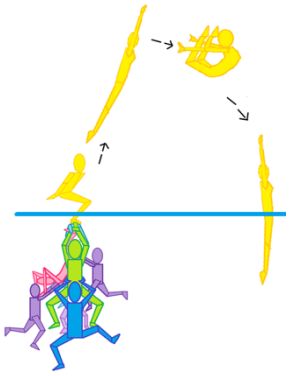
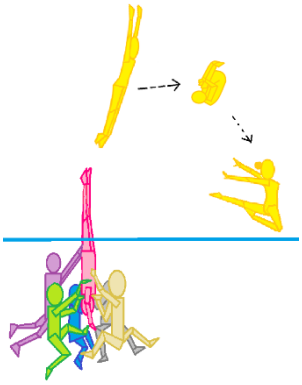
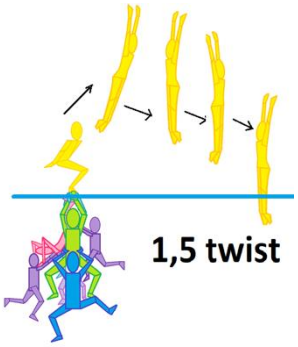
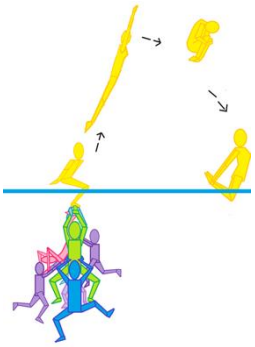
No.	 18	19
Code	AJ -Sq-Back-tk-s2,5	AJ-Sq-Back-ja-s1
Value	**2,35**	**1,95**
No.	20	 152
Code	AJ-Sq-Back-tk/2ja-s1	AJ-Sq-Back-tk/2sp-s1
Value	**2,0**	**2**
No.	 21	 22
Code	AJ-Sq-Back-kt-s1	AJ-Sq-Back-tk/2ln-s1,5-u3
Value	**1,85**	**2,55**

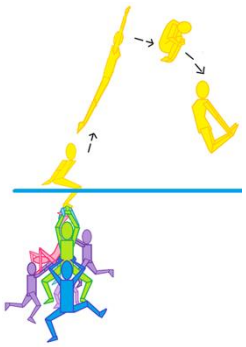
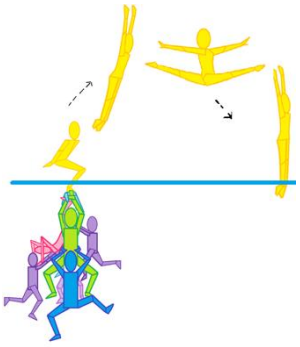
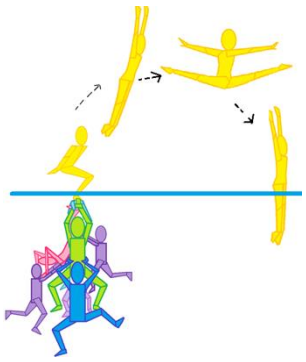
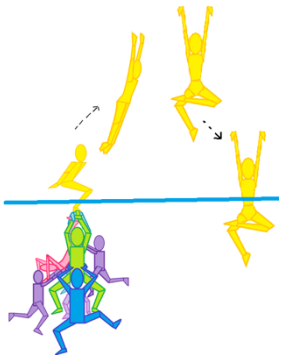
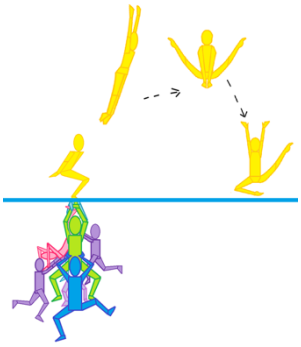
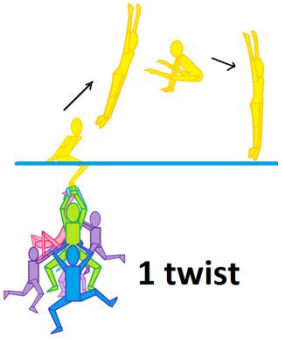
No.	 23	 24
Code	AJ-Shou-Back-tk/2kt-s1	AJ-Shou-Back-pk/2ja-s1
Value	**1,85**	**2**
No.	 1	 3
Code	AJ-Shou-Back-ar-s1	AJ-Shou-Back-tk-s1,5
Value	**1,75**	**1,95**
No.	 4	 5
Code	AJ-Shou-Back-ln-s1t1,5-u5	AJ-Shou-Back-pk-s1
Value	**2,45**	**1,85**

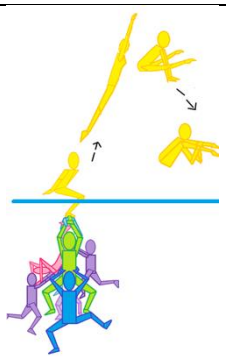
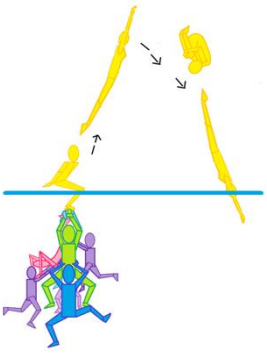
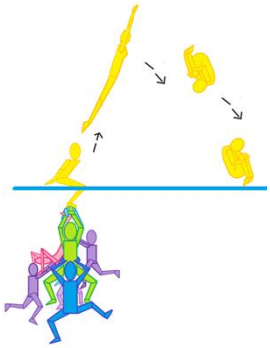
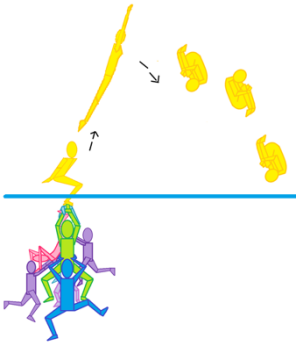
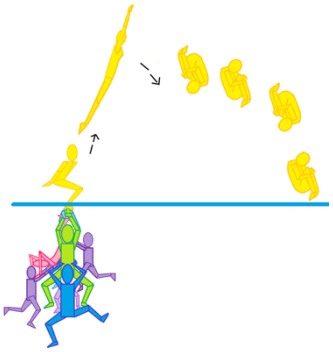
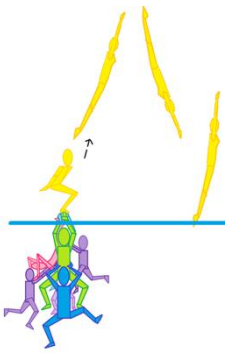
No.	25	26
Code	AJ-Hand-Back-tk/2kt-s1	AW-2Form-Back-ja-s1
Value	**1,95**	**1,9**
No.	27	132
Code	AW-2Sup'-Back-pk/2ln-s1	AJ-Sq-Back-tk-s3
Value	**2**	**2,95**
No.	36	37
Code	AJ-Sq-Back-ln-s1t1,5-u5	AJ-Sq-Back-ln-s1t2-u5
Value	**2,55**	**2,65**

No.	 38	 39
Code	AJ-Sq-Back-ln-s1t2,5-u5	AJ-Sq-Back-tk/2ja-s1t1
Value	**2,75**	**2,20**
No.	 40	 41
Code	AJ-Sq-Back-tk-s1,5t0,5	AJ-Sq-Back-pk/2ln-s1t0,5
Value	**2,15**	**2,15**
No.	 42	 43
Code	AJ-Sq-Back-pk/2ln-s1t1	AJ-Sq-Back-tk/2ln-s1,5t0,5-u3
Value	**2,25**	**2,65**

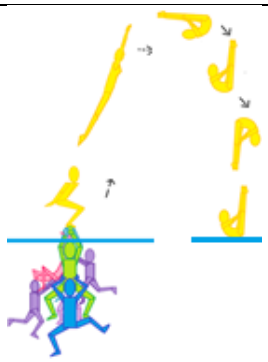
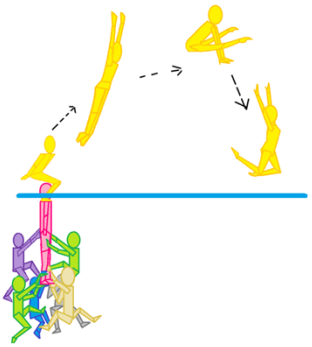
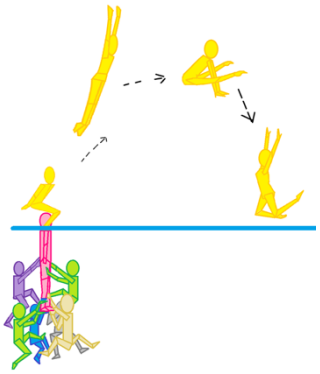
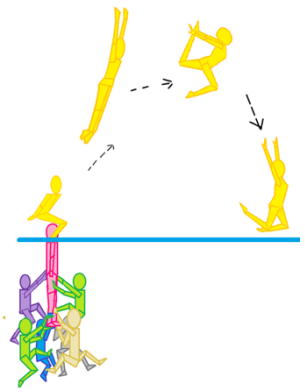
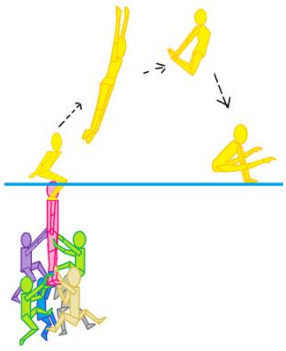
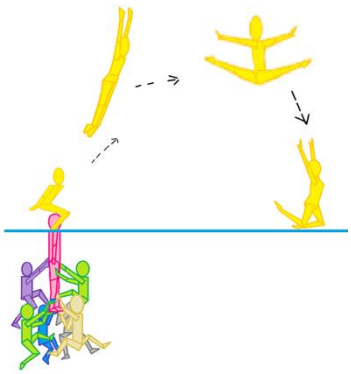
No.	44	129
Code	AJ-Sq-Back-tk-s2t0,5	AJ-Feet-Back-pk/2rg-s1-u12
Value	**2,45**	**2,25**
No.	45	46
Code	AJ-Feet-Back-ln/2ja-s1t1-u12	AJ-Feet-Back-tk/2ln-s1t0,5-u12
Value	**2,30**	**2,15**
No.	6	47
Code	AJ-Feet-Back-ln-s1t1-u12	AW-Feet-Back-ln!/2ja-t0,5-u11
Value	**2,15**	**1,80**

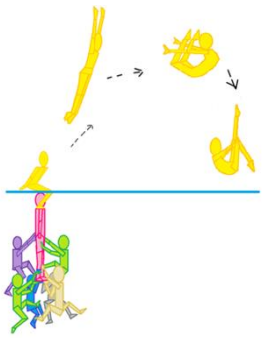
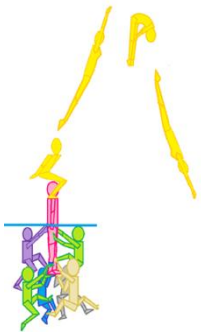
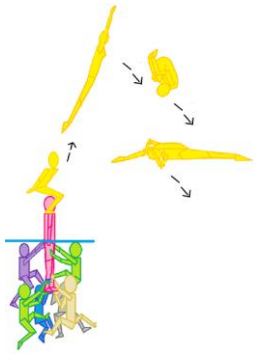
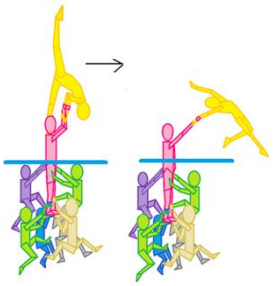
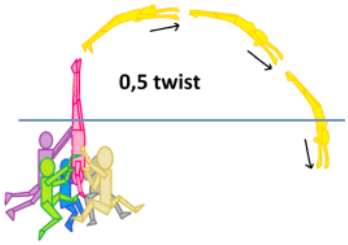
No.	 53	 54
Code	AJ-Sq-Forw-kt/2tk	AJ-Sq-Forw-ja
Value	**1,6**	**1,6**
No.	 55	 50
Code	AJ-Sq-Forw-rg/2ln	AJ-Feet-Rev-tk/2ja-s1-u12
Value	**1,75**	**2,20**
No.	 51	 56
Code	AJ-Sq-FORW-ln-T1,5	AJ-Sq-Forw-tk/2kt
Value	**1,8**	**1,6**

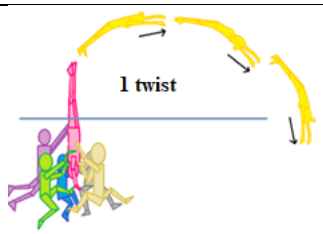
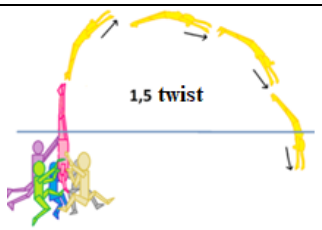
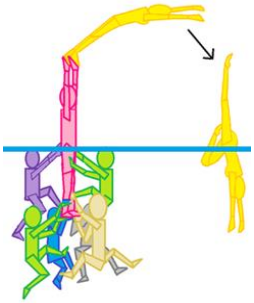
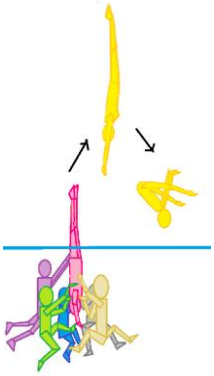
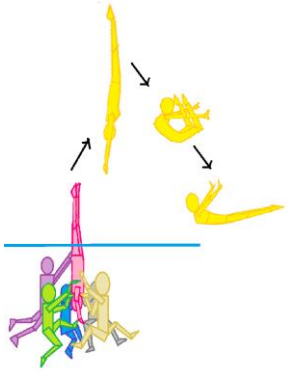
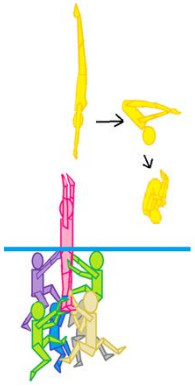
No.	 57	 58
Code	AJ-Sq-Forw-tk/2kt-T0,5	AJ-Sq-Forw-sp/2ln
Value	**1,7**	**1,8**
No.	 59	 60
Code	AJ-Sq-FORW-sp/2ln-T1	AJ-Sq-Forw-mn
Value	**2,05**	**1,45**
No.	 61	 62
Code	AJ-Sq-Forw-pk/2pk	AJ-Sq-FORW-pk/2ln-T1
Value	**1,7**	**1,95**

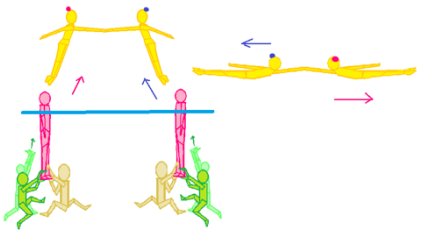
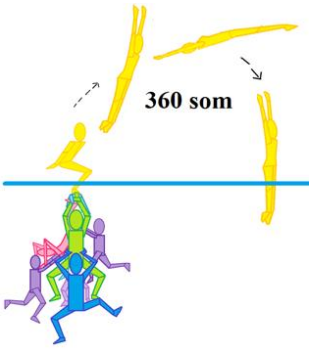
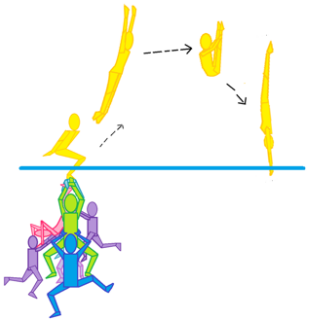
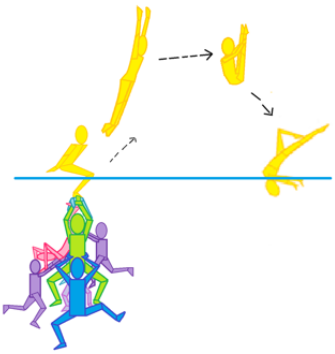
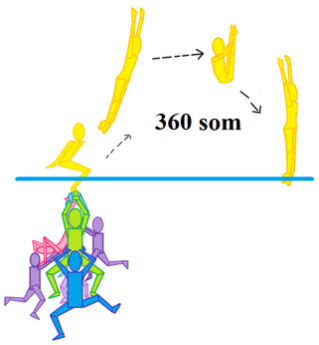
No.	 72	 63
Code	AJ-Sq-Forw-pk	AJ-Sq-Forw-tk/2ln-s0,5
Value	**1,6**	**1,65**
No.	 64	 65
Code	AJ-Sq-FORW-tk-s1	AJ-Sq-FORW-tk-s1,5
Value	**1,9**	**2,1**
No.	 66	 67
Code	AJ-Sq-FORW-tk-s2	AJ-Sq-FORW-ln-s1-u4
Value	**2,2**	**2,1**

No.	52	128
Code	AJ-Sq-FORW-ln-s1t1,5-u5	AJ-Shou-FORW-ln/2ja-T2
Value	**2,6**	**1,9**
No.	133	68
Code	AJ-Sq-Back-pk/2pk-s1	AJ-Sq-Forw-pk/2ln
Value	**2,15**	**1,7**
No.	69	70
Code	AJ-Sq-Forw-pk/2ln-s0,5	AJ-Sq-FORW-pk-s1
Value	**1,75**	**2**

No.	 71	 73
Code	AJ-Sq-FORW-pk-s1,5	AJ-Shou-Forw-pk/2kt
Value	**2,2**	**1,6**
No.	 74	 75 (change legs)
Code	AJ-Shou-Forw-pk/2kt-T0,5	AJ-Shou-Forw-ja/2kt
Value	**1,7**	**1,6**
No.	 76	 48
Code	AJ-Shou-Forw-kt/2pk	AJ-Shou-Forw-sp/2kt
Value	**1,6**	**1,7**

No.	 49	 77
Code	AJ-Shou-Forw-rg/2pk	AJ-Shou-Forw-pk/2ln-s0,5
Value	**1,75**	**1,65**
No.	 78	 79
Code	AJ-Shou-Forw-tk/2sp-s0,5	A-Shou-Forw-ja/2mn-h-u6
Value	**1,6**	**1,675**
No.	80	 81
Code	AJ-St'-FORW-ln-t2-u6	AJ-Feet-Forw-ln-dt0,5-u12
Value	**1,975**	**1,725**

No.	 82	 83
Code	AJ-Feet-FORW-In-dt1-u12	AJ-Feet-FORW-In-dt1,5-u12
Value	**1,875**	**1,925**
No.	 86	 84
Code	AJ-Hand-Forw-pa-d	AW-Feet-Forw-In!/2pk
Value	**1,575**	**1,7**
No.	 85	 Forwards 87
Code	AW-Feet-Forw-In!/2rg-u11	AW-Hand-Forw-In!/2pk-u11
Value	**1,75**	**1,75**

No.	 106	94 This is exception
Code	AJ-Sho-Forw-ln/2ln-T0,5-u10	AJ-Sq-Rev-ln-s0,5!
Value	**1,5**	**1,7**
No.	 95	 96
Code	AJ-Sq-Rev-ln-s1-u4	AJ-Sq-Rev-pk/2ln-s0,5
Value	**2,15**	**1,9**
No.	 136	 97
Code	AJ-Sq-Rev-pk/2pa-s0,5	AJ-Sq-Rev-pk/2ln-s1
Value	**1,95**	**2,15**

No.	137	98
Code	AJ-Shou-Forw-pa	AJ-Sq-Rev-tk/2ln-s0,5
Value	**1,45**	**1,8**
No.	99	100
Code	AJ-Sq-Rev-tk/2ln-s1	AJ-Sq-Rev-tk/2ja-s1
Value	**2,05**	**2,1**
No.	101	102
Code	AJ-Sq-Rev-ar/2ja-s1	AJ-Sq-Rev-tk/2kt-s1
Value	**2,1**	**2,05**

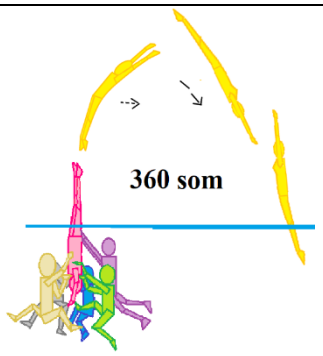
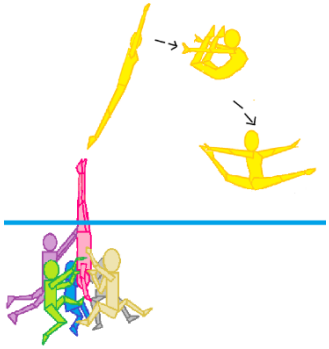
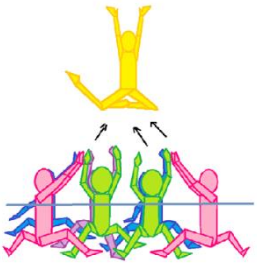
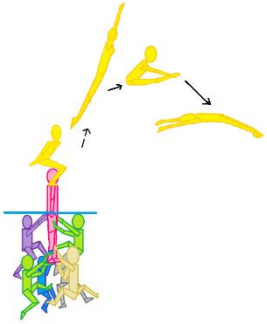
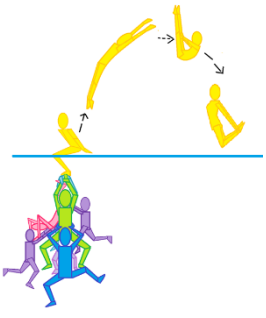
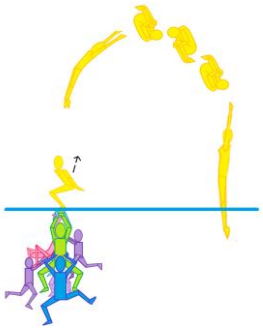
No.	103	104
Code	AW-Feet-Forw-In!/2pk	AW-Feet-FORW-In!/2tk-s1,5
Value	**1,7**	**2,2**
No.	138	105
Code	AW-Feet-Forw-In!	AJ-Shou-FORW-In-t2
Value	**1,5**	**1,9**
No.	139	110
Code	A-Thr-Up-In-T1	AW-Feet-Forw-In-d
Value	**1,2**	**1,525**

No.	107	108
Code	AW-Feet-Back-ar-d-u12	AJ-Sq-Back-tk/2ln-s1t1-u11
Value	**1,675**	**2,2**
No.	109	112
Code	AW-Feet-Forw-ln!/2kt	A-Shou-Side-ki/2pk-c-u9
Value	**1,6**	**1,85**
No.	114	115
Code	AJ-Sq-Back-tk-f1	AJ-Sq-Back-tk-f1,5
Value	**1,95**	**2,15**

