CLARIFICATIONS FOR 2027 SEASON

Appendix 7 — Acrobatics Catalogue - Sections 29.7.1 & 29.7.2

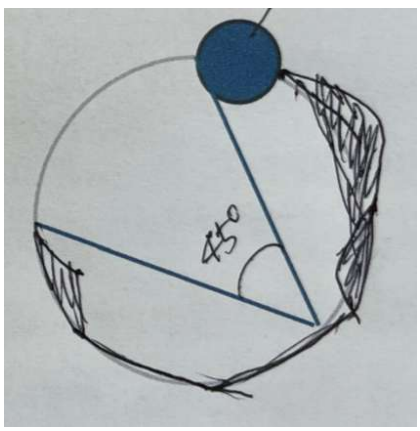
These clarifications are intended to clarify questions that were raised by the community during the 2026 season, to ensure that officials, coaches, and athletes share a consistent interpretation of the rules and apply them uniformly across all competitions.

These are not rule changes — the Acrobatics Catalogue rules remain in force as written. As this complement reflects the original intent of the rules, the content of this document carries the same weight and is equally valid in competition.

① PAIR ACROBATICS (29.7.2)

Item	Clarification	Original Rule Reference
General Principles Crash Definition	A **crash** = A deliberate smash or tucking action performed form maximum height onto the water's surface with NO clear submersion: • In head-down/legs-up pair acrobatics, the crash is typically performed with the extended leg(s) smashing the surface or by deliberately tucking the legs • In head-up pair acrobatics, the crash is performed with the upper body smashing the surface A crash is intentional. Do not confuse it with an unintentional deviation from the vertical line (lean / loss of balance). In doubt = benefit to the athletes. A deliberate smash or tucking action occurring **above knees** is considered to be performed from maximum height and therefore meets the definition of a crash. A deliberate smash or tucking action occurring **below the knees** is not considered a crash, as clear submersion has already occurred (i.e., the action was not performed from maximum height). Base Mark when: • a crash happens but is NOT declared in the code/description • a crash is declared (» code) but the featured swimmer submerges instead of crashing on the surface — declared element not performed	**29.7.2.1 viii-ix** *"When crashing is stated, it means that after the main phase of the lift the featured swimmer does not submerge but instead 'crashes' (falls) on the water's surface. When 'crashing' is not mentioned in the code and the description, but it happens - it is a Base Mark."*
Positions Ring (rg) / Marlin (ma) — Allowance	The allowance for these two positions works differently between events: • **Team acros**: NO 45° allowance for Ring (rg) or Marlin (ma). At least the toes of one foot must touch the head. • **Pair acros**: ALL positions get a 45° allowance, including Ring (rg) and Marlin (ma).	**29.7.2.3 iii** *"There is a 45 degrees allowance for positions."*

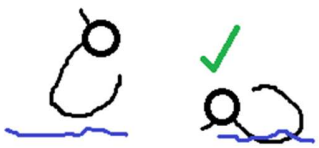
① PAIR ACROBATICS (29.7.2)

Item	Clarification	Original Rule Reference
Position Ring (rg) — How to Measure the allowance in pair acros	The tolerance for the **ring position** in pair acrobatics is measured that way: 1. From the pelvis (torso / back arch) 2. Between the head and the foot/feet The ring is cleared as long as it stays within the 45° allowance in pair acrobatics.  	**29.7.2.3 (Pair Positions — flexibility positions) ii & iii** *"The following positions are also allowed as flexibility positions... From group A: Ring (rg)." / "There is a 45 degrees allowance for positions."*