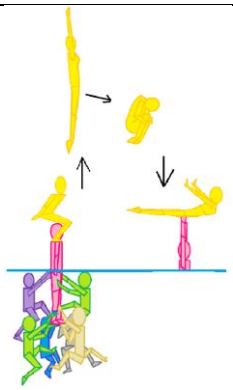
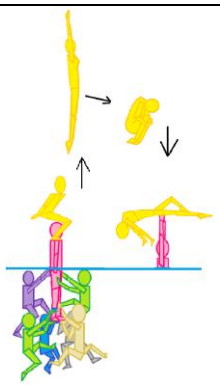
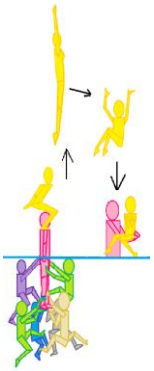
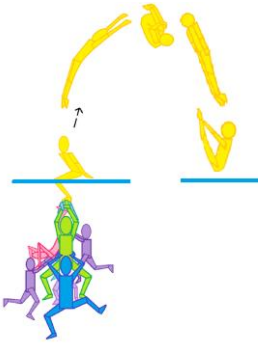
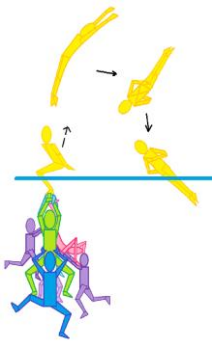
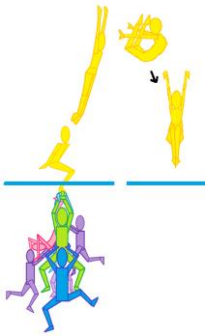
No.	116	130
Code	AJ-Sq-Back-tk-f2	AJ-Sq-FORW-tk-f1
Value	**2,25**	**2**
No.	117	135
Code	AJ-Shou-Back-tk-f1,5	AJ-Sq-Back-rg/2tk-s2
Value	**2,05**	**2,4**
No.	118	131
Code	AW-Surf-Up-mn	AW-Surf-Up-pk/2ar
Value	**0,6**	**0,85**

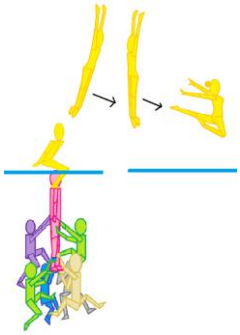
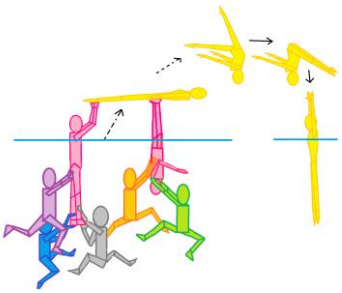
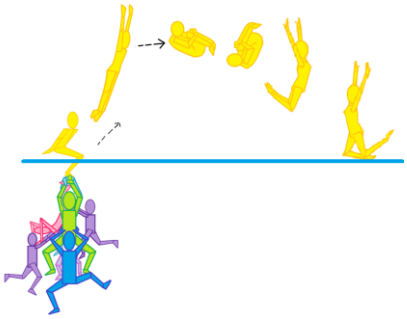
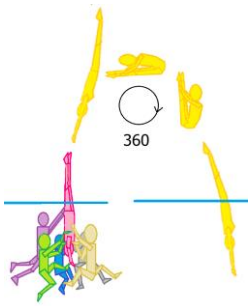
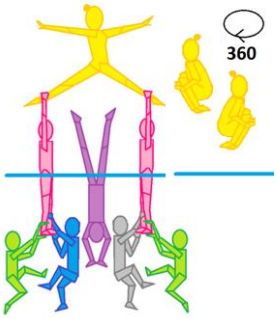
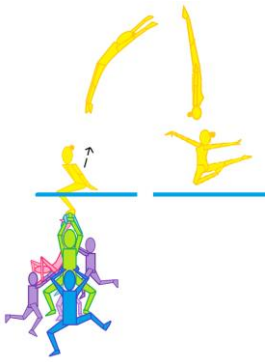
No.	120	134
Code	AJ-Sq-Up-ln-u7	AJ-Sq-Up-sp/2ln-u7
Value	**1,8**	**2,1**
No.	121	119
Code	AJ-Shou-Up-pk/2ar-u7/u15	AW-Surf-Up-ln-T1
Value	**2**	**0,8**
No.	122	123
Code	AJ-3Pair-Up-ln-T2	AW-Tripl-Up-ln-t1-u13
Value	**1,4**	**1,9**

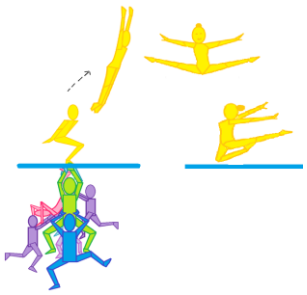
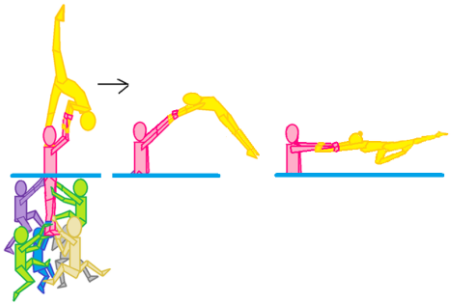
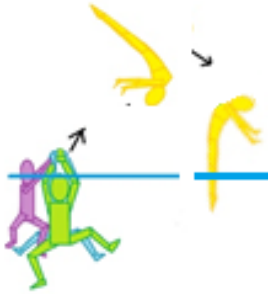
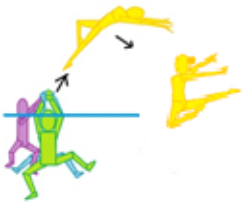
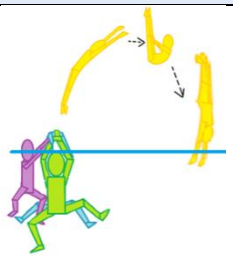
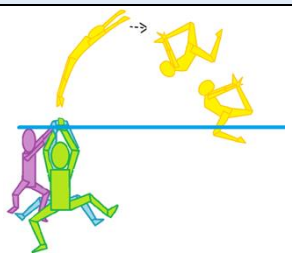
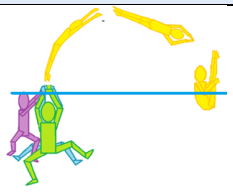
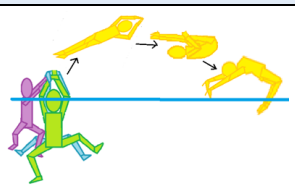
No.	124	125
Code	AW-Tripl-Up-ln-t1,5	AW-Tripl-Up-ln-t1-u13
Value	**1,8**	**1,9**
No.	126	127
Code	AW-Tripl-Up-ln-T1-u14	AJ-Hand-Up-ma-T0,5
Value	**1,85**	**1,65**
No.	143	151
Code	AJ-Shou-FORW-ln-T2	AJ-Sq-Forw-sp/2sp-T0,5
Value	**1,75**	**1,95**

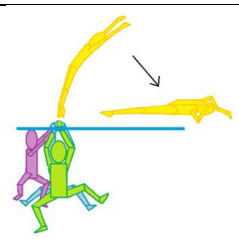
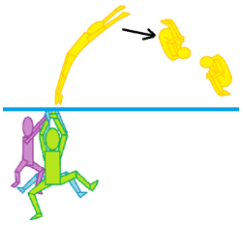
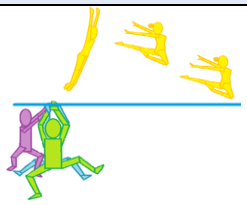
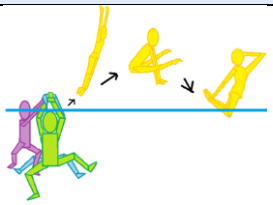
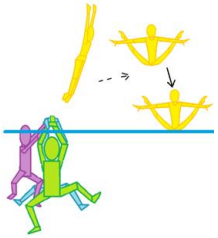
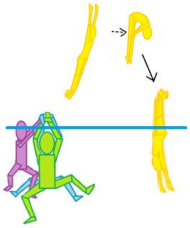
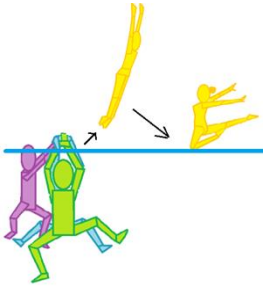
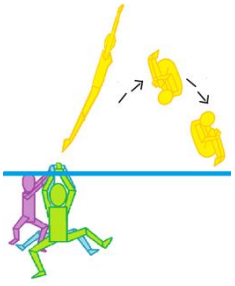
No.	 144	 142
Code	AJ-Feet-Back-In-s1-u12/u4	AJ-Feet-Forw-rg/2sp
Value	**2,15**	**1,8**
No.	 145	 141
Code	AW-Surf-Up-kt	AJ-Shou-Forw-pk/2ln
Value	**0,65**	**1,6**
No.	 140	 150
Code	AJ-Sq-Back-pk/2kt-s1	AJ-Sq-Back-tk/2ln-s2-u2
Value	**2,05**	**2,75**

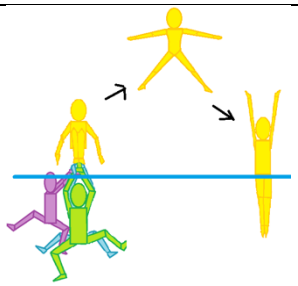
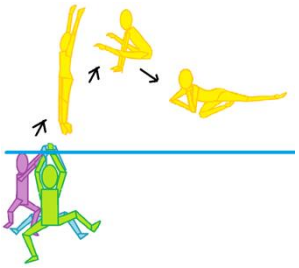
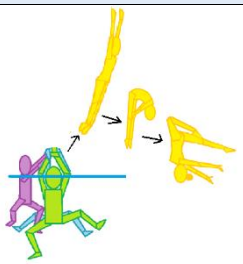
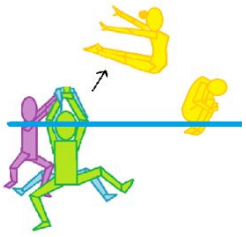
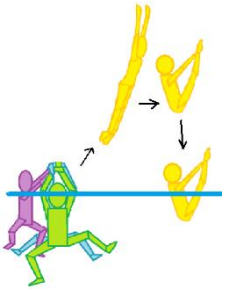
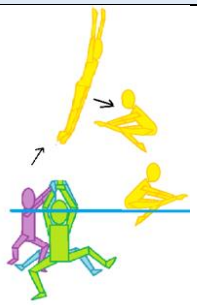
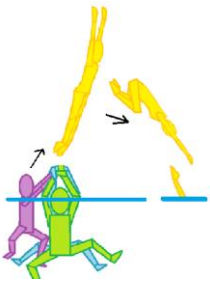
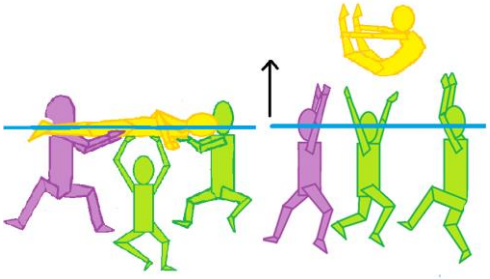
No.	153	154
Code	AJ-Sq-Back-pk-s2	AJ-Sq-Forw-sp/2ja
Value	**2,25**	**1,85**
No.	155	156
Code	AJ-Sq-Back-pk/2sp-s1	AJ-3Pair-Back-ar-d
Value	**2,1**	**1,225**
No.	157	158
Code	AJ-Shou-Back-pk-f1	AJ-Shou-Back-pk/2ar-s1-u15
Value	**1,95**	**2,05**

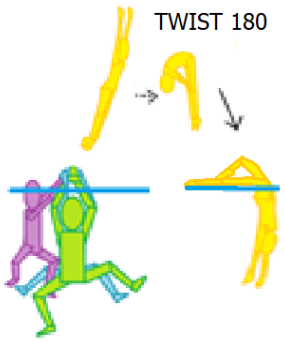
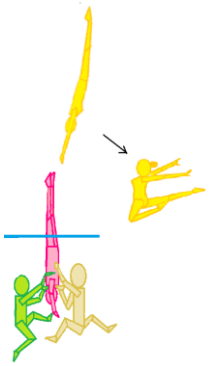
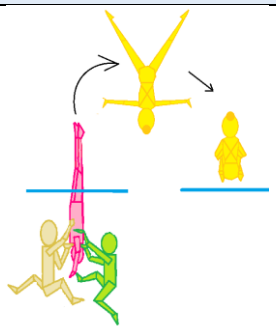
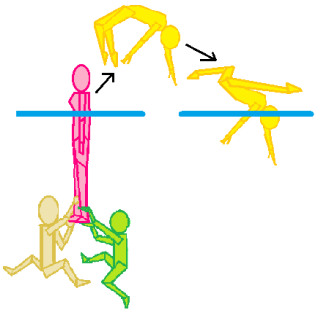
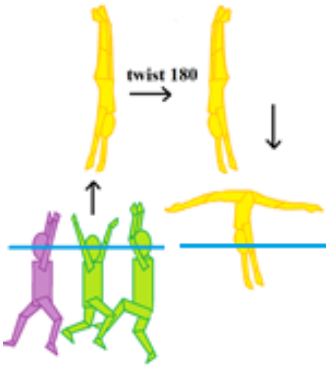
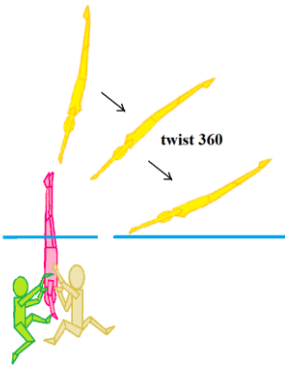
No.	 159	 160
Code	AJ-Shou-Up-tk/2ar-u15	AJ-Shou-Up-tk/2pa-u15
Value	**1,6**	**1,65**
No.	 161	 162
Code	AJ-Shou-Up-tk-u15	AJ-Sq-Back-tk/2ln-s1,5-u11
Value	**1,5**	**2,25**
No.	 163	 164
Code	AJ-Sq-Back-ln-s1t1	AJ-Sq-Forw-rg/2tk
Value	**2,05**	**1,75**

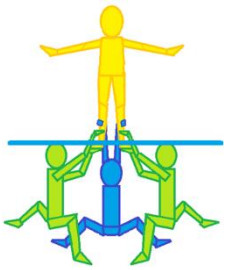
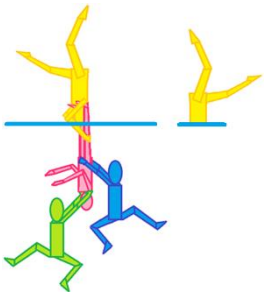
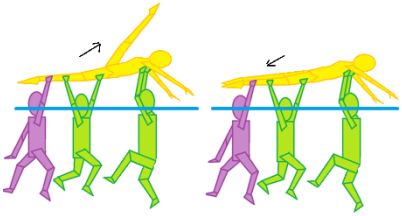
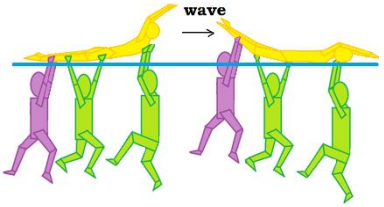
No.	 165	 166
Code	AJ-Shou-FORW-ln/2ja-T1	AW-2Form-Back-pk/2ln-s1
Value	**1,8**	**2**
No.	 167	 168
Code	A-Sq-Rev-tk/2kt-s1t0,5	AW-Feet-Rev-pk/2ln-s1
Value	**2,15**	**2,15**
No.	 169	 170
Code	AW-Tripl-Up-tk-T1-u14	AJ-Sq-Back-ln/2ja-s1
Value	**1,85**	**2**

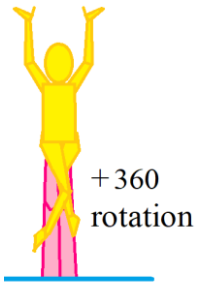
No.	 171	 172
Code	AJ-Sq-Forw-sp/2ja-T0,5	A-Shou-Forw-ja/2ln-h-u16/u11
Value	**1,95**	**1,85**
GROUP A (“small” jumps)		
No.	 28	 29
Code	AJ-Thr-Back-ar-s1	AJ-Thr-Back-ja-s1
Value	**1,4**	**1,5**
No.	 30	 31
Code	AJ-Thr-Back-pk/2ln-S0,5	AJ-Thr-Back-ja-s1
Value	**1,5**	**1,5**
No.	 32	 33
Code	AJ-Thr-Back-ln/2pk-S0,5t0,5	AJ-Thr-Back-pk/2ar-t0,5
Value	**1,6**	**1,4**

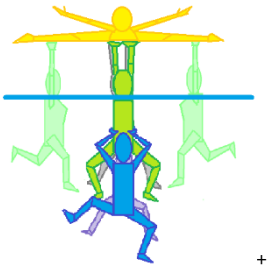
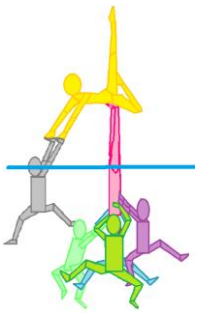
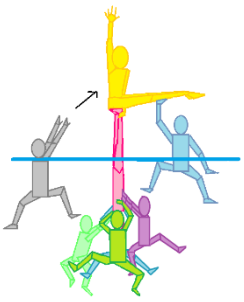
No.	 34	 35
Code	AJ-Thr-Back-sp	AJ-Thr-Back-tk-s1
Value	**1,3**	**1,4**
No.	 88	 89
Code	AJ-Thr-Forw-ja	AJ-Thr-Forw-pk/2kt
Value	**1,15**	**1,25**
No.	 90	 91
Code	AJ-Thr-Forw-pk	AJ-Thr-Forw-pk/2ln-S0,5
Value	**1,15**	**1,45**
No.	 92	 93
Code	AJ-Thr-Forw-ln/2ja-T0,5	AJ-Thr-FORW-tk-s1
Value	**1,3**	**1,45**

No.	 113	 111
Code	AJ-Thr-Side-mn/2ln	AJ-Thr-Back-pk/2pa
Value	**1,25**	**1,35**
No.	 146	 148
Code	AJ-Thr-Forw-pk/2ja-S0,5	AJ-Thr-Forw-ar/2tk
Value	**1,5**	**1,15**
No.	 147	 149
Code	AJ-Thr-Forw-pk	AJ-Thr-FORW-pk-T1
Value	**1,15**	**1,4**
No.	 173	 174
Code	AJ-Thr-Forw-tk/2ln-d	AW-surf-Up-rg
Value	**1,175**	**0,8**

No.	 175	 176
Code	AJ-Thr-Up-pk/2ja-S0,5t0,5	AW-feet-Forw-ja-S0,5
Value	**1,6**	**1,55**
No.	 177	 178
Code	AW-feet-Side-mn/2tk-s1	AJ-Sho-Back-ar/2nj-d
Value	**1,75**	**1,325**
No.	 179	 180
Code	AW-surf-Up-ln/2sp-t0,5	AW-feet-Up-ln-t1
Value	**0,9**	**1,45**

GROUP B		
No.	 111	 145
Code	BL-L-Li-ln	BS-stH-ShF-ro-w9
Value	**0,9**	**1,45**
No.	112	 117
Code	BL-L-Li-tu	BL-L-Li-sb/2sc
Value	**1,1**	**1,1**
No.	75	 113
Code	BL-Ⅎ-Li-pi	BL-L-Li-sc-w10
Value	**1,3**	**1,05**

No.	130	131
Code	BL-Lh(2)-Li4H-br+wi-w5	BL-L(2)-Li-wi-w5
Value	**2,15**	**1,3**
No.	114	115
Code	BL-⅂-Li-sw	BL-⅂-Li-bi
Value	**1,1**	**0,95**
No.	153	 150
Code	BL-L-Li-tu	BS-StH-SiF-si-r1!
Value	**1,1**	**2,05**

No.	116	 + 180 rot 118
Code	BL-⅂-Li-spl	BL-⅂-Li-se-r0,5L
Value	**0,9**	**1,45**
No.	102	103
Code	BS-StH’’-SiF*-co	BS-StH’’’-SiF*-kn
Value	**1,45**	**1,5**
No.	 98	 101
Code	BS-StH’-SiF*-so	BS-StH’’-SiF*-mo
Value	**1,55**	**1,35**

No.	46	47
Code	BS-StH’’’’-AF*-br	BS-StH’’’’-AF*-br/2sc-r0,5!
Value	**1,6**	**1,95**
No.	80	81
Code	BS-StH’’-ShF*-ow	BS-StH’’’’-ShF*-bb
Value	**1,7**	**1,45**
No.	119	120
Code	BL-Lh-Li4H-mo	BL-Lh-Li4H-br
Value	**1,1**	**1,45**

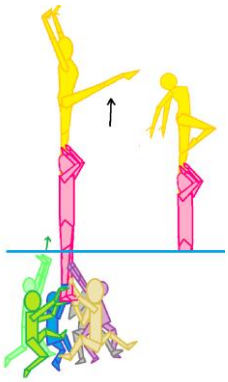
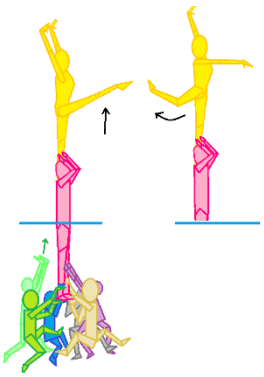
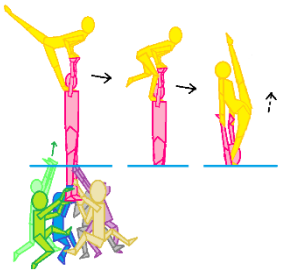
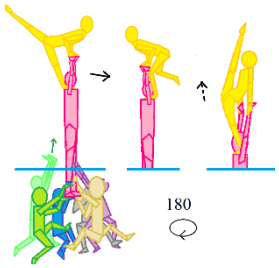
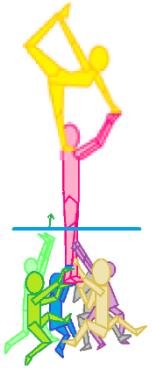
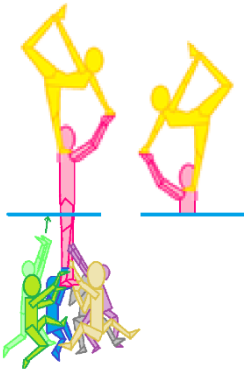
No.	121	122
Code	BL-LMu-Li4H-mo/2br	BL-LM-Li4H-mo/2spl-w7
Value	**2**	**1,75**
No.	123	104
Code	BL-LMp-Li-ln/2spl-w7/w14	BS-2Sup-Le-be
Value	**1,45**	**1,7**
No.	105	106
Code	BS-2Sup-Le-so	BS-2Sup-Le-kn
Value	**1,6**	**1,65**

No.	132	133
Code	BS-2Sup-Le-co	BS-2Sup-Le-ne
Value	**1,5**	**1,85**
No.	134	135
Code	BS-St''Hs-SpSp-spl	BS-2mSup-Le-co
Value	**1,5**	**1,7**
No.	107	108
Code	BS-2SupH(2)-Ta-co-w5	BS-2SupH-Ta-bb
Value	**2,15**	**2,05**

No.	109	110
Code	BS-2SupH-Ta-spl	BS-2SupH-Ta-sc
Value	**1,95**	**1,9**
No.	39	44
Code	BS-St-SIS-si	BS-St-SIS-tu-r0,5
Value	**1,2**	**1,65**
No.	43	128
Code	BS-St-SIS-sc-r0,5	BS-2Sup-E-bo/2bb-r1!
Value	**1,5**	**2,55**

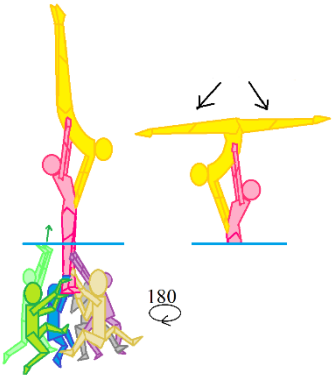
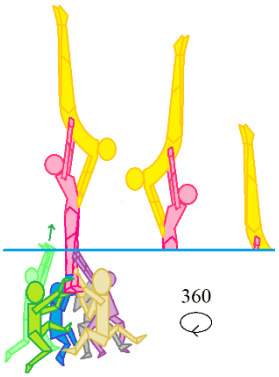
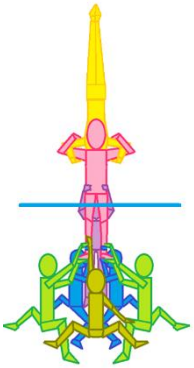
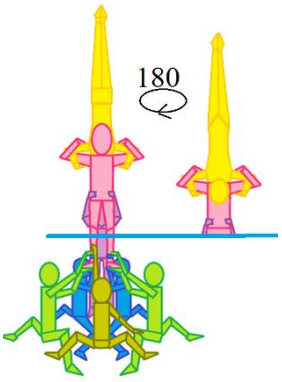
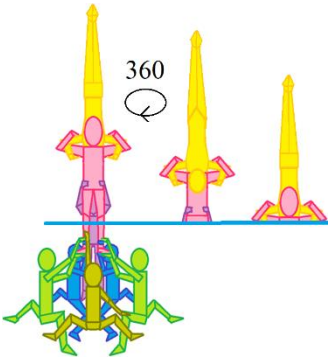
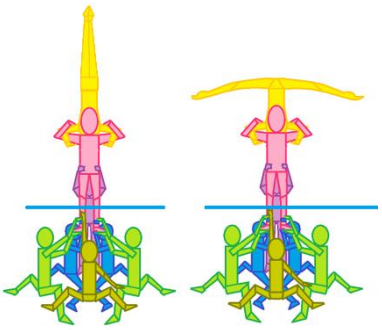
No.	1	2
Code	BS-St-FS-ln	BS-St-FS-ln-r0,5*
Value	**1,2**	**1,25**
No.	3	4
Code	BS-St-FS-ln-r1*	BS-St-FS-ln-r1,5*
Value	**1,3**	**1,35**
No.	5	6
Code	BS-St-F1S-he	BS-St-F1S-he-r0,5
Value	**1,3**	**1,5**

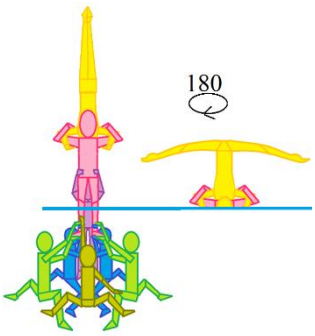
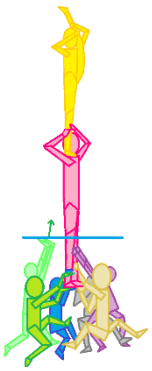
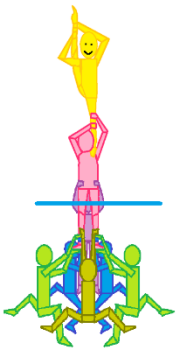
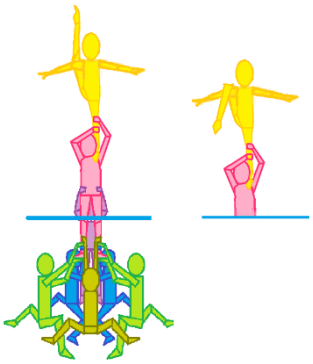
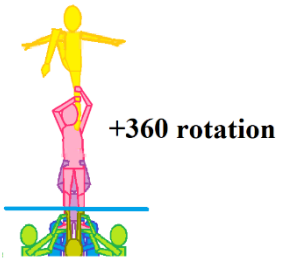
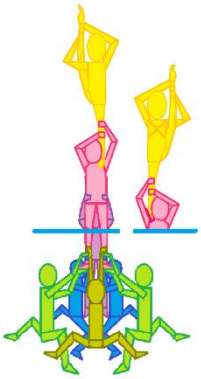
No.	7	8
Code	BS-St-F1S-he-r1	BS-St-F1S-he-r1,5
Value	**1,6**	**1,7**
No.	13	14
Code	BS-St-F1S-ba	BS-St-F1S-ba-r0,5
Value	**1,4**	**1,6**
No.	15	33
Code	BS-St-F1S-ba-r1	BS-St-F1S-cr/2ba-r0,5
Value	**1,7**	**1,65**

No.	31 	32 
Code	BS-St-F1S-cr/2kr	BS-St-F1S-cr/2ba
Value	**1,55**	**1,45**
No.	11 	12 
Code	BS-St-F1S/-ba/2vs	BS-St-F1S/-ba/2vs-r0,5
Value	**1,8**	**2**
No.	21 	22 
Code	BS-St-F1S/-sa	BS-St-F1S/-sa-R0,5
Value	**1,7**	**1,95**

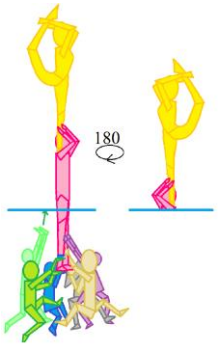
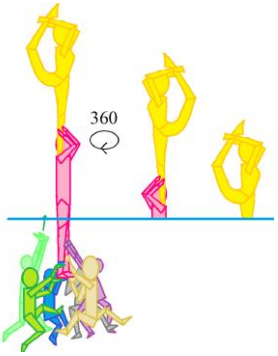
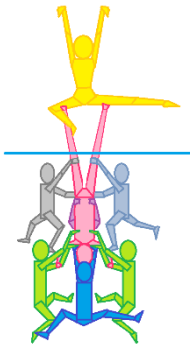
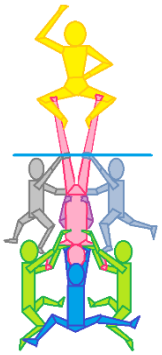
No.	23	9
Code	BS-St-F1S/-sa-R1	BS-St-F1S-ba
Value	**2,05**	**1,4**
No.	42	45
Code	BS-St-W-kn	BS-St-SiSb-sh
Value	**1,8**	**1,75**
No.	10	19
Code	BS-St-F1S/-ba	BS-St-F1S/-ne
Value	**1,5**	**1,8**

No.	88	89
Code	BS-St-Su-bb	BS-St-Su-bb/2ow
Value	**1,45**	**1,65**
No.	124	93
Code	BS-St-Su-be-r1	BS-St-AP\bb
Value	**1,85**	**1,45**
No.	136	90
Code	BS-St-AP\-kn	BS-St-Tw-bb
Value	**1,5**	**1,45**

No.	91 	92 
Code	BS-St-Tw-bb/2ow-r0,5	BS-St-Tw-bb-r1
Value	**1,85**	**1,75**
No.	83 	84 
Code	BS-St-Bp-bb	BS-St-Bp-bb-r0,5
Value	**1,65**	**1,85**
No.	85 	86 
Code	BS-St-Bp-bb-r1	BS-St-Bp-bb/2be
Value	**1,95**	**1,85**

No.	87 	24 
Code	BS-St-Bp-bb/2be-r0,5	BS-St-F1S-vs
Value	**2,05**	**1,6**
No.	27 	137 
Code	BS-St-F1S-gl	BS-St-F1S-sw
Value	**1,65**	**1,55**
No.	138 	28 
Code	BS-St-F1S-sw-R1	BS-St-FIS-gl-R0,5
Value	**1,9**	**1,9**

No.	25	26
Code	BS-St-F1S-vs-R0,5	BS-St-F1S-vs-R1
Value	**1,85**	**1,95**
No.	29	30
Code	BS-St-FIS-gl-R1	BS-St-FIS-gl-R1,5
Value	**2**	**2,1**
No.	129	16
Code	BS-St*-FP*-ne/2he-w4/w11	BS-St-F1S-ey
Value	**2,25**	**1,8**

No.	17 	18 
Code	BS-St-F1S-ey-R0,5	BS-St-F1S-ey-R1
Value	**2,05**	**2,15**
No.	20	57
Code	BS-St-F1S-ln/2ne	BS-StH-SiF-tu
Value	**1,7**	**1,8**
No.	51 	50 
Code	BS-StH-SiV-spl	BS-StH-SiV-mo
Value	**1,75**	**1,65**

No.	52	48
Code	BS-StH-SiV-spl/2mo	BS-StH-AV-sb
Value	**1,85**	**1,7**
No.	49	94
Code	BS-StH-AV-sb-r0,5!	BS-StH-AV-be
Value	**2**	**1,85**
No.	95	40
Code	BS-StH-AV-be-r1!	BS-St-AP-so-r1
Value	**2,35**	**2,1**

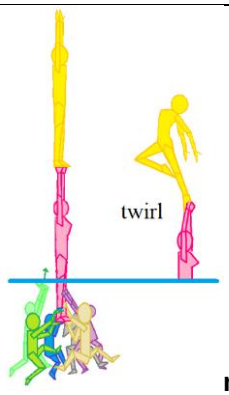
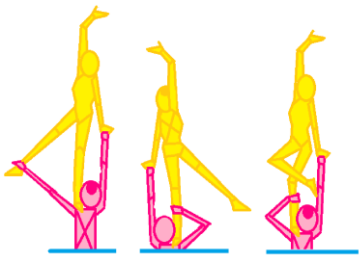
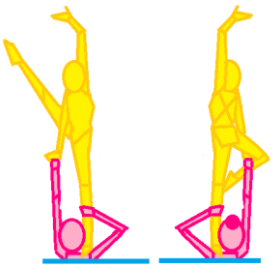
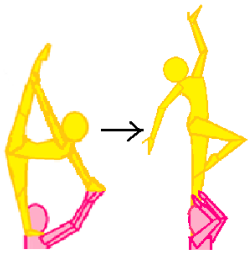
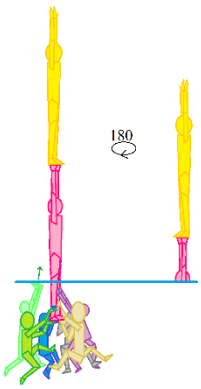
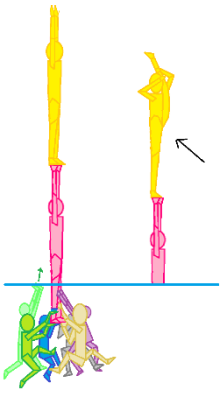
No.	41	82
Code	BS-St-AP-spl	BS-St-AP-be
Value	**1,7**	**1,9**
No.	125	100
Code	BS-StH-SiF-bb	BS-StH-SiF-kn
Value	**1,8**	**1,85**
No.	96	139
Code	BS-StH-SiF-co	BS-StH-SiF-co-r0,5!
Value	**1,7**	**2**

No.	97	99
Code	BS-StH-SiF-sh	BS-StH-SiF-tu
Value	**1,7**	**1,8**
No.	140	141
Code	BS-StH-SiF-sh/2sc	BS-StH-SiF-sh/2fl
Value	**1,75**	**1,8**
No.	142	56
Code	BS-StH-ShF-ro/2wi-r0,5!	BS-StH-FF-ln-r0,5!
Value	**2,3**	**2,45**

No.	55	54
Code	BS-StH-FF-ln	BS-StH’’’-FF*-ln
Value	**2,15**	**1,65**
No.	53	78
Code	BS-StHt-FF*-ln	BS-StH-ShF-bb
Value	**1,75**	**1,95**
No.	79	58
Code	BS-StH-ShF-bb/2ow-w7	BS-St-E-bb
Value	**2,2**	**1,8**

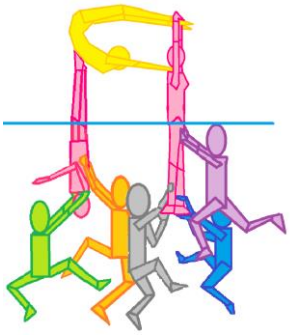
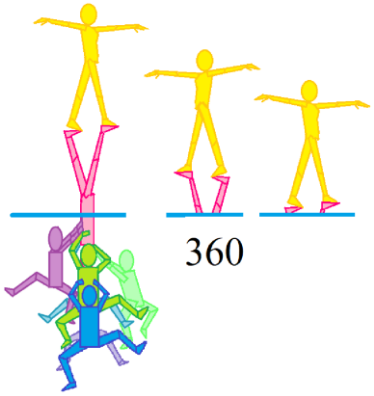
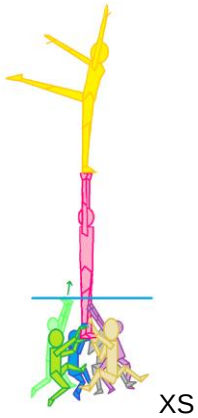
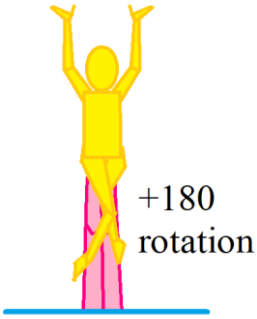
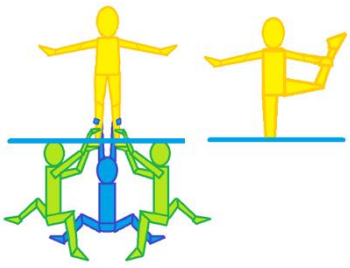
No.	61	59
Code	BS-St-E-bb/2ow	BS-St-E-bb-r0,5!
Value	**2**	**2,1**
No.	60	62
Code	BS-St-E-bb-r1!	BS-St-E-bb/2ow-r0,5!
Value	**2,3**	**2,3**
No.	63	76
Code	BS-St-E-bb/2ow-r1!	BS-St-Py-be-r1!
Value	**2,5**	**2,35**

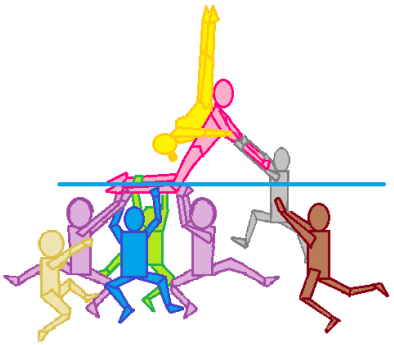
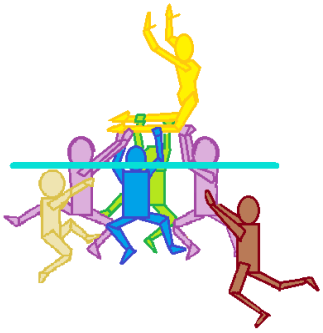
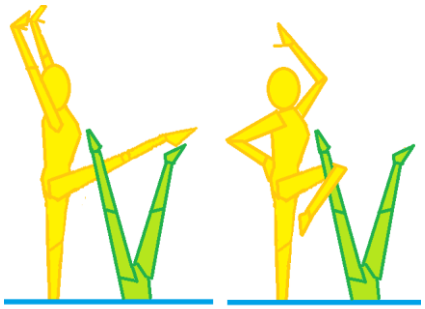
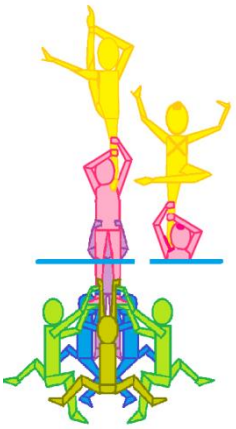
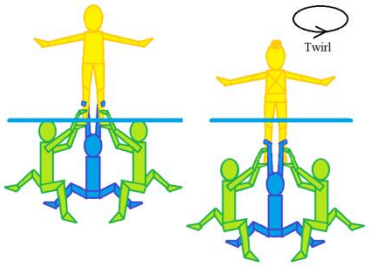
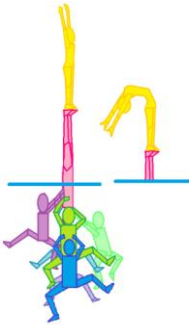
No.	126	127
Code	BS-St’’Hp-ShF-wi	BS-St’’Hc-AL/-ln
Value	**1,9**	**1,4**
No.	77	143
Code	BS-St-PH/-bb	BS-St»-FPx-he
Value	**2,15**	**2,15**
No.	144	34
Code	BS-St-FPx-he	BS-St-FP-ln
Value	**2,25**	**2,1**

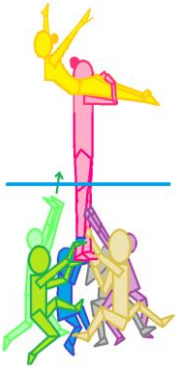
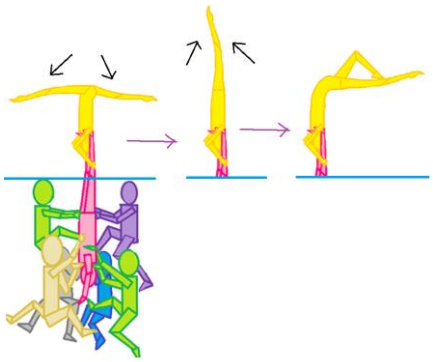
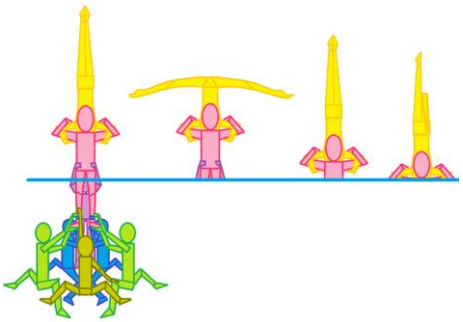
No.	 **not XS** 146	 156
Code	BS-St-FP-ln/2he-w9	BS-St-F1S/-ld/2ld-r1
Value	**2,2**	**1,7**
No.	 155	 147
Code	BS-St-F1S/-sw/2ld-r0,5	BS-St-F1S/-ne/2kr-w4
Value	**1,9**	**2,2**
No.	 35	 38
Code	BS-St-FP-ln-r0,5	BS-St-FPx-ln/2vs
Value	**2,3**	**2,5**

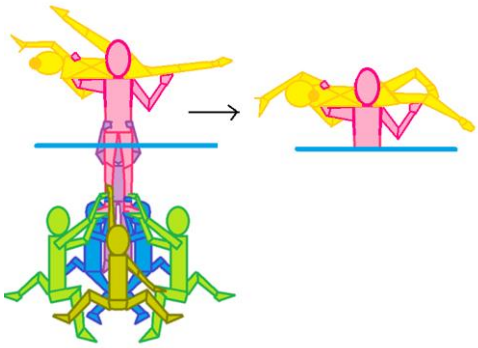
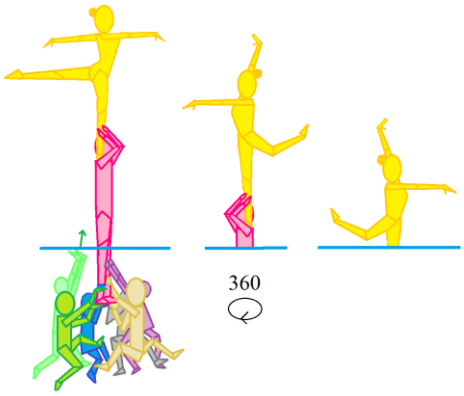
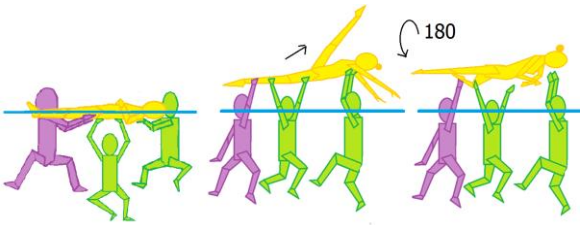
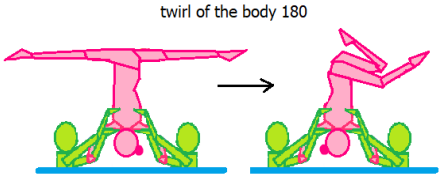
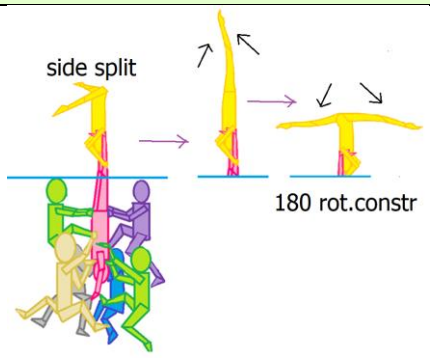
No.	36	64
Code	BS-St-FP-ln-r1	BS-St-PP-bb
Value	**2,4**	**2,35**
No.	65	72
Code	BS-St-PP-bb-r0,5!	BS-St-PP-be
Value	**2,65**	**2,45**
No.	66	67
Code	BS-St-PP-bb-r1!	BS-St-PP-lp/2wi
Value	**2,85**	**2,45**

No.	68	70
Code	BS-St-PP-bb/2ow	BS-St-PP-bb/2ow-w7
Value	**2,55**	**2,6**
No.	74	69
Code	BS-St-PP-bb/2be-w7	BS-St-PP-bb/2ow-r0,5!
Value	**2,6**	**2,85**
No.	71	73
Code	BS-St-PP-bb/2ow-r1!-w7	BS-St-PP-be-r1!
Value	**3,1**	**2,95**

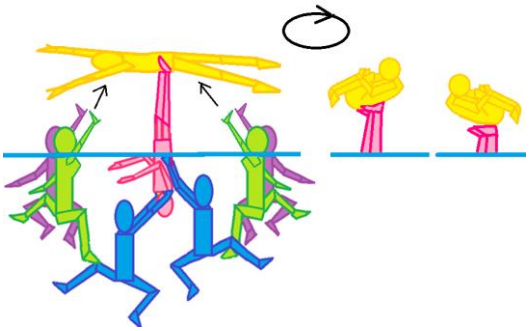
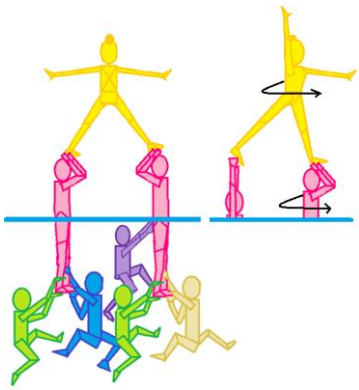
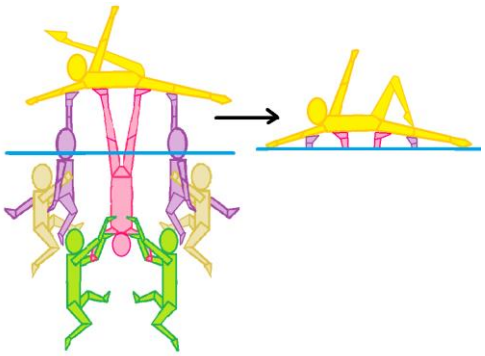
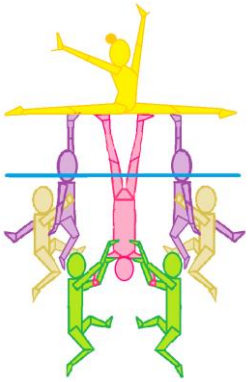
No.	37	 157
Code	BL-⅂-Li-spl	BS-2mSup-Ch-br
Value	**0,9**	**2,05**
No.	 148	 XS 154
Code	BS-StH-FF-ln-r1!	BS-St-FPx-ba
Value	2,65	2,35
No.	 149	 152
Code	BS-StH-SiF-si-r0,5!	BL-L-Li-ln/2ba
Value	1,85	1

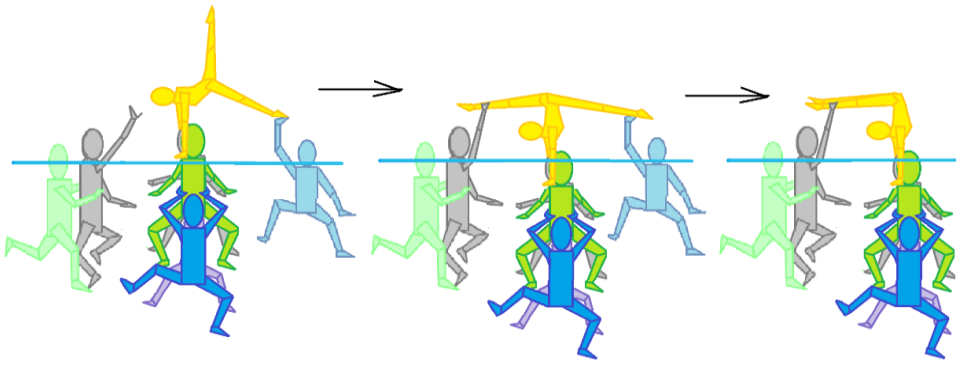
No.	 158	 151
Code	BS-St''-BBd-bb	BL-ℸ-Li-si
Value	1,4	0,75
No.	 159	 161
Code	BL-L-Li-cr/2he-w5	BS-St-F1S-gl/2ba-r0,5
Value	**1,15**	**1,95**
No.	 162	 163
Code	BL-L-Li-ln-w9	BS-StH-FF-ln/2do
Value	**0,95**	**2,25**

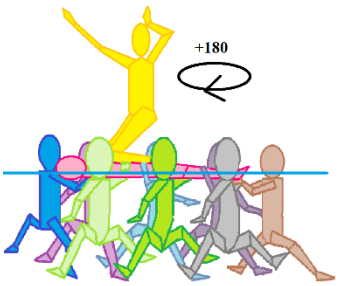
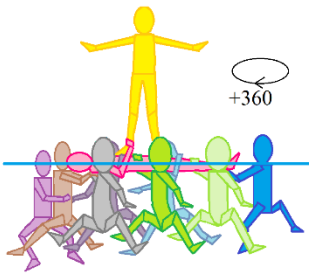
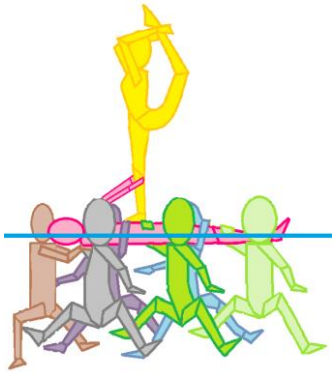
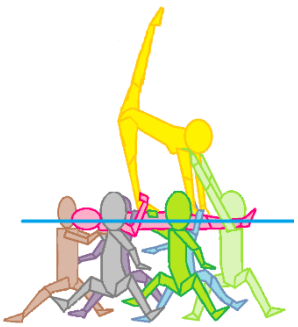
No.	164	165
Code	BL-⅂-Li-so	BS-St’-Tw*-bb
Value	**1**	**1,35**
No.	 166	167
Code	BS-St-SiS-co	BS-St-AP/-spl
Value	**1,35**	**1,6**
No.	 168	 169
Code	BS-StH-ShF-ow/2bb-w7	BS-St-Bp-bb/2be-w7
Value	**2,25**	**1,9**

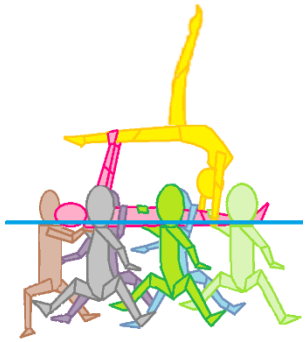
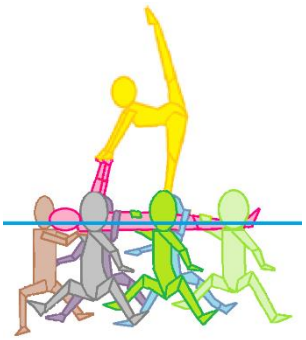
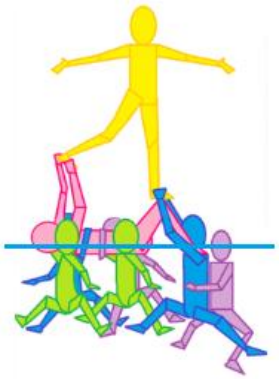
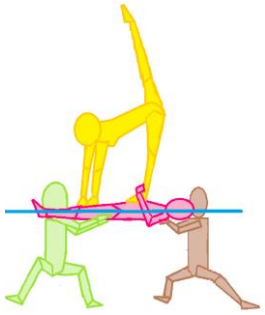
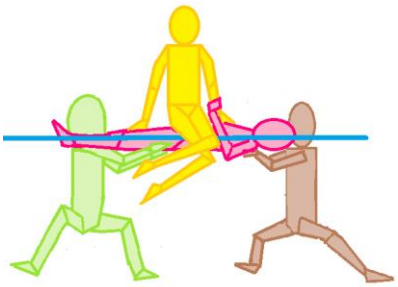
No.	 170	171
Code	BS-St-SiS-bi/2sc	BS-StH-SiV-spl-r1!
Value	**1,45**	**2,25**
No.	 172	 173
Code	BS-St-F1S-ba-r1	BL-LSurf-Li-sb/2sc-w9
Value	**1,7**	**0,85**
No.	 174	 175
Code	BS-2Sup-Le-ow/2ro-w9	BS-StH-ShF-be/2bb-r0,5!-w7
Value	**1,85**	**2,5**

No.	176	177
Code	BL-Ⅎ-Li-tu	BS-StH-SiF-si
Value	**1**	**1,55**
No.	178	179
Code	BL-L(2)-Li-co-w5	BL-LSurf-Li-br
Value	**1,1**	**0,95**
No.	180	181
Code	BL-L»-Li-co/2mo	BS-2Sup»-Le-so/2mo
Value	**0,7**	**1,6**

No.	 182	 183
Code	BS-StH’’’’-SiF-sc/2mo-w2	BS-2Sup-FHP/-ln
Value	**1,75**	**1,85**
No.	184	 185
Code	BL-Lh²*-PH*-so	BS-Trin-AV-bi/2pt
Value	**1,3**	**1,65**
No.	 186	187
Code	BS-Trin-AV-spl	BS-StH-PF-ow
Value	**1,55**	**2,25**

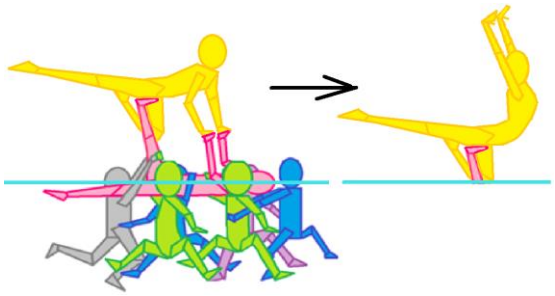
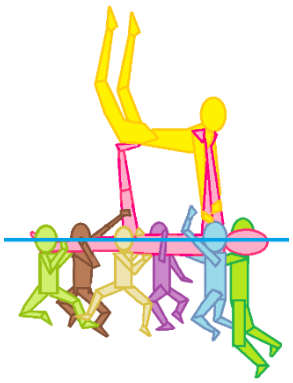
No.	 160
Code	BL-L’’-Li*-so/2ow-w7
Value	**1,45**

GROUP P		
No.	1	2
		
Code	PP-P-SiA-si	PP-P-SiA-si-R0,5*
Value	**1,2**	**1,3**
No.	3	4
		
Code	PP-P-F2A-ln	PP-P-F2A-ln-R1
Value	**1,3**	**1,7**
No.	36	5
		
Code	PP-P-FA-ey	PP-P-3pA-ne
Value	**2,05**	**1,75**

No.	 25	 37
Code	PP-P-3pA-kn	PP-P-3pA/-ne
Value	**1,55**	**1,75**
No.	 6	38
Code	PP-Knees-FP+FK-ln	PP-Knees-F2A-do
Value	**1,45**	**1,4**
No.	 48	 49
Code	PP-p-3pA-ne	PP-p-SiA-si
Value	**1,5**	**0,95**

No.	7	39
Code	PP-Knees-SP+K-bb	PP-Box-PL+LP-bb
Value	**1,65**	**1,7**
No.	8	9
Code	PP-P-HA-bb/2ow	PP-P-HA-bb/2ow-R0,5*-j3
Value	**1,7**	**1,85**
No.	40	41
Code	PP-Knees-AK/-mr	PP-P-HA-bb/2ow-j3
Value	**1,5**	**1,75**

No.	10	35
Code	PP-P-PL+LP-wi/2ow-j3/j9	PP-B-SP+KF-ow
Value	**2**	**2,05**
No.	11	12
Code	PP-a-F2Ↄ+H-ld	PP-a-F2Ↄb-do
Value	**1,35**	**1,5**
No.	13	14
Code	PP-Chariot-SiF+FB-mo	PP-B-FA+PF-ne
Value	**1,35**	**2,15**

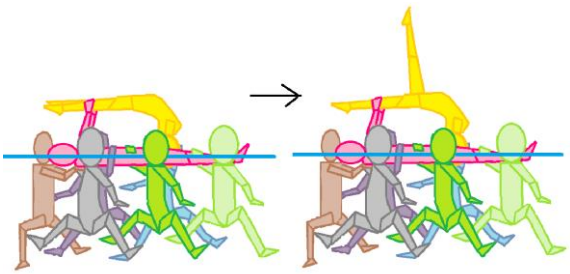
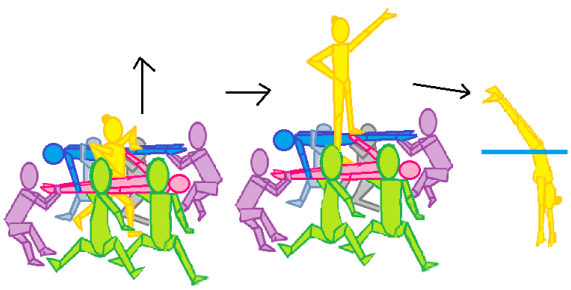
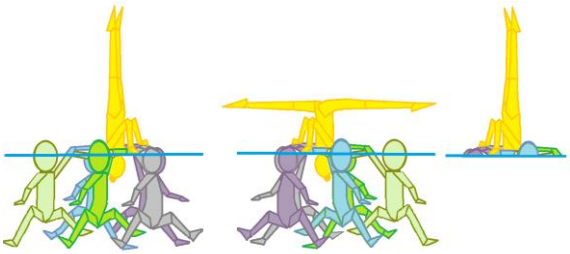
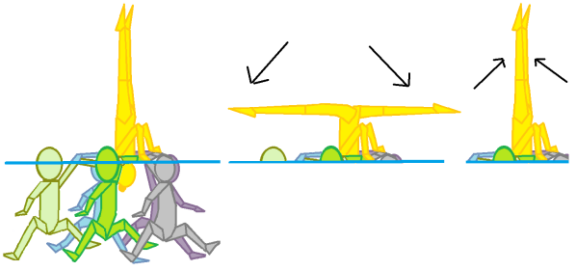
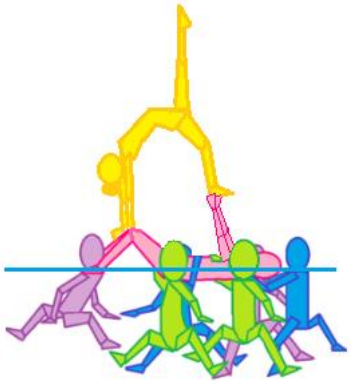
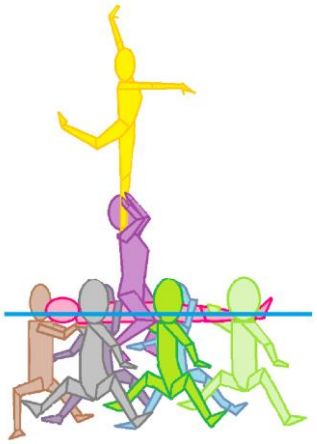
No.	15	16
Code	PP-B-SiF+FP-mo	PP-B-SiF/-mo
Value	**1,6**	**1,7**
No.	17 	18 
Code	PP-B-SiF/-fl/2fl-j13	PP-B-BF+Le-so
Value	**2,25**	**1,8**
No.	19	20
Code	PP-B-SP+L-bb	PP-DB-SiFb/-sh
Value	**2**	**2**

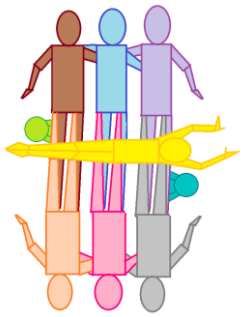
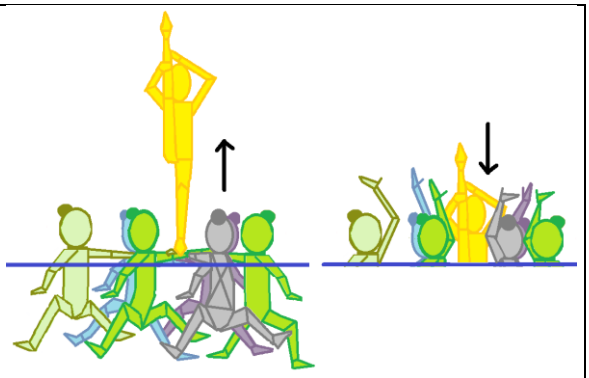
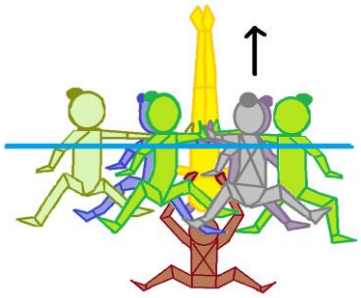
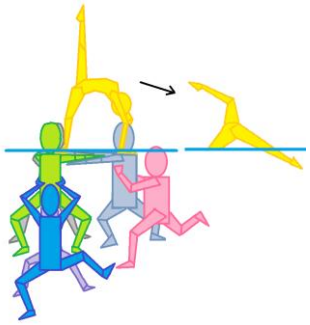
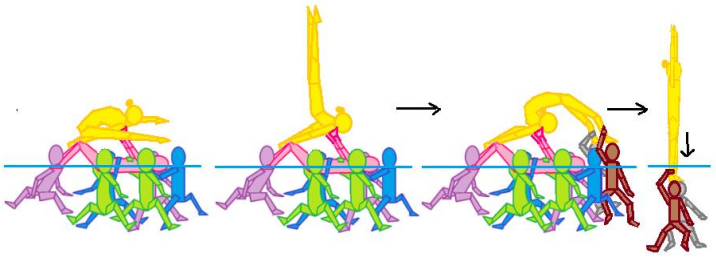
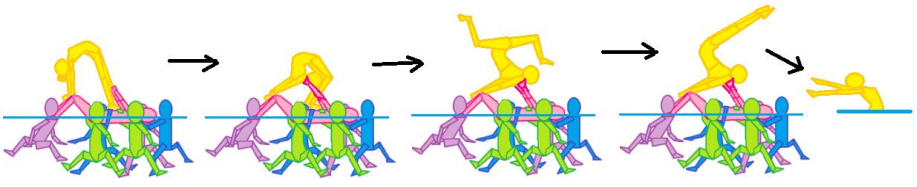
No.	21	22
Code	PP-DB-SF/-bb	PP-DB-SF/-bb/2ow-R0,5
Value	**2**	**2,5**
No.	23	24
Code	PP-Box-PL+LP-bo/2ow	PP-Box-PL+LP-bo/2ln-j6
Value	**1,9**	**2**
No.	26	31
Code	PP-(2)-Go-br+wi-j2	PF-Triangle-PA3*-bb
Value	**2,35**	**1,6**

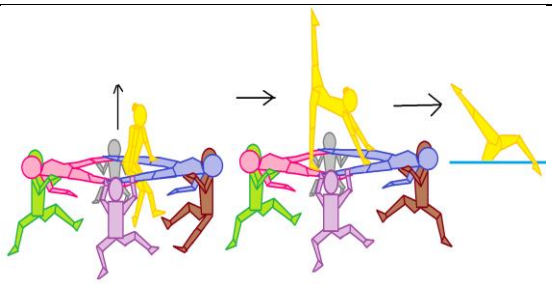
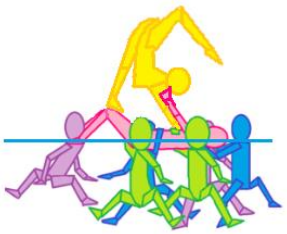
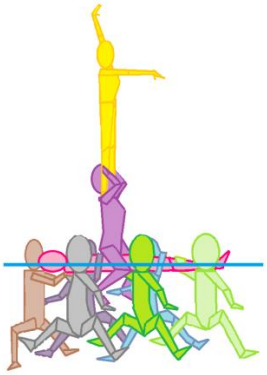
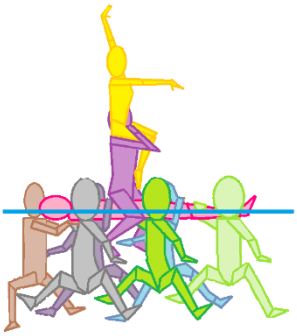
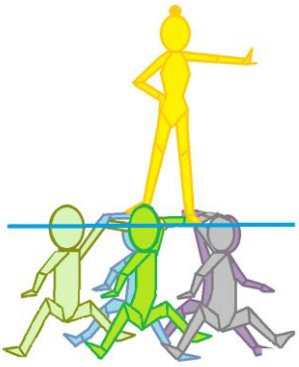
No.	27	28
Code	PF-Hand-3pH-ne-j8/j20	PF-Hand-BrH-br-j7
Value	**1,5**	**1,35**
No.	29	30
Code	PF-Star6-AA-mo-j15/j20	PF-Rhombus-Br1A2-to-j7
Value	**1,4**	**1,65**
No.	32	33
Code	PP-2SupB-FA2+PF-ne	PP-2SupBB-FB2+PF+KF-ba
Value	**2,3**	**2,05**

No.	34	42
Code	PF-2Sup-F2A2-ln-j20	PF-Compass-AA-ln-j20
Value	**1,35**	**1**
No.	46	47
Code	PP-DB-PF+FP-br	PP-a-YY-kn
Value	**2,25**	**1,8**
No.	43	50
Code	PP-P-F2A-ln/2ld-j10	PP-B-SP+L-bb/2wi-R0,5
Value	**1,55**	**2,45**

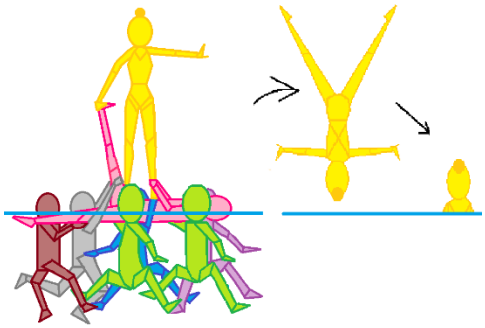
No.	51	52
Code	PP-P-3pA-ne/ln-j9	PP-P-F2A-ln/2bb-j3
Value	**1,9**	**1,45**
No.	53	54
Code	PP-DB-SP+L-bb/2se-j21	PP-B-SP+L-bb/2ow-j3/j9
Value	**2,25**	**2,3**
No.	55	56
Code	PP-DB-SiF/-mo/2ln-j9	PF-hand-ShH-bb
Value	**1,95**	**0,9**

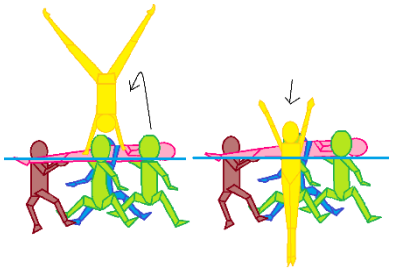
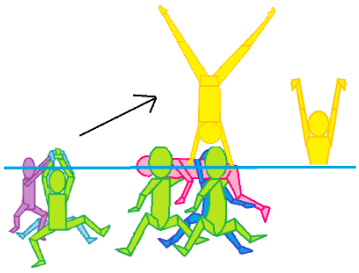
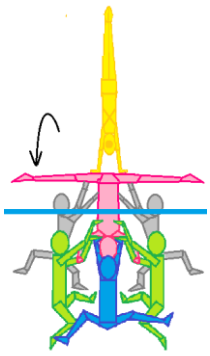
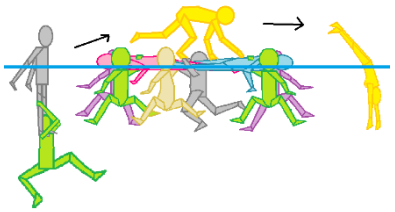
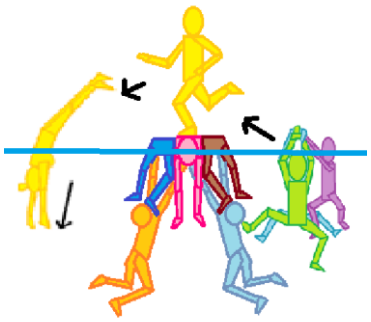
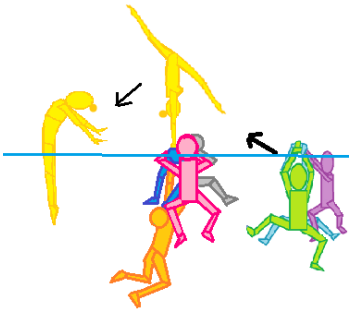
No.	 57	 58
Code	PP-P-H+L-wi/2kn	PF-2Sup-F2A2-ln-j20/j9
Value	**1,75**	**1,4**
No.	 59	 60
Code	PF-Hand-ShH-bb/2ow-j3	PF-Hand-ShH-bb/2ow-R0,5h-j3
Value	**1,25**	**1,4**
No.	 61	 62
Code	PP-Knees-Br1K-to	PP-P4l-FSh-ba
Value	**1,9**	**1,7**

No.	 63	 64
Code	PF-Carp-AA-ln-j15	PF-Fo-F1H-vs-j23
Value	**1,35**	**1**
No.	 65	 66
Code	PF-Hand-ShH-bb	PF-hand-3pH-to-j9
Value	**1**	**1,1**
No.	 45	
Code	PP-Knees-SP+K-cd/2bb-j12/j14	
Value	**2,25**	
No.	 44	
Code	PP-Knees-SP+K-br/2ow-j3/j9	
Value	**2,1**	

No.	 67	 68
Code	PF-Rhombus-3pA2-ne-j20/j9	PP-Knees-3pK/-ne
Value	**1,65**	**1,9**
No.	69	 70
Code	PP-DB-SiF/-fl	PP-P4l-2LSh-ln
Value	**1,95**	**1,45**
No.	 71	 72
Code	PP-P4l-SiSh-si	PF-Hand-F2H-ln
Value	**1,3**	**1**

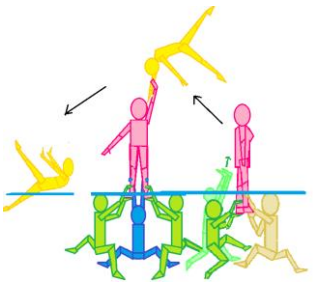
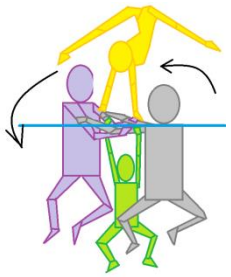
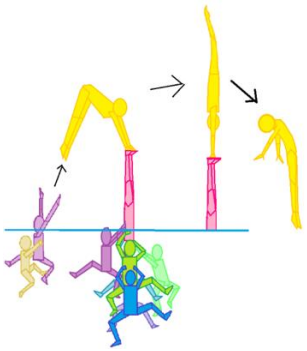
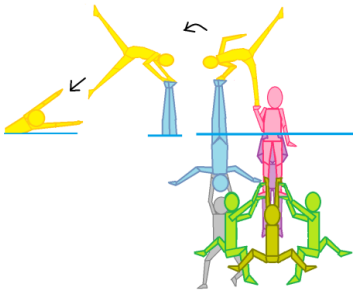
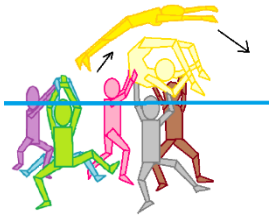
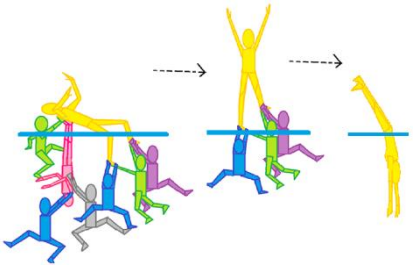
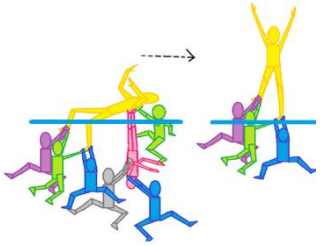
No.	73	74
Code	PF-2Sup-4pA2-br	PF-2Sup-3pA2-ne
Value	**1,55**	**1,65**
No.	75	76
Code	PP-B-F2A+PF-ln	PF-Hand-AH-si
Value	**1,5**	**0,7**
No.	77	78
Code	PP-B-4pF/-br	PF-Triangle-4pA3*-br
Value	**2,05**	**1,65**

No.	79	80
Code	PP-P-AA-ln	PP-2SupBB-F2B2+PF+PF-ln
Value	**1,25**	**1,9**
No.	81	 82
Code	PP-2SupB-F2A2+PF-ln	PP-B-F2A+PF-ln-j10
Value	**1,65**	**1,7**

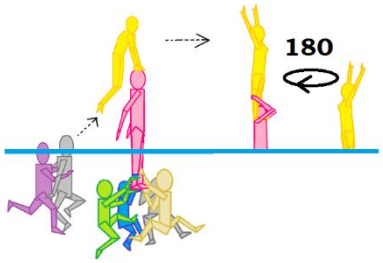
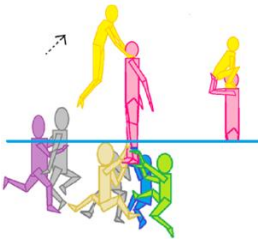
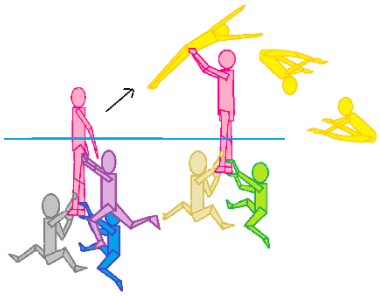
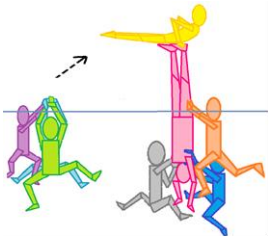
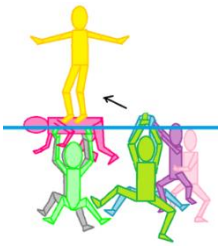
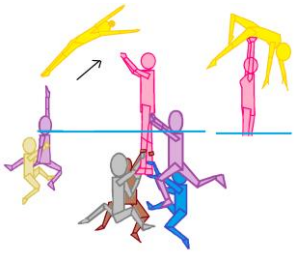
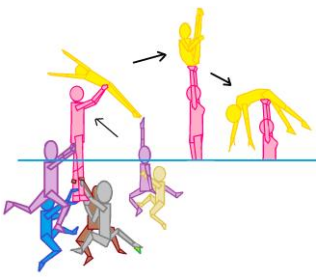
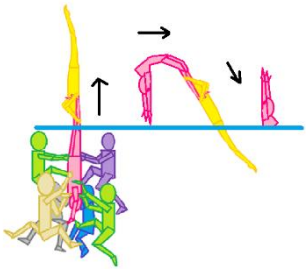
GROUP C		
No.	1 	2 
Code	CT-‘>P>-Forw-mn/2ln-h	CT-‘>P>-Side-mn/2ln-c
Value	**1,55**	**1,7**
No.	3 	4 
Code	CT-‘>StH>-Forw-psl-h	CT-Thr>PP>-Forw-ps/ln-d-y3
Value	**2**	**1,775**
No.	5 	7 
Code	CT-Thr>Pb_3>-Forw-mn/2ln-d-y2	CT-‘>P>-Forw-sp/2ar-h
Value	**2,125**	**1,8**

No.	8	9
Code	CT-Thr>hand>-Forw-ps/2ar-h	CT-‘>’H>-Side-mn/2ln-c-y7
Value	**1**	**2,05**
No.	10	6
Code	CT-‘>StSt>-Forw-ps/2ar-h	CT-Roll>P>-Back-co/2ln-s1-y8/y12
Value	**2,1**	**1,55**
No.	12	13
Code	CT-‘~St>-FORW-ln-T2	CT-‘>StSh>-Forw-ps/2ja-T0,5-y16
Value	**2,15**	**1,9**
No.	14	15
Code	CT-‘~St>-Forw-pk/2kt	CT-‘~St>-Rev-ps/2ln-s0,5-y11
Value	**2**	**2,15**

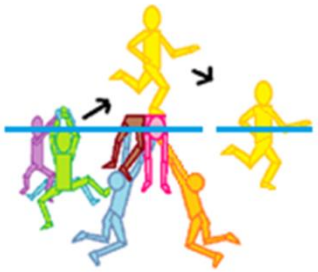
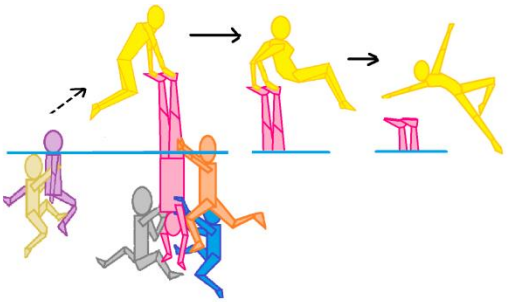
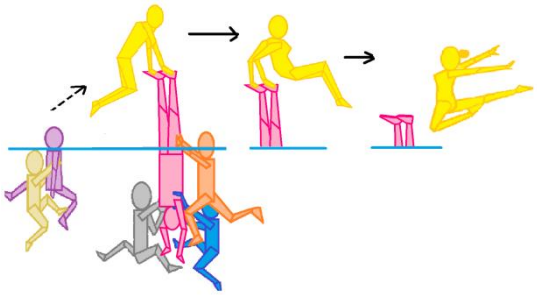
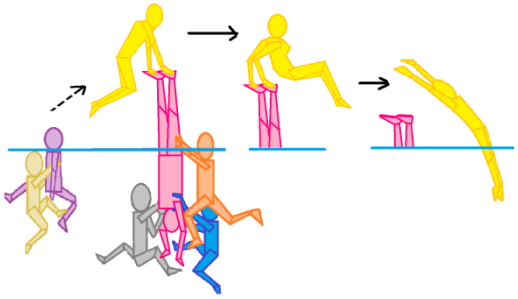
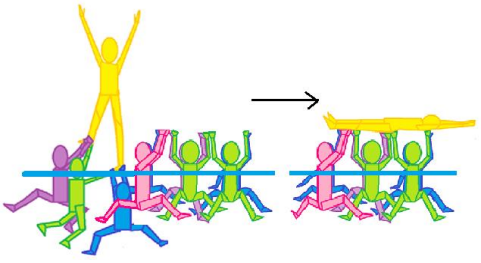
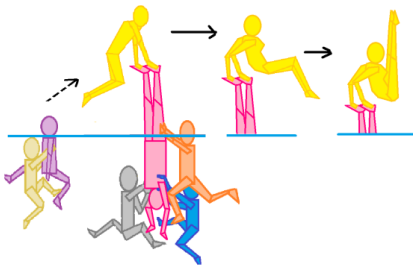
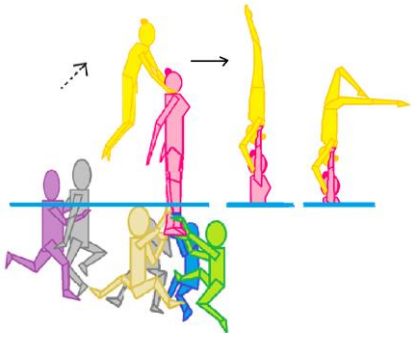
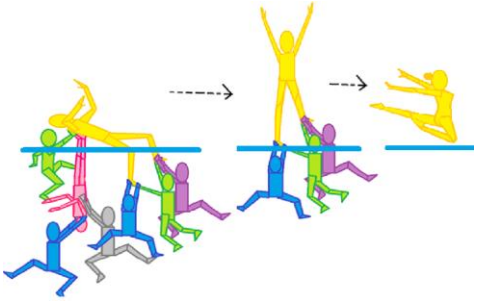
No.	16	17
Code	CT-‘~St>-Forw-ps/2ar-h	CT-‘~St>-FORW-ln/2tk-s1
Value	**1,95**	**2,3**
No.	18	19
Code	CT-‘~St>-Forw-ln-y11	CT-‘~St>-Forw-pk/2pa
Value	**1,9**	**2,05**
No.	20	21
Code	CT-‘~St>-Forw-bb-r0,5	CT-‘~St>-FORW-bb-r0,5+t1,5
Value	**2,2**	**2,6**
No.	22	23
Code	CT-‘~St>-Back-ja-s1-y12	CT-‘>StH>-Forw-pk/2kt
Value	**2,3**	**2,1**

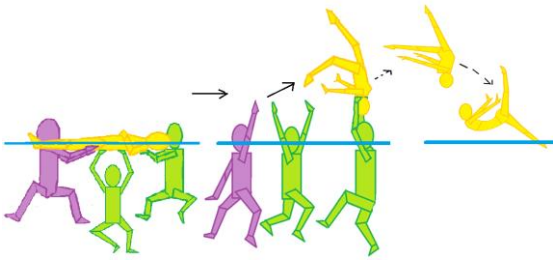
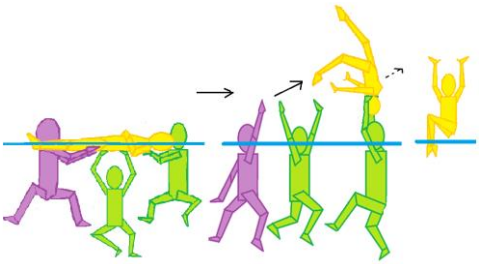
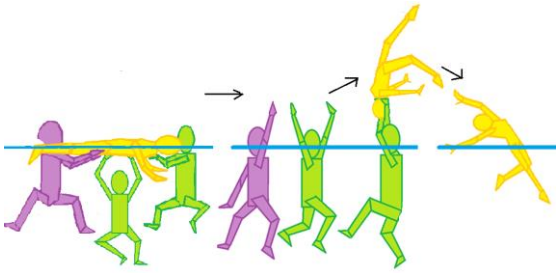
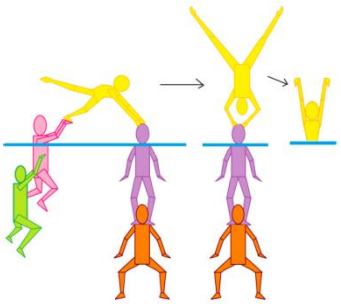
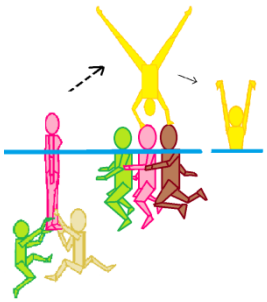
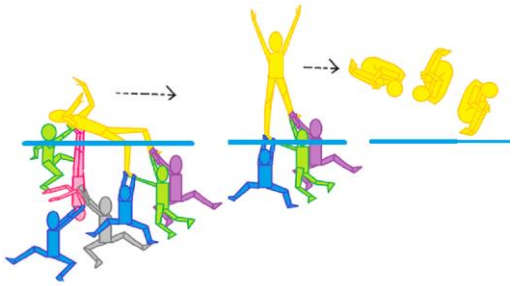
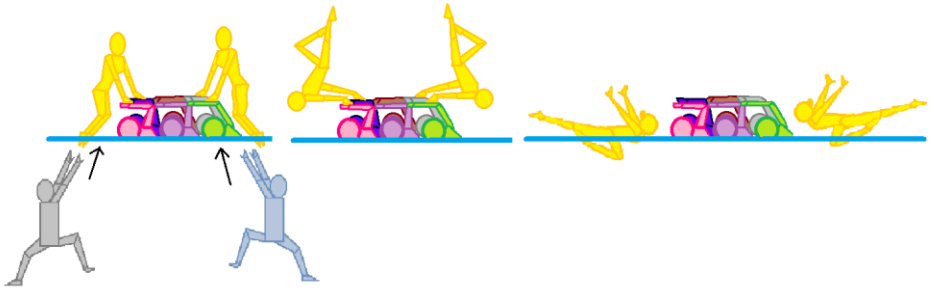
No.	 48	 34
Code	CT-St>St>-Back-ja-s1-y12	CT->HandSurf>-Forw-sp-h
Value	**2,25**	**0,95**
No.	 24	 25
Code	CT-‘>StH>-Forw-psl-h	CT-St>’H>-Side-mn/2ln-c
Value	**2**	**2,2**
No.	 27	28
Code	CT-Thr↷L-Forw-tu+ln-d-y5	CT-‘↷L-Forw-br+ln-d-y5
Value	**2,075**	**2,375**
No.	 26	 29
Code	CT-L’-Forw-ln-d	CC-L’-Forw-ln
Value	**1,325**	**1,3**

No.	30	31
Code	CC-St>Stp-Forw-co-y1	CC-‘~St-Forw-so-r1
Value	**2,4**	**2,4**
No.	32	11
Code	CC-‘~St*-Forw-bi-r1	CC-‘~St*-Forw-co-r1
Value	**2,15**	**2,1**
	50	**49**
Code	CC-‘~St*-Forw-bi-r0,5	CT-‘~St>-Back-ar-h-y12
Value	**2,05**	**2**
No.	33	35 no bonus because in the beginning f-swimmer support on a head of sup-swimmer!
Code	CC-Thr~St-Forw-bb	CC-‘>Stsh-Forw-ln
Value	**2,05**	**1,8**

No.	 36 no bonus because in the beginning f-swimmer support on a head of sup-swimmer!	 37 no bonus because in the beginning f-swimmer support on a shoulders of sup-swimmer!
Code	CC-‘>Stsh-Forw-In-r0,5	CC-‘>-Stsh-Forw-mo
Value	**2**	**1,8**
No.	 47	 39
Code	CC-St>St>-Back-In/2pk-s1-y12	CC-Thr>StH-Forw-co-y1
Value	**2,35**	**2,55**
No.	 40	 41
Code	CC-Thr>P-Forw-In-y1	CC-‘>Stp-Back-In/2fl-t0,5-y1
Value	**1,9**	**2,35**
No.	 42	 43
Code	CC-‘~St-Back-pk/2co	CO-SnH-Back-bb/2ar-d
Value	**2,1**	**1,875**

No.	44	45
Code	CO-Sn-Forw-bb/2ln-d-y6	CO-St+Thr(2)-Back-ar+ar-s1-y9
Value	**1,625**	**2,55**
No.	46	52
Code	CT-Thr>base>-Back-psl/2tk-s1-y12	CT-Thr~St>-Forw-psl-h
Value	**1,7**	**1,75**
No.	51	53
Code	CC-‘>Stm-Forw-mo-y1	CO-St’’-Up-tu-y13
Value	**2**	**2,1**
No.	54	55
Code	CT->HandSurf>-Forw-pk-y14	CT-‘>L>-Forw-br+ps/2ln-h
Value	**0,8**	**2,2**

No.	 38	 56
Code	CT-Thr>Pb²>-Forw-mn-y3	CT-‘>StH>-Forw-ps/2pa
Value	**1,9**	**2**
No.	 57	 58
Code	CT-‘>StH>-Forw-ps/2ja-T0,5	CT-‘>StH>-Forw-ps/2ar
Value	**2,1**	**1,95**
No.	 59	 60
Code	CC-L>hand-Back-ln-y15	CT-‘>StH>-Forw-ps/2pk
Value	**1,3**	**2,05**
No.	 61	 000
Code	CC-‘>Stsh-Forw-bb/2wi-y6	CT-L’-Forw-ln/2ja
Value	**2,35**	**1,45**

No.	 63	 64
Code	CT-Toss>hand>-Back-ja-s1	CT-Toss>hand>-Back-ja/2tk-s1
Value	**1,1**	**1,2**
No.	 65	 66
Code	CT-Toss>hand>-Back-ar-s1	CT-'>'>-Side-mn/2ln-c
Value	**1**	**1,55**
No.	 67	 69
Code	CT-Thr>3head>-Side-mn/2ln-c	CT-L'-FORW-ln/2tk-s1
Value	**1,65**	**1,8**
No.	 68	
Code	CO-(2)Thr>hand>-Back-pa-s1	
Value	**1,35**	

11. SUMMARY TABLES

GROUP A								
No.	Construction	Direction	Pos	Pos2	Som/tw	Bonus	Bonus 2	Total
1	1,25	0,1	0,1	0	0,3	0	0	1,75
2	1,35	0,1	0,1	0	0	0	0	1,55
3	1,25	0,1	0,1	0	0,5	0	0	1,95
4	1,25	0,1	0,1	0	0,6	0,4	0	2,45
5	1,25	0,1	0,2	0	0,3	0	0	1,85
6	1,35	0,1	0,1	0	0,5	0,1	0	2,15
7	1,35	0,1	0,1	0	0,125	0	0	1,675
8	1,35	0,1	0,1	0	0,175	0	0	1,725
9	1,35	0,1	0,1	0	0,025	0	0	1,575
10	1,35	0,1	0,1	0	0,3	0,2	0	2,05
11	1,35	0,1	0,2	0,1	0,05	0	0	1,8
12	1,35	0,1	0,2	0,1	0,3	0	0	2,05
13	1,35	0,1	0,2	0	0,5	0	0	2,15
14	1,35	0,1	0,1	0,1	0,05	0	0	1,7
15	1,35	0,1	0,1	0	0,3	0	0	1,85
16	1,35	0,1	0,1	0	0,5	0	0	2,05
17	1,35	0,1	0,1	0	0,6	0	0	2,15
18	1,35	0,1	0,1	0	0,8	0	0	2,35
19	1,35	0,1	0,2	0	0,3		0	1,95
20	1,35	0,1	0,1	0,15	0,3	0	0	2
21	1,35	0,1	0,1	0	0,3	0	0	1,85
22	1,35	0,1	0,1	0,1	0,5	0,4	0	2,55
23	1,25	0,1	0,1	0,1	0,3	0	0	1,85
24	1,25	0,1	0,2	0,15	0,3	0	0	2
25	1,35	0,1	0,1	0,1	0,3	0	0	1,95
26	1,3	0,1	0,2	0	0,3	0	0	1,9
27	1,3	0,1	0,2	0,1	0,3	0	0	2

No.	Construction	Direction	Pos	Pos2	Som/tw	Bonus	Bonus 2	Total
28	0,9	0,1	0,1	0	0,3	0	0	1,4
29	0,9	0,1	0,2	0	0,3	0	0	1,5
30	0,9	0,1	0,2	0,1	0,2	0	0	1,5
31	0,9	0,1	0,2	0	0,3	0	0	1,5
32	0,9	0,1	0,1	0,2	0,3	0	0	1,6
33	0,9	0,1	0,2	0,1	0,1	0	0	1,4
34	0,9	0,1	0,3	0	0	0	0	1,3
35	0,9	0,1	0,1	0	0,3	0	0	1,4
36	1,35	0,1	0,1	0	0,6	0,4	0	2,55
37	1,35	0,1	0,1	0	0,7	0,4	0	2,65
38	1,35	0,1	0,1	0	0,8	0,4	0	2,75
39	1,35	0,1	0,1	0,15	0,5	0	0	2,20
40	1,35	0,1	0,1	0	0,6	0	0	2,15
41	1,35	0,1	0,2	0,1	0,4	0	0	2,15
42	1,35	0,1	0,2	0,1	0,5	0	0	2,25
43	1,35	0,1	0,1	0,1	0,6	0,4	0	2,65
44	1,35	0,1	0,1	0	0,9	0	0	2,45
45	1,35	0,1	0,1	0,15	0,5	0,1	0	2,30
46	1,35	0,1	0,1	0,1	0,4	0,1	0	2,15
47	1,35	0,1	0,1	0,15	0,1	0	0	1,80
48	1,25	0,05	0,3	0,1	0	0	0	1,7
49	1,25	0,05	0,25	0,2	0	0	0	1,75
50	1,35	0,2	0,1	0,15	0,3	0,1	0	2,20
51	1,35	0,15	0,1	0	0,2	0	0	1,8
52	1,35	0,15	0,1	0	0,6	0,4	0	2,6
53	1,35	0,05	0,1	0,1	0	0	0	1,6
54	1,35	0,05	0,2	0	0	0	0	1,6
55	1,35	0,05	0,25	0,1	0	0	0	1,75
56	1,35	0,05	0,1	0,1	0	0	0	1,6

No.	Construction	Direction	Pos	Pos2	Som/tw	Bonus	Bonus 2	Total
57	1,35	0,05	0,1	0,1	0,1	0	0	1,7
58	1,35	0,05	0,3	0,1	0	0	0	1,8
59	1,35	0,15	0,3	0,1	0,15	0	0	2,05
60	1,35	0,05	0,05	0	0	0	0	1,45
61	1,35	0,05	0,2	0,2	0	0	0	1,8
62	1,35	0,15	0,2	0,1	0,15	0	0	1,95
63	1,35	0,05	0,1	0,1	0,05	0	0	1,65
64	1,35	0,15	0,1	0	0,3	0	0	1,9
65	1,35	0,15	0,1	0	0,5	0	0	2,1
66	1,35	0,15	0,1	0	0,6	0	0	2,2
67	1,35	0,15	0,1	0	0,3	0,2	0	2,1
68	1,35	0,05	0,2	0,1	0	0	0	1,7
69	1,35	0,05	0,2	0,1	0,05	0	0	1,75
70	1,35	0,15	0,2	0	0,3	0	0	2
71	1,35	0,15	0,2	0	0,5	0	0	2,2
72	1,35	0,05	0,2	0	0	0	0	1,6
73	1,25	0,05	0,2	0,1	0	0	0	1,6
74	1,25	0,05	0,2	0,1	0,1	0	0	1,7
75	1,25	0,05	0,2	0,1	0	0	0	1,6
76	1,25	0,05	0,1	0,2	0	0	0	1,6
77	1,25	0,05	0,2	0,1	0,05	0	0	1,65
78	1,25	0,05	0,1	0,15	0,05	0	0	1,6
79	1,25	0,05	0,2	0,05	0,1	0,025	0	1,675
80	1,3	0,15	0,1	0	0,4	0,025	0	1,975
81	1,35	0,05	0,1	0	0,125	0,1	0	1,725
82	1,35	0,15	0,1	0	0,175	0,1	0	1,875
83	1,35	0,15	0,1	0	0,225	0,1	0	1,925
84	1,35	0,05	0,1	0,2	0	0	0	1,7
85	1,35	0,05	0,1	0,2	0	0,05	0	1,75

No.	Construction	Direction	Pos	Pos2	Som/tw	Bonus	Bonus 2	Total
86	1,35	0,05	0,15	0	0,025	0	0	1,575
87	1,35	0,05	0,1	0,2	0	0,05	0	1,75
88	0,9	0,05	0,2	0	0	0	0	1,15
89	0,9	0,05	0,2	0,1	0	0	0	1,25
90	0,9	0,05	0,2	0	0	0	0	1,15
91	0,9	0,05	0,2	0,1	0,2	0	0	1,45
92	0,9	0,05	0,1	0,15	0,1	0	0	1,3
93	0,9	0,15	0,1	0	0,3	0	0	1,45
94	1,35	0,2	0,1	0	0,05	0	0	1,7
95	1,35	0,2	0,1	0	0,3	0,2	0	2,15
96	1,35	0,2	0,2	0,1	0,05	0	0	1,9
97	1,35	0,2	0,2	0,1	0,3	0	0	2,15
98	1,35	0,2	0,1	0,1	0,05	0	0	1,8
99	1,35	0,2	0,1	0,1	0,3	0	0	2,05
100	1,35	0,2	0,1	0,15	0,3	0	0	2,1
101	1,35	0,2	0,1	0,15	0,3	0	0	2,1
102	1,35	0,2	0,1	0,1	0,3	0	0	2,05
103	1,35	0,05	0,1	0,2	0	0	0	1,7
104	1,35	0,15	0,1	0,1	0,5	0	0	2,2
105	1,25	0,15	0,1	0	0,4	0	0	1,9
106	1	0,05	0,1	0,1	0,1	0,15	0	1,5
107	1,35	0,1	0,1	0	0,025	0,1	0	1,675
108	1,35	0,1	0,1	0,1	0,5	0,05	0	2,2
109	1,35	0,05	0,1	0,1	0	0	0	1,6
110	1,35	0,05	0,1	0	0,025	0	0	1,525
111	0,9	0,1	0,2	0,15	0	0	0	1,35
112	1,25	0,2	0,05	0,2	0,1	0,05	0	1,85
113	0,9	0,2	0,05	0,1	0	0	0	1,25
114	1,35	0,1	0,1	0	0,4	0	0	1,95

No.	Construction	Direction	Pos	Pos2	Som/tw	Bonus	Bonus 2	Total
115	1,35	0,1	0,1	0	0,6	0	0	2,15
116	1,35	0,1	0,1	0	0,7	0	0	2,25
117	1,25	0,1	0,1	0	0,6	0	0	2,05
118	0,5	0,05	0,05	0	0	0	0	0,6
119	0,5	0,05	0,1	0	0,15	0	0	0,8
120	1,35	0,05	0,1	0	0	0,3	0	1,8
121	1,25	0,05	0,2	0,1	0	0,3	0,1	2
122	1	0,05	0,1	0	0,25	0	0	1,4
123	1,35	0,05	0,1	0	0,2	0,2	0	1,9
124	1,35	0,05	0,1	0	0,3	0	0	1,8
125	1,35	0,05	0,1	0	0,2	0,2	0	1,9
126	1,35	0,05	0,1	0	0,15	0,2	0	1,85
127	1,35	0,05	0,15	0	0,1	0	0	1,65
128	1,25	0,15	0,1	0,15	0,25	0	0	1,9
129	1,35	0,1	0,2	0,2	0,3	0,1	0	2,25
130	1,35	0,15	0,1	0	0,4	0	0	2
131	0,5	0,05	0,2	0,1	0	0	0	0,85
132	1,35	0,1	0,1	0	1,4	0	0	2,95
133	1,35	0,1	0,2	0,2	0,3	0	0	2,15
134	1,35	0,05	0,3	0,1	0	0,3	0	2,1
135	1,35	0,1	0,25	0,15	0,6	0	0	2,4
136	1,35	0,2	0,2	0,15	0,05	0	0	1,95
137	1,25	0,05	0,15	0	0	0	0	1,45
138	1,35	0,05	0,1	0	0	0	0	1,5
139	0,9	0,05	0,1	0	0,15	0	0	1,2
140	1,35	0,1	0,2	0,1	0,3	0	0	2,05
141	1,25	0,05	0,2	0,1	0	0	0	1,6
142	1,35	0,05	0,25	0,15	0	0	0	1,8
143	1,25	0,15	0,1	0	0,25	0	0	1,75

No.	Construction	Direction	Pos	Pos2	Som/tw	Bonus	Bonus 2	Total
144	1,35	0,1	0,1	0	0,3	0,1	0,2	2,15
145	0,5	0,05	0,1	0	0	0	0	0,65
146	0,9	0,05	0,2	0,15	0,2	0	0	1,5
147	0,9	0,05	0,2	0	0	0	0	1,15
148	0,9	0,05	0,1	0,1	0	0	0	1,15
149	0,9	0,15	0,2	0	0,15	0	0	1,4
150	1,35	0,1	0,1	0,1	0,6	0,5	0	2,75
151	1,35	0,05	0,3	0,15	0,1	0	0	1,95
152	1,35	0,1	0,1	0,15	0,3	0	0	2
153	1,35	0,1	0,2	0	0,6	0	0	2,25
154	1,35	0,05	0,3	0,15	0	0	0	1,85
155	1,35	0,1	0,2	0,15	0,3	0	0	2,1
156	1	0,1	0,1	0	0,025	0	0	1,225
157	1,25	0,1	0,2	0	0,4	0	0	1,95
158	1,25	0,1	0,2	0,1	0,3	0,1	0	2,05
159	1,25	0,05	0,1	0,1	0	0,1	0	1,6
160	1,25	0,05	0,1	0,15	0	0,1	0	1,65
161	1,25	0,05	0,1	0	0	0,1	0	1,5
162	1,35	0,1	0,1	0,1	0,5	0,1	0	2,25
163	1,35	0,1	0,1	0	0,5	0	0	2,05
164	1,35	0,05	0,25	0,1	0	0	0	1,75
165	1,25	0,15	0,1	0,15	0,15	0	0	1,8
166	1,3	0,1	0,2	0,1	0,3	0	0	2
167	1,35	0,2	0,1	0,1	0,4	0	0	2,15
168	1,35	0,2	0,2	0,1	0,3	0	0	2,15
169	1,35	0,05	0,1	0	0,15	0,2	0	1,85
170	1,35	0,1	0,1	0,15	0,3	0	0	2
171	1,35	0,05	0,3	0,15	0,1	0	0	1,95
172	1,25	0,05	0,2	0,1	0,1	0,05	0,1	1,85

No.	Construction	Direction	Pos	Pos2	Som/tw	Bonus	Bonus 2	Total
173	0,9	0,05	0,1	0,1	0,025	0	0	1,175
174	0,5	0,05	0,25	0	0	0	0	0,8
175	0,9	0,05	0,2	0,15	0,3	0	0	1,6
176	1,1	0,05	0,2	0	0,05	0	0	1,4
177	1,1	0,2	0,05	0,1	0,3	0	0	1,75
178	1	0,1	0,1	0,1	0,025	0	0	1,325
179	0,5	0,05	0,1	0,15	0,1	0	0	0,9
180	1,1	0,05	0,1	0	0,2	0	0	1,45

GROUP B								
No.	Construction	Area of Support	Pos	Pos2	Rotation of Const.	Bonus	Bonus 2	Total
1	1,05	0,05	0,1	0	0	0	0	1,2
2	1,05	0,05	0,1	0	0,05	0	0	1,25
3	1,05	0,05	0,1	0	0,1	0	0	1,3
4	1,05	0,05	0,1	0	0,15	0	0	1,35
5	1,05	0,1	0,15	0	0	0	0	1,3
6	1,05	0,1	0,15	0	0,2	0	0	1,5
7	1,05	0,1	0,15	0	0,3	0	0	1,6
8	1,05	0,1	0,15	0	0,4	0	0	1,7
9	1,05	0,1	0,25	0	0	0	0	1,4
10	1,05	0,2	0,25	0	0	0	0	1,5
11	1,05	0,2	0,25	0,3	0	0	0	1,8
12	1,05	0,2	0,25	0,3	0,2	0	0	2
13	1,05	0,1	0,25	0	0	0	0	1,4
14	1,05	0,1	0,25	0	0,2	0	0	1,6
15	1,05	0,1	0,25	0	0,3	0	0	1,7
16	1,05	0,1	0,65	0	0	0	0	1,8
17	1,05	0,1	0,65	0	0,25	0	0	2,05
18	1,05	0,1	0,65	0	0,35	0	0	2,15
19	1,05	0,2	0,55	0	0	0	0	1,8
20	1,05	0,1	0,1	0,45	0	0	0	1,7
21	1,05	0,2	0,45	0	0	0	0	1,7
22	1,05	0,2	0,45	0	0,25	0	0	1,95
23	1,05	0,2	0,45	0	0,35	0	0	2,05
24	1,05	0,1	0,45	0	0	0	0	1,6
25	1,05	0,1	0,45	0	0,25	0	0	1,85
26	1,05	0,1	0,45	0	0,35	0	0	1,95
27	1,05	0,1	0,5	0	0	0	0	1,65
28	1,05	0,1	0,5	0	0,25	0	0	1,9

No.	Construction	Area of Support	Pos	Pos2	Rotation of Const.	Bonus	Bonus 2	Total
29	1,05	0,1	0,5	0	0,35	0	0	2
30	1,05	0,1	0,5	0	0,45	0	0	2,1
31	1,05	0,1	0,2	0,2	0	0	0	1,55
32	1,05	0,1	0,2	0,1	0	0	0	1,45
33	1,05	0,1	0,2	0,1	0,2	0	0	1,65
34	1,05	0,95	0,1	0	0	0	0	2,1
35	1,05	0,95	0,1	0	0,2	0	0	2,3
36	1,05	0,95	0,1	0	0,3	0	0	2,4
37	0,6	0,1	0,2	0	0	0	0	0,9
38	1,05	1,05	0,1	0,3	0		0	2,5
39	1,05	0,1	0,05	0	0	0	0	1,2
40	1,05	0,45	0,3	0	0,3	0	0	2,1
41	1,05	0,45	0,2	0	0	0	0	1,7
42	1,05	0,4	0,35	0	0	0	0	1,8
43	1,05	0,1	0,15	0	0,2	0	0	1,5
44	1,05	0,1	0,3	0	0,2	0	0	1,65
45	1,05	0,5	0,2	0	0	0	0	1,75
46	1,05	0,1	0,45	0	0	0	0	1,6
47	1,05	0,1	0,45	0,05	0,3	0	0	1,95
48	1,35	0,1	0,25	0	0	0	0	1,7
49	1,35	0,1	0,25	0	0,3	0	0	2
50	1,35	0,2	0,1	0	0	0	0	1,65
51	1,35	0,2	0,2	0	0	0	0	1,75
52	1,35	0,2	0,2	0,1	0	0	0	1,85
53	1,15	0,5	0,1	0	0	0	0	1,75
54	1,05	0,5	0,1	0	0	0	0	1,65
55	1,35	0,7	0,1	0	0	0	0	2,15
56	1,35	0,7	0,1	0	0,3	0	0	2,45
57	1,35	0,15	0,3	0	0	0	0	1,8

No.	Construction	Area of Support	Pos	Pos2	Rotation of Const.	Bonus	Bonus 2	Total
58	1,05	0,45	0,3	0	0	0	0	1,8
59	1,05	0,45	0,3	0	0,3	0	0	2,1
60	1,05	0,45	0,3	0	0,5	0	0	2,3
61	1,05	0,45	0,3	0,2	0	0	0	2
62	1,05	0,45	0,3	0,2	0,3	0	0	2,3
63	1,05	0,45	0,3	0,2	0,5	0	0	2,5
64	1,05	1	0,3	0	0	0	0	2,35
65	1,05	1	0,3	0	0,3	0	0	2,65
66	1,05	1	0,3	0	0,5	0	0	2,85
67	1,05	1	0,25	0,15	0	0	0	2,45
68	1,05	1	0,3	0,2	0	0	0	2,55
69	1,05	1	0,3	0,2	0,3	0	0	2,85
70	1,05	1	0,3	0,2	0	0,05	0	2,6
71	1,05	1	0,3	0,2	0,5	0,05	0	3,1
72	1,05	1	0,4	0	0	0	0	2,45
73	1,05	1	0,4	0	0,5	0	0	2,95
74	1,05	1	0,3	0,2	0	0,05	0	2,6
75	0,6	0,1	0,6	0	0	0	0	1,3
76	1,05	0,4	0,4	0	0,5	0	0	2,35
77	1,05	0,8	0,3	0	0	0	0	2,15
78	1,35	0,3	0,3	0	0	0	0	1,95
79	1,35	0,3	0,3	0,2	0	0,05	0	2,2
80	1,15	0,1	0,45	0	0	0	0	1,7
81	1,05	0,1	0,3	0	0	0	0	1,45
82	1,05	0,45	0,4	0	0	0	0	1,9
83	1,05	0,3	0,3	0	0	0	0	1,65
84	1,05	0,3	0,3	0	0,2	0	0	1,85
85	1,05	0,3	0,3	0	0,3	0	0	1,95
86	1,05	0,3	0,3	0,2	0	0	0	1,85

No.	Construction	Area of Support	Pos	Pos2	Rotation of Const.	Bonus	Bonus 2	Total
87	1,05	0,3	0,3	0,2	0,2	0	0	2,05
88	1,05	0,1	0,3	0	0	0	0	1,45
89	1,05	0,1	0,3	0,2	0	0	0	1,65
90	1,05	0,1	0,3	0	0	0	0	1,45
91	1,05	0,1	0,3	0,2	0,2	0	0	1,85
92	1,05	0,1	0,3	0	0,3	0	0	1,75
93	1,05	0,1	0,3	0	0	0	0	1,45
94	1,35	0,1	0,4	0	0	0	0	1,85
95	1,35	0,1	0,4	0	0,5	0	0	2,35
96	1,35	0,15	0,2	0	0	0	0	1,7
97	1,35	0,15	0,2	0	0	0	0	1,7
98	1,15	0,1	0,3	0	0	0	0	1,55
99	1,35	0,15	0,3	0	0	0	0	1,8
100	1,35	0,15	0,35	0	0	0	0	1,85
101	1,15	0,1	0,1	0	0	0	0	1,35
102	1,15	0,1	0,2	0	0	0	0	1,45
103	1,05	0,1	0,35	0	0	0	0	1,5
104	1,2	0,1	0,4	0	0	0	0	1,7
105	1,2	0,1	0,3	0	0	0	0	1,6
106	1,2	0,1	0,35	0	0	0	0	1,65
107	1,7	0,15	0,2	0	0	0,1	0	2,15
108	1,6	0,15	0,3	0	0	0	0	2,05
109	1,6	0,15	0,2	0	0	0	0	1,95
110	1,6	0,15	0,15	0	0	0	0	1,9
111	0,7	0,1	0,1	0	0	0	0	0,9
112	0,7	0,1	0,3	0	0	0	0	1,1
113	0,7	0,1	0,15	0	0	0,1	0	1,05
114	0,6	0,1	0,4	0	0	0	0	1,1
115	0,6	0,1	0,25	0	0	0	0	0,95

No.	Construction	Area of Support	Pos	Pos2	Rotation of Const.	Bonus	Bonus 2	Total
116	0,6	0,1	0,2	0	0	0	0	0,9
117	0,7	0,1	0,25	0,05	0	0	0	1,1
118	0,6	0,1	0,35	0	0,4	0	0	1,45
119	0,7	0,3	0,1	0	0	0	0	1,1
120	0,7	0,3	0,45	0	0	0	0	1,45
121	1,4	0,3	0,1	0,2	0	0	0	2
122	1,1	0,3	0,1	0,2	0	0,05	0	1,75
123	0,8	0,1	0,1	0,2	0	0,05	0,2	1,45
124	1,05	0,1	0,4	0	0,3	0	0	1,85
125	1,35	0,15	0,3	0	0	0	0	1,8
126	1,2	0,3	0,4	0	0	0	0	1,9
127	1,2	0,1	0,1	0	0	0	0	1,4
128	1,2	0,45	0,3	0,1	0,5	0	0	2,55
129	0,95	0,4	0,55	0,05	0	0,2	0,1	2,25
130	0,9	0,3	0,45+0,4	0	0	0,1	0	2,15
131	0,7	0,1	0,4	0	0	0,1	0	1,3
132	1,2	0,1	0,2	0	0	0	0	1,5
133	1,2	0,1	0,55	0	0	0	0	1,85
134	1,2	0,1	0,2	0	0	0	0	1,5
135	1,4	0,1	0,2	0	0	0	0	1,7
136	1,05	0,1	0,35	0	0	0	0	1,5
137	1,05	0,1	0,4	0	0	0	0	1,55
138	1,05	0,1	0,4	0	0,35	0	0	1,9
139	1,35	0,15	0,2	0	0,3	0	0	2
140	1,35	0,15	0,2	0,05	0	0	0	1,75
141	1,35	0,15	0,2	0,1	0	0	0	1,8
142	1,35	0,3	0,2	0,15	0,3	0	0	2,3
143	0,95	1,05	0,15	0	0	0	0	2,15
144	1,05	1,05	0,15	0	0	0	0	2,25

No.	Construction	Area of Support	Pos	Pos2	Rotation of Const.	Bonus	Bonus 2	Total
145	0,9	0,3	0,2	0	0	0,05	0	1,45
146	1,05	0,95	0,1	0,05	0	0,05	0	2,2
147	1,05	0,2	0,55	0,2	0	0,2	0	2,2
148	1,35	0,7	0,1	0	0,5	0	0	2,65
149	1,35	0,15	0,05	0	0,3	0	0	1,85
150	1,35	0,15	0,05	0	0,5	0	0	2,05
151	0,6	0,1	0,05	0	0	0	0	0,75
152	0,7	0,1	0,1	0,1	0	0	0	1
153	0,7	0,1	0,3	0	0	0	0	1,1
154	1,05	1,05	0,25	0	0	0	0	2,35
155	1,05	0,2	0,4	0,05	0,2	0	0	1,9
156	1,05	0,2	0,1	0,05	0,3	0	0	1,7
157	1,4	0,2	0,45	0	0	0	0	2,05
158	0,85	0,25	0,3	0	0	0	0	1,4
159	0,7	0,1	0,2	0,05	0	0,1	0	1,15
160	0,8	0,1	0,3	0,2	0	0,05	0	1,45
161	1,05	0,1	0,5	0,1	0,2	0	0	1,95
162	0,7	0,1	0,1	0	0	0,05	0	0,95
163	1,35	0,7	0,1	0,1	0	0	0	2,25
164	0,6	0,1	0,3	0	0	0	0	1
165	0,95	0,1	0,3	0	0	0	0	1,35
166	1,05	0,1	0,2	0	0	0	0	1,35
167	1,05	0,35	0,2	0	0	0	0	1,6
168	1,35	0,3	0,45	0,1	0	0,05	0	2,25
169	1,05	0,3	0,3	0,2	0	0,05	0	1,9
170	1,05	0,1	0,25	0,05	0	0	0	1,45
171	1,35	0,2	0,2	0	0,5	0	0	2,25
172	1,05	0,1	0,25	0	0,3	0	0	1,7
173	0,4	0,1	0,25	0,05	0	0,05	0	0,85

No.	Construction	Area of Support	Pos	Pos2	Rotation of Const.	Bonus	Bonus 2	Total
174	1,2	0,1	0,45	0,05	0	0,05	0	1,85
175	1,35	0,3	0,4	0,1	0,3	0,05	0	2,5
176	0,6	0,1	0,3	0	0	0	0	1
177	1,35	0,15	0,05	0	0	0	0	1,55
178	0,7	0,1	0,2	0	0	0,1	0	1,1
179	0,4	0,1	0,45	0	0	0	0	0,95
180	0,3	0,1	0,2	0,1	0	0	0	0,7
181	1,1	0,1	0,3	0,1	0	0	0	1,6
182	1,05	0,15	0,15	0,1	0	0,3	0	1,75
183	1,2	0,55	0,1	0	0	0	0	1,85
184	0,7	0,3	0,3	0	0	0	0	1,3
185	1,25	0,1	0,25	0,05	0	0	0	1,65
186	1,25	0,1	0,2	0	0	0	0	1,55
187	1,35	0,45	0,45	0	0	0	0	2,25

GROUP P								
No.	Construction	Area of Support	Pos	Pos2	Rotation of Const.	Bonus	Bonus 2	Total
1	1,1	0,05	0,05	0	0	0	0	1,2
2	1,1	0,05	0,05	0	0,1	0	0	1,3
3	1,1	0,1	0,1	0	0	0	0	1,3
4	1,1	0,1	0,1	0	0,4	0	0	1,7
5	1,1	0,1	0,55	0	0	0	0	1,75
6	1,15	0,2	0,1	0	0	0	0	1,45
7	1,15	0,2	0,3	0	0	0	0	1,65
8	1,1	0,1	0,3	0,2	0	0	0	1,7
9	1,1	0,1	0,3	0,2	0,1	0,05	0	1,85
10	1,1	0,2	0,4	0,2	0	0,05	0,05	2
11	1,15	0,1	0,1	0	0	0	0	1,35
12	1,15	0,2	0,15	0	0	0	0	1,5
13	1,15	0,1	0,1	0	0	0	0	1,35
14	1,3	0,3	0,55	0	0	0	0	2,15
15	1,3	0,2	0,1	0	0	0	0	1,6
16	1,3	0,3	0,1	0	0	0	0	1,7
17	1,3	0,3	0,25	0,1	0	0,3	0	2,25
18	1,3	0,2	0,3	0	0	0	0	1,8
19	1,3	0,4	0,3	0	0	0	0	2
20	1,4	0,4	0,2	0	0	0	0	2
21	1,4	0,3	0,3	0	0	0	0	2
22	1,4	0,3	0,3	0,2	0,3	0	0	2,5
23	1,2	0,2	0,3	0,2	0	0	0	1,9
24	1,2	0,2	0,3	0,1	0	0,2	0	2
25	1,1	0,1	0,35	0	0	0	0	1,55
26	1,2	0,2	0,45+0,4	0	0	0,1	0	2,35
27	0,6	0,1	0,55	0	0	0,2	0,05	1,5
28	0,6	0,1	0,45	0	0	0,2	0	1,35

No.	Construction	Area of Support	Pos	Pos2	Rotation of Const.	Bonus	Bonus 2	Total
29	1	0,05	0,1	0	0	0,2	0,05	1,4
30	0,9	0,1	0,45	0	0	0,2	0	1,65
31	1,1	0,2	0,3	0	0	0	0	1,6
32	1,45	0,3	0,55	0	0	0	0	2,3
33	1,7	0,1	0,25	0	0	0	0	2,05
34	1	0,2	0,1	0	0	0,05	0	1,35
35	1,3	0,3	0,45	0	0		0	2,05
36	1,1	0,3	0,65	0	0	0	0	2,05
37	1,1	0,1	0,55	0	0	0	0	1,75
38	1,15	0,1	0,15	0	0	0	0	1,4
39	1,2	0,2	0,3	0	0	0	0	1,7
40	1,15	0,2	0,15	0	0	0	0	1,5
41	1,1	0,1	0,3	0,2	0	0,05	0	1,75
42	0,8	0,05	0,1	0	0	0,05	0	1
43	1,1	0,1	0,1	0,05	0	0,2	0	1,55
44	1,15	0,2	0,45	0,2	0	0,05	0,05	2,1
45	1,15	0,2	0,3	0,1	0	0,3	0,2	2,25
46	1,4	0,4	0,45	0	0	0	0	2,25
47	1,15	0,3	0,35	0	0	0	0	1,8
48	0,85	0,1	0,55	0	0	0	0	1,5
49	0,85	0,05	0,05	0	0	0	0	0,95
50	1,3	0,4	0,3	0,15	0,3	0	0	2,45
51	1,1	0,1	0,55	0,1	0	0,05	0	1,9
52	1,1	0,1	0,1	0,1	0	0,05	0	1,45
53	1,4	0,4	0,3	0,1	0	0,05	0	2,25
54	1,3	0,4	0,3	0,2	0	0,05	0,05	2,3
55	1,4	0,3	0,1	0,1	0	0,05	0	1,95
56	0,5	0,1	0,3	0	0	0	0	0,9
57	1,1	0,1	0,4	0,15	0	0	0	1,75

No.	Construction	Area of Support	Pos	Pos2	Rotation of Const.	Bonus	Bonus 2	Total
58	1	0,2	0,1	0	0	0,05	0,05	1,4
59	0,6	0,1	0,3	0,2	0	0,05	0	1,25
60	0,6	0,1	0,3	0,2	0,15	0,05	0	1,4
61	1,15	0,3	0,45	0	0	0	0	1,9
62	1,2	0,25	0,25	0	0	0	0	1,7
63	1	0,05	0,1	0	0	0,2	0	1,35
64	0,3	0,2	0,45	0	0	0,05	0	1
65	0,6	0,1	0,3	0	0	0	0	1
66	0,5	0,1	0,45	0	0	0,05	0	1,1
67	0,9	0,1	0,55	0	0	0,05	0,05	1,65
68	1,15	0,2	0,55	0	0	0	0	1,9
69	1,4	0,3	0,25	0	0	0	0	1,95
70	1,2	0,15	0,1	0	0	0	0	1,45
71	1,2	0,05	0,05	0	0	0	0	1,3
72	0,6	0,3	0,1	0	0	0	0	1
73	1	0,1	0,45	0	0	0	0	1,55
74	1	0,1	0,55	0	0	0	0	1,65
75	1,3	0,1	0,1	0	0	0	0	1,5
76	0,6	0,05	0,05	0	0	0	0	0,7
77	1,3	0,3	0,45	0	0	0	0	2,05
78	1,1	0,1	0,45	0	0	0	0	1,65
79	1,1	0,05	0,1	0	0	0	0	1,25
80	1,7	0,1	0,1	0	0	0	0	1,9
81	1,45	0,1	0,1	0	0	0	0	1,65
82	1,3	0,1	0,1	0	0	0,2	0	1,7

GROUP C									
No.	Construction	Direction	Pos	Pos2	Rot of Const.	Som/tw	Bonus	Bonus 2	Total
1	1,25	0,05	0,05	0,1	0	0,1	0	0	1,55
2	1,25	0,2	0,05	0,1	0	0,1	0	0	1,7
3	1,75	0,05	0,1	0	0	0,1		0	2
4	1,35	0,05	0,05	0,1	0	0,025	0,2	0	1,775
5	1,6	0,05	0,05	0,1	0	0,025	0,3	0	2,125
6	0,7	0,1	0,2	0,1	0	0,3	0,1	0,05	1,55
7	1,25	0,05	0,3	0,1	0	0,1	0	0	1,8
8	0,7	0,05	0,05	0,1	0	0,1	0	0	1
9	1,4	0,2	0,05	0,1	0	0,1	0,2	0	2,05
10	1,8	0,05	0,05	0,1	0	0,1	0	0	2,1
11	1,55	0,05	0,2	0	0,3	0	0	0	2,1
12	1,65	0,15	0,1	0	0	0,25	0	0	2,15
13	1,55	0,05	0,05	0,15	0	0,1	0	0	1,9
14	1,65	0,05	0,2	0,1	0	0	0	0	2
15	1,65	0,2	0,05	0,1	0	0,05	0	0,1	2,15
16	1,65	0,05	0,05	0,1	0	0,1	0	0	1,95
17	1,65	0,15	0,1	0,1	0	0,3	0	0	2,3
18	1,65	0,05	0,1	0	0	0	0,1	0	1,9
19	1,65	0,05	0,2	0,15	0	0	0	0	2,05
20	1,65	0,05	0,3	0	0,2	0	0	0	2,2
21	1,65	0,15	0,3	0	0,2	0,3	0	0	2,6
22	1,65	0,1	0,2	0	0	0,3	0,05	0	2,3

No.	Construction	Direction	Pos	Pos2	Rot of Const.	Som/tw	Bonus	Bonus 2	Total
23	1,75	0,05	0,2	0,1	0	0	0	0	2,1
24	1,75	0,05	0,1	0	0	0,1	0	0	2
25	1,75	0,2	0,05	0,1	0	0,1	0	0	2,2
26	1,15	0,05	0,1	0	0	0,025	0	0	1,325
27	1,3	0,05	0,3	0,1	0	0,025	0,3	0	2,075
28	1,45	0,05	0,45	0,1	0	0,025	0,3	0	2,375
29	1,15	0,05	0,1	0	0	0	0	0	1,3
30	1,85	0,05	0,2	0	0	0	0,3	0	2,4
31	1,75	0,05	0,3	0	0,3	0	0	0	2,4
32	1,55	0,05	0,25	0	0,3	0	0	0	2,15
33	1,7	0,05	0,3	0	0	0	0	0	2,05
34	0,5	0,05	0,3	0	0	0,1	0	0	0,95
35	1,65	0,05	0,1	0	0	0	0	0	1,8
36	1,65	0,05	0,1	0	0,2	0	0	0	2
37	1,65	0,05	0,1	0	0	0	0	0	1,8
38	1,6	0,05	0,05	0	0	0	0,2	0	1,9
39	2	0,05	0,2	0	0	0	0,3	0	2,55
40	1,45	0,05	0,1	0	0	0	0,3	0	1,9
41	1,75	0,1	0,1	0,1	0	0	0,3	0	2,35
42	1,75	0,1	0,2	0,05	0	0	0	0	2,1
43	1,35	0,1	0,3	0,1	0	0,025	0	0	1,875
44	0,95	0,05	0,3	0,1	0	0,025	0,2	0	1,625
45	1,85	0,1	0,1	0,1	0	0,3	0,1	0	2,55

No.	Construction	Direction	Pos	Pos2	Rot of Const.	Som/tw	Bonus	Bonus 2	Total
46	1,05	0,1	0,1	0,1	0	0,3	0,05	0	1,7
47	1,6	0,1	0,1	0,2	0	0,3	0,05	0	2,35
48	1,6	0,1	0,2	0	0	0,3	0,05	0	2,25
49	1,65	0,1	0,1	0	0	0,1	0,05	0	2
50	1,55	0,05	0,25	0	0,2	0	0	0	2,05
51	1,55	0,05	0,1	0	0	0	0,3	0	2
52	1,5	0,05	0,1	0	0	0,1	0	0	1,75
53	1,45	0,05	0,3	0	0	0	0,3	0	2,1
54	0,5	0,05	0,2	0	0	0	0,05	0	0,8
55	1,45	0,05	0,45+0,05	0,1	0	0,1	0	0	2,2
56	1,75	0,05	0,05	0,15	0	0	0	0	2
57	1,75	0,05	0,05	0,15	0	0,1	0	0	2,1
58	1,75	0,05	0,05	0,1	0	0	0	0	1,95
59	1	0,1	0,1	0	0	0	0,1	0	1,3
60	1,75	0,05	0,05	0,2	0	0	0	0	2,05
61	1,65	0,05	0,3	0,15	0	0	0,2	0	2,35
62	1,15	0,05	0,1	0,15	0	0	0	0	1,45
63	0,5	0,1	0,2	0	0	0,3	0	0	1,1
64	0,5	0,1	0,2	0,1	0	0,3	0	0	1,2
65	0,5	0,1	0,1	0	0	0,3	0	0	1
66	1,1	0,2	0,05	0,1	0	0,1	0	0	1,55
67	1,2	0,2	0,05	0,1	0	0,1	0	0	1,65
68	0,8	0,1	0,15	0	0	0,3	0	0	1,35
69	1,15	0,15	0,1	0,1	0	0,3	0	0	1,8

12. KEYS FOR CODE SYSTEM:

For designation of the acrobtic movement's components - abbreviaton and symbols are used. Before and after acrobatic movemet's component "code" hyphen "-" is used.

Additional symbols:

/ stands between Position 1 and Position 2

+ - in Group C between Positions describes that first code (for example: a1) belongs to first featured-swimmer, than goes "+" and than code (for example: f1) rhat belogs to position of the second featured-swimmer.

In Construction, listed symbols mean:

‘	«spotter»
>	onto
>>	passing through
(2)	two featured-swimmers
↷	fly above formation
H	head-down
p	after H, means pike position of support-swimmer
c	after H, means crane position of support-swimmer
t	after H, means tuck position of support-swimmer
h	head
u	under
Pb_3	Platform from 3 swimmer's backs

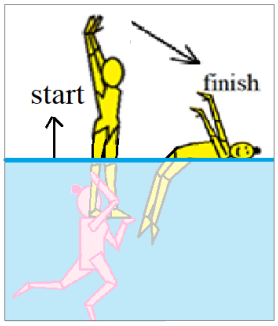
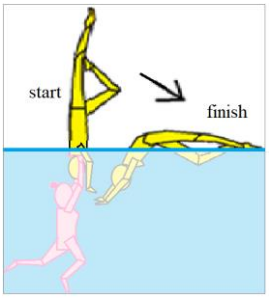
For Pair Acrobatics:

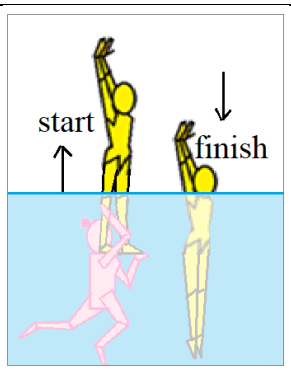
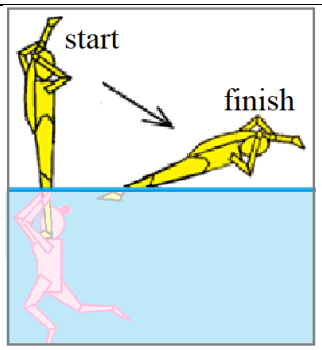
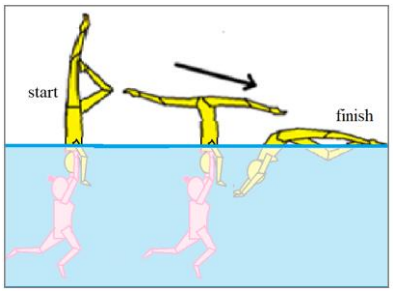
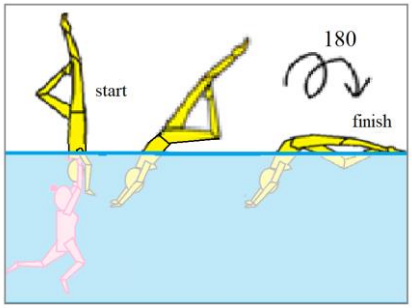
L	lift
J	jump
W	throw
f	flexibility
>	travelling
»	crashing
!	head-down
r0,5	rotation 180
r1	rotation 360
s0,5	half somersault
s1	full somersault
SL	Sustained Lift
d	dive
F	Forwards
B	Backwards
S	Sideways

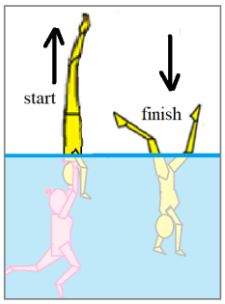
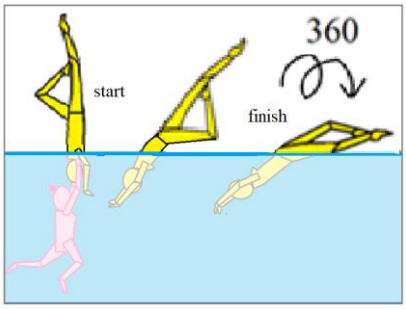
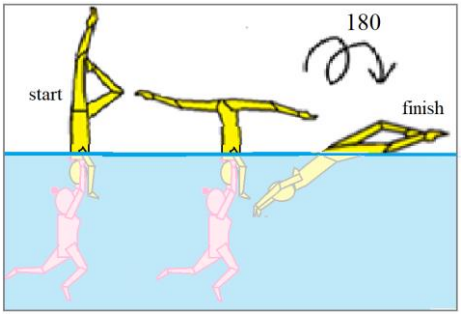
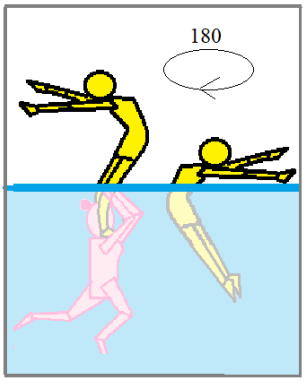
13. PAIR ACROBATICS (For Duet/Mixed Duet only)

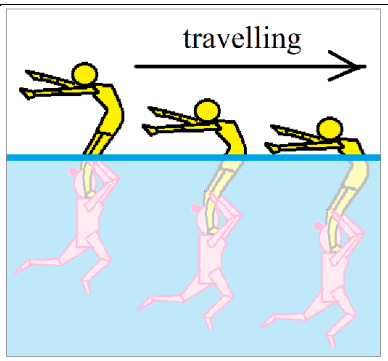
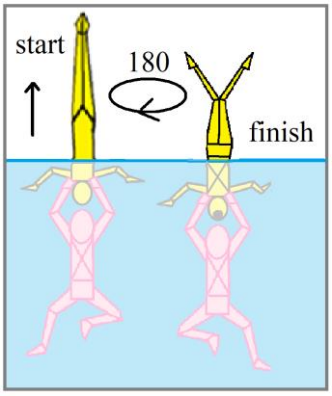
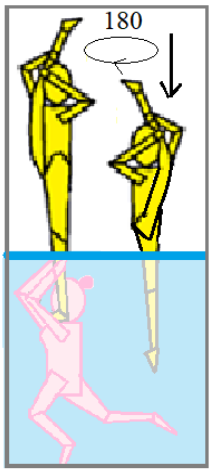
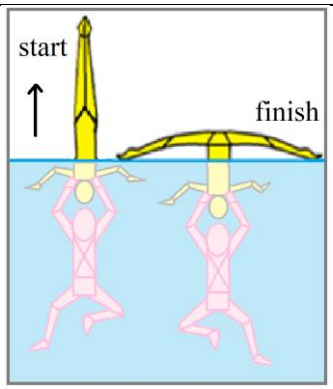
General Principles:

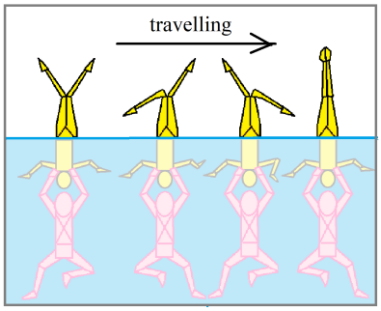
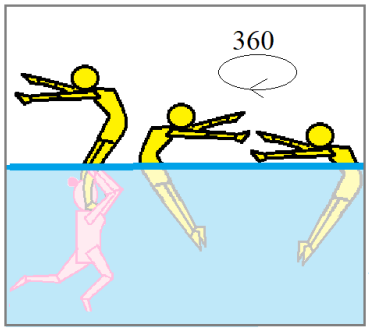
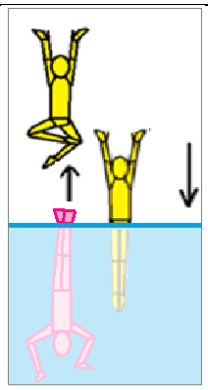
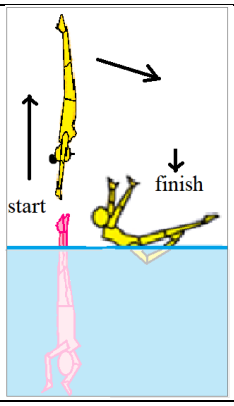
1. A pair acrobatic movement is only considered as a lift or a throw if the “bottom” (base) swimmer is underwater and lifts/throws the featured-swimmer up in the air (away from surface). The base swimmer can lift/throw featured-swimmer by holding/pushing their legs or shoulders.
2. Rotation around self (turn, twist) can be performed in any direction.
3. Way of connecting between bottom and upper swimmer is optional and is not judged.
4. Pair Acro values should not be compared to Team Acro values. Their value is in direct relation to the duet/mixed duet events.
5. **Base Mark** for all types of Pair Acrobatics will be **0,10.**

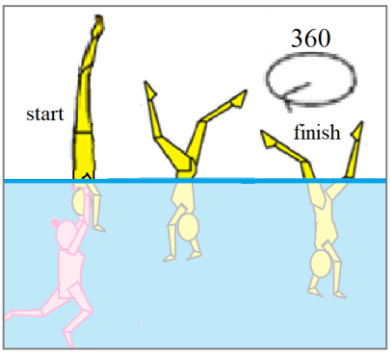
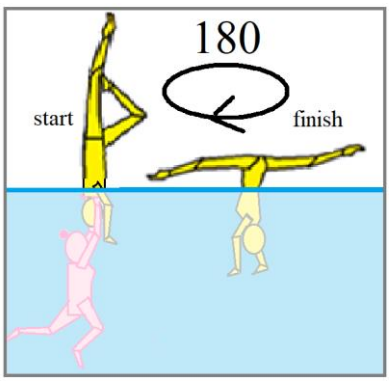
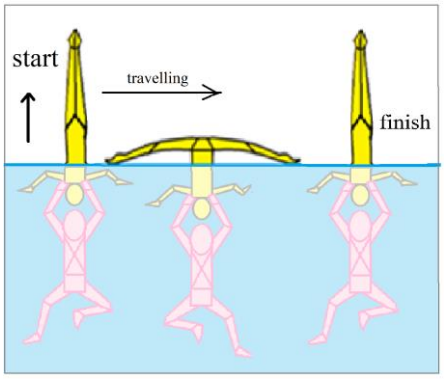
Level	Name	Diagram	Description	Value
Level 1	Lift head-up with crashing **L»**		One swimmer remains under the water and lifts another swimmer who performs actions above the water at maximum height. When the bottom swimmer pushes and releases support the upper swimmer “crashes” (falling) on the surface. Crashing - means that after the main phase of the lift the upper (visible) swimmer does not submerge, but instead falls on the water’s surface.	**0,10**
Level 1	Lift legs-up with crashing **L!»**		One swimmer remains under the water and lifts another swimmer (position head-down) who performs actions above the water at maximum height. When the bottom swimmer pushes and releases support the upper swimmer “crashes” (falling) on the water’s surface.	**0,20**

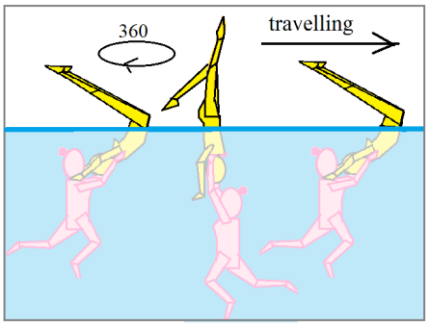
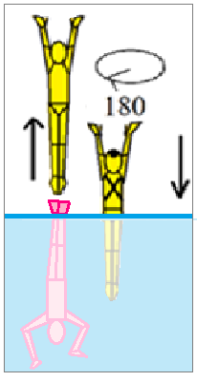
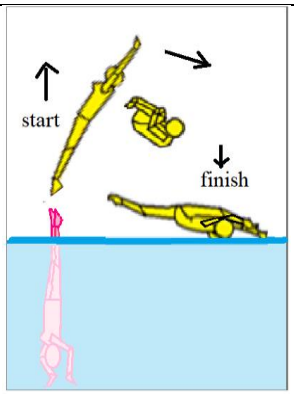
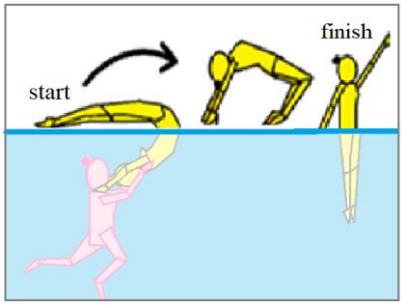
Level 2	Lift head-up **L**		One swimmer remains under the water and lifts another swimmer who performs actions above the water at maximum height. When the bottom swimmer releases support the upper swimmer submerges under the surface of the water.	**0,40**
Level 2	Lift head-up with flexibility and crashing **Lf»**		One swimmer remains under the water and lifts another swimmer, who demonstrates flexibility position/s (split variations, ring, etc.) above the water at maximum height. When the bottom swimmer releases support the upper swimmer submerges under the water.	**0,40**
Level 2	Lift legs-up with flexibility and crashing **L!f»**		One swimmer remains under the water and lifts another swimmer (position is head-down), who demonstrates flexibility position/s (split variations etc.) above the water at maximum height. When the bottom swimmer pushes and releases support the upper swimmer “crashes” (falling) on the water’s surface.	**0,40**
Level 2	Lift legs-up with crashing and rotation 180º **L!r0,5»**		One swimmer remains under the water and lifts another swimmer (position is head-down), above the water at maximum height. When the bottom swimmer pushes and releases support the upper swimmer simultaneously “crashes” (falls) on the water’s surface while rotating 180º around self. *Note: the rotation may also occur during the “maximum height” phase or while ascending.*	**0,60**

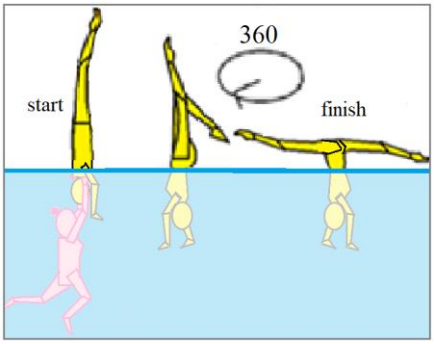
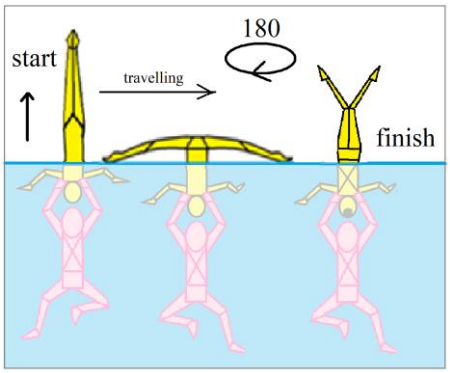
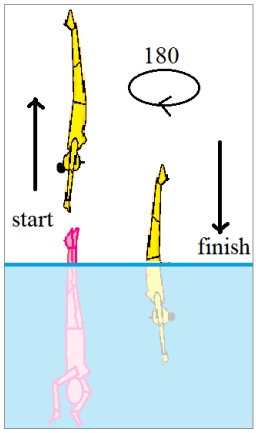
Level 2	Lift legs-up **L!**		One swimmer remains under the water and lifts another swimmer (position is head-down) who performs some actions above the water at maximum height. When the bottom swimmer pushes and releases support the upper swimmer submerges under the water.	**0,60**
Level 3	Lift legs-up with crashing and rotation 360º **L!r1»**		One swimmer remains under the water and lifts another swimmer (position is head-down) above the water at maximum height. When the bottom swimmer pushes and releases support the upper swimmer simultaneously "crashes" (falls) on the water's surface while rotating 360º around self. *Note: the rotation may also occur during the "maximum height" phase or while ascending.*	**0,60**
Level 3	Lift legs-up with crashing, flexibility and rotation 180º (turn) **L!fr0,5»**		One swimmer remains under the water and lifts another swimmer (position is head-down) who demonstrates flexibility position/s (split variations etc.) above the water at maximum height. When the bottom swimmer pushes and releases support the upper swimmer simultaneously "crashes" (falls) on the water's surface while rotating 180º around self. *Note: the rotation may also occur during the "maximum height" phase or while ascending.*	**0,60**
Level 3	Lift head-up with 180º rotation **Lr0,5**		One swimmer remains under the water and lifts another swimmer who performs actions above the water at maximum height. When the bottom swimmer releases support the upper swimmer simultaneously submerges under the water while rotating 180º. *Note: the rotation may occur during the "maximum height" phase or while ascending.*	**0,60**

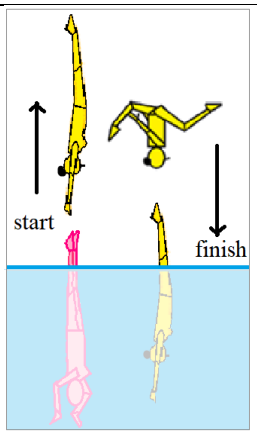
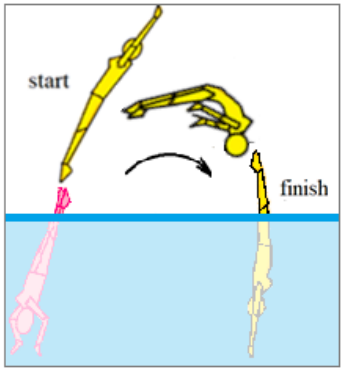
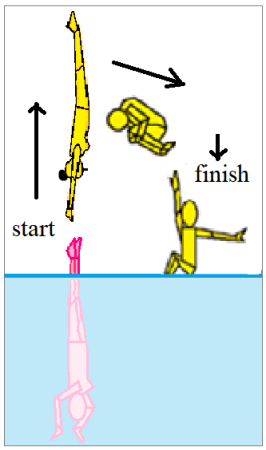
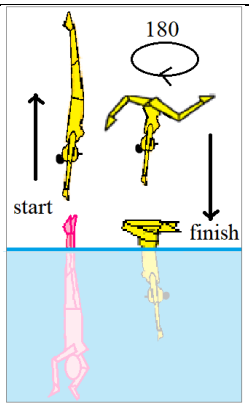
Level 3	Sustained lift head-up with travelling **SL>**		One swimmer remains under the water and lifts another swimmer holding for 3 seconds or more while travelling. The upper swimmer performs some actions above the water at maximum height and when the bottom swimmer pushes and releases support the upper swimmer submerges under the water.	**0,80**
Level 4	Lift legs-up with 180º rotation **L!r0,5**		One swimmer remains under the water and lifts another swimmer (position is head-down) who performs actions above the water at maximum height. When the bottom swimmer pushes and releases support (or helps to rotate) the upper swimmer submerges with a simultaneous rotation of 180º. *Note: the rotation may also occur during the "maximum height" phase or while ascending.*	**0,80**
Level 4	Lift head-up with flexibility and rotation 180º **Lfr0,5**		One swimmer remains under the water and lifts another swimmer who demonstrates flexibility position/s (split variations, ring etc.) above the water at maximum height. When the bottom swimmer releases support (or helps to rotate) the upper swimmer submerges under the water with a simultaneous rotation of 180º. *Note: the rotation may also occur during the "maximum height" phase or while ascending.*	**0,80**
Level 4	Lift legs-up with flexibility **L!f**		One swimmer remains under the water and lifts another swimmer (position is head-down) who demonstrates flexibility position/s (split variations etc.) above the water at maximum height. When the bottom swimmer pushes and releases support the upper swimmer submerges under the water.	**0,80**

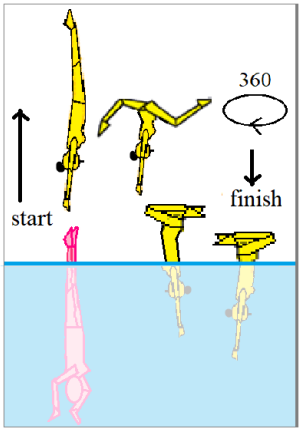
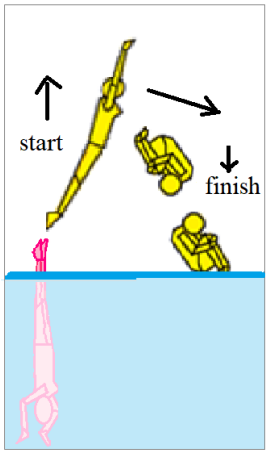
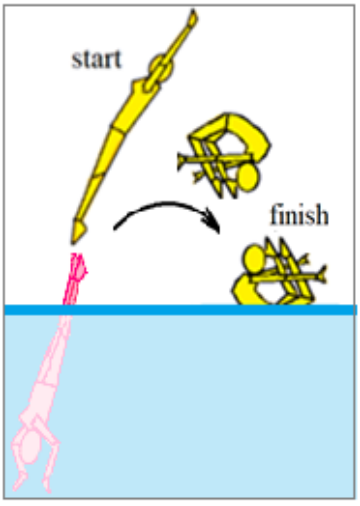
Level 4	Sustained lift legs-up with travelling **SL!>**		One swimmer remains under the water and lifts another swimmer (position is head-down) and sustains the lift for 3 seconds or more while travelling. The upper swimmer performs some actions above the water at maximum height and when the bottom swimmer pushes and releases support the upper swimmer submerges under the water.	**0,80**
Level 4	Lift head-up with rotation 360º **Lr1**		One swimmer remains under the water and lifts another swimmer, who performs actions above the water at maximum height. When the bottom swimmer releases support the upper swimmer simultaneously submerges under the water while rotating 360º. *Note: the rotation may also occur during the "maximum height" phase or while ascending.*	**0,80**
Level 4	Jump head-up **J**		From under the water one swimmer pushes and throws (disconnects with) an upper (visible) swimmer who becomes airborne. This upper (visible) swimmer performs some actions in the air before entering the water.	**0,80**
Level 4	Throw legs-up with crashing **W!»**		From under the water one swimmer pushes and throws (disconnects with) an upper (visible) swimmer who becomes airborne. This upper (visible) swimmer starts their action feet-first and after demonstrating maximum height falls (crashing) on the surface.	**0,80**

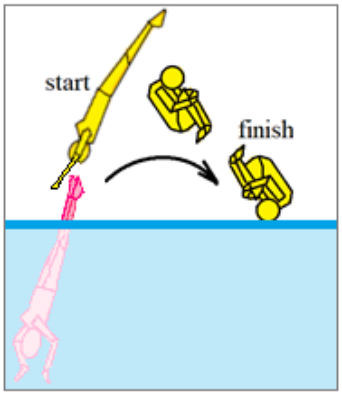
Level 5	Lift legs-up with rotation 360º **L!r1**		One swimmer remains under the water and lifts another swimmer (position is head-down), who performs some actions above the water at maximum height. When the bottom swimmer pushes and releases support the upper swimmer simultaneously submerges under the water while rotating 360º. *Note: the rotation may also occur during the "maximum height" phase or while ascending.*	**1,0**
Level 5	Lift legs-up with flexibility and rotation 180º **L!fr0,5**		One swimmer remains under the water and lifts another swimmer (position is head-down), who demonstrates flexibility position/s (split variations etc.) above the water at maximum height. When the bottom swimmer pushes and releases the upper swimmer simultaneously submerges under the water while rotating 180º. *Note: the rotation may also occur during the "maximum height" phase or while ascending.*	**1,0**
Level 5	Sustained lift legs-up with flexibility and travelling **SL!f>**		One swimmer remains under the water and lifts another swimmer (position is head-down), sustaining the lift for 3 seconds or more while travelling. The upper swimmer demonstrates flexibility position/s above the water at maximum height and when bottom swimmer pushes and releases, the upper swimmer submerges under the water.	**1,0**

Level 5	Sustained lift legs-up with travelling and rotation of 180º-360º **SL!r0,5>** **or** **SL!r1>**		One swimmer remains under the water and lifts another swimmer (position is head-down), holding for 3 seconds or more while traveling. The upper swimmer performs some actions while rotating 180º-360º above the water at maximum height. When the bottom swimmer pushes and releases support the upper swimmer submerges. *Note: the rotation may also occur while ascending.*	**1,0**
Level 5	Jump head-up with 180º rotation **Jr0,5**		From under the water one swimmer pushes and throws (disconnects with) the upper (visible) swimmer who becomes airborne. The upper (visible) swimmer performs some actions in the air with a 180º rotation, before entering the water. *Note: rotation may also occur while the upper-swimmer submerges.*	**1,0**
Level 5	Jump head-up with flexibility **Jf**		From under the water one swimmer pushes and throws (disconnects with) the upper (visible) swimmer who becomes airborne. The upper (visible) swimmer demonstrates flexibility position/s (such as split etc.) in the air before entering the water or falling (crashing).	**1,0**
Level 5	Legs-up throw-dive **T!d**		From a Pike Position the upper swimmer is pushed/thrown by the bottom swimmer (disconnects/becomes airborne). The upper swimmer's legs are lifted in an arc over the surface of the water to meet the surface of the water again. The upper swimmer enters the water feet-first and lifting their upper body to a vertical position before submerging.	**1,0**

Level 6	Lift legs-up with flexibility and rotation 360º **L!fr1**		One swimmer remains under the water and lifts another swimmer (position is head-down). The upper swimmer demonstrates flexibility position/s above the water at maximum height with 180º-360º rotation. When the bottom swimmer pushes and releases support the upper swimmer submerges under the water. *Note: rotation may occur while the upper-swimmer submerges or while ascending.*	**1,20**
Level 6	Sustained lift legs-up with flexibility, travelling and rotation 180º-360º **SL!fr0,5>** **or** **SL!fr1>**		One swimmer remains under the water and lifts another swimmer (position is head-down), sustaining the lift for 3 seconds or more while travelling. The upper swimmer demonstrates flexibility position/s above the water at maximum height with 180º-360º rotation. When the bottom swimmer pushes and releases support the upper swimmer submerges under the water. *Note: rotation may occur while the upper-swimmer submerges or while ascending.*	**1,20**
Level 6	Throw legs-up with 180º rotation **W!r0,5**		From under the water one swimmer pushes and throws (disconnects with) the upper (visible) swimmer who becomes airborne. The upper (visible) swimmer starts their action feet-first and after demonstrating maximum height submerges with a simultaneous rotation of 180º. *Note: rotation may also occur during "pushing"/ascending phase.*	**1,20**

Level 6	Throw legs-up with flexibility **W!f**		From under the water one swimmer pushes and throws (disconnects with) the upper (visible) swimmer who becomes airborne. The upper (visible) swimmer starts their action feet-first and demonstrates flexibility position/s during maximum height and then submerges.	**1,20**
Level 6	Jump-Dive **Jd**		From under the water one swimmer pushes and throws (disconnects with) the upper (visible) swimmer who becomes airborne. This upper (visible) swimmer demonstrates an arc over the surface before entering the water in a head-first vertical position.	**1,20**
Level 7	Throw legs-up with 180º somersault **W!s0,5**		From under the water one swimmer pushes and throws (disconnects with) the upper (visible) swimmer who becomes airborne. This upper (visible) swimmer starts their action feet-first and by lifting their body and tucking, performs 0.5 (half) somersault (180º rotation) in the air before entering the water. *Note: the body of the upper (visible) swimmer should be fully out of the water (above the surface) before entering the water.*	**1,40**
Level 7	Thow legs-up with flexibility and rotation 180º **W!fr0,5**		From under the water one swimmer pushes and throws (disconnects with) an upper (visible) swimmer who becomes airborne. The upper (visible) swimmer starts their action feet-first and demonstrates flexibility position/s during maximum height. The upper (visible) swimmer then submerges while simultaneously rotating 180º.	**1,40**

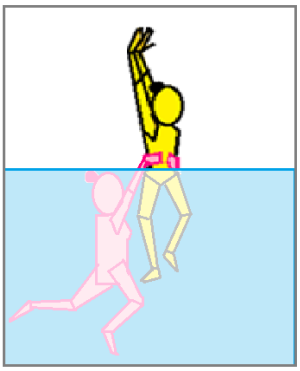
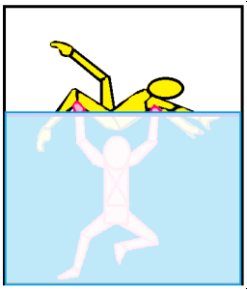
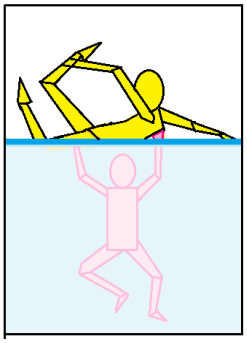
Level 8	Throw-legs up with flexibility and rotation 360º **W!fr1**		From under the water one swimmer pushes and throws (disconnects with) an upper (visible) swimmer who becomes airborne. The upper (visible) swimmer starts their action feet-first and demonstrating flexibility position/s during maximum height. The upper (visible) swimmer then submerges while simultaneously rotating 360º degrees.	**1,60**
Level 8	Jump head-up with 1 somersault forwards **Js1F**		From under the water one swimmer pushes and throws (disconnects with) an upper (visible) swimmer who becomes airborne. The upper (visible) swimmer performs 1 forwards somersault in the air before entering the water.	**2,0**
Level 8	Jump head-up with 1 somersault backwards and flexibility **Jfs1B**		From under the water one swimmer pushes and throws (disconnects with) an upper (visible) swimmer who becomes airborne. The upper (visible) swimmer performs 1 backwards somersault in the air demonstrating flexibility of their body (ring position and variations) before entering the water.	**2,0**

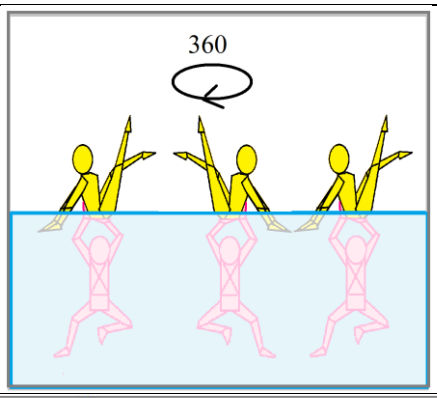
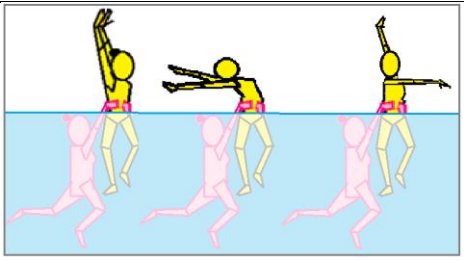
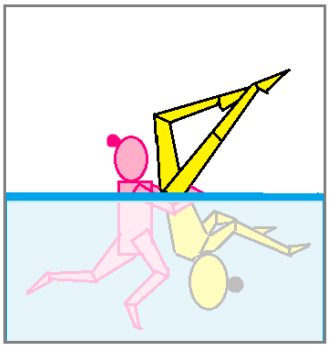
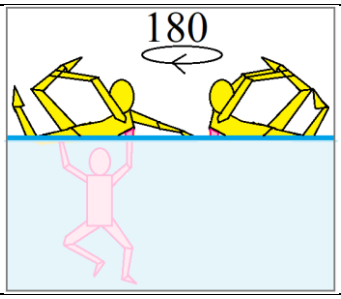
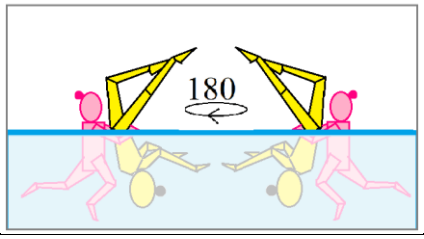
Level 9	Throw legs-up with 1 somersault forwards **W!s1F**		From under the water one swimmer pushes and throws (disconnects with) an upper (visible) swimmer who becomes airborne. This upper (visible) swimmer starts their action feet-first and by lifting their body performs 1 somersault forwards in the air before entering the water. *Note: the somersault is usually performed in a tuck position.*	**2,2**

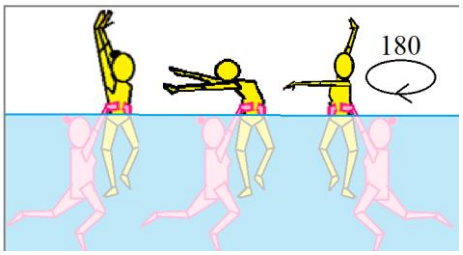
14. PAIR ASSISTED ACTIONS

THIS IS A LIST OF PAIR ASSISTED ACTIONS (FOR YOUR INFORMATION) THAT ARE NOT CONSIDERED AS A PAIR ACROBATIC MOVEMENTS. THESE ARE CONSIDERED IN TRANSITIONS (ARTISTIC IMPRESSION) IN DUETS OR TEAMS.

In Pair assisted actions the bottom (base) swimmer may remain under the surface of the water or on the surface, but the featured-swimmer always remains on the surface (not lifted up). Also "boost-type" assisted movements are considered as pair assisted actions.

Level	Name	Diagram	Description
Level 1	Pair assisted action "boost type"		One swimmer remains under the water and lifts another swimmer who performs actions above the surface of the water. This action should demonstrate a boost of a "visible" swimmer maximum height (crotch level) with assistance of the "underwater" swimmer.
Level 1	Pair assisted action on the "surface" (float)		One swimmer remains under the water and holds another swimmer who remains on the surface and performs actions.
Level 1	Pair assisted action on the "surface" (float) with flexibility		One swimmer remains under the water and holds another swimmer who remains on the surface and performs movements with a range of flexibility (such as: Split, Ariana, Ring etc.)

Level 2	Pair assisted action “surface” with rotation 180º-360º		One swimmer remains under the water and holds and rotates another swimmer (upper visible swimmer) 180º-360º who remains on the surface of the water.
Level 2	Sustained assisted action head-up		One swimmer remains under the water and lifts another swimmer who performs actions above the surface of the water sustained for 3 seconds or more.
Level 2	Sustained assisted action legs-up		One swimmer holds another swimmer whose position is head-down and sustained for 3 seconds or more.
Level 2	Pair assisted action “surface” with flexibility and rotation 180º-360º		One swimmer remains under the water and holds and rotates another swimmer (upper visible swimmer) 180º-360º who remains at the surface and performs movements with a range of flexibility (such as: split, Ariana, ring etc.).
Level 3	Sustained assisted action legs-up with rotation 180º-360º		One swimmer holds another swimmer, whose position is head-down for 3 seconds or more with a simultaneous rotation of 180º-360º. *Note: both swimmers rotate in connection one with another.*

Level 4	Sustained assisted action head-up with travelling and rotation 180º-360º		One swimmer remains under the water and lifts another swimmer holding for 3 seconds or more while travelling. The upper swimmer performs some actions above the water at maximum height with a rotation of 180º. When the bottom swimmer pushes and releases support the upper swimmer submerges under the water. *Note: the rotation must happen during "maximum height" phase.*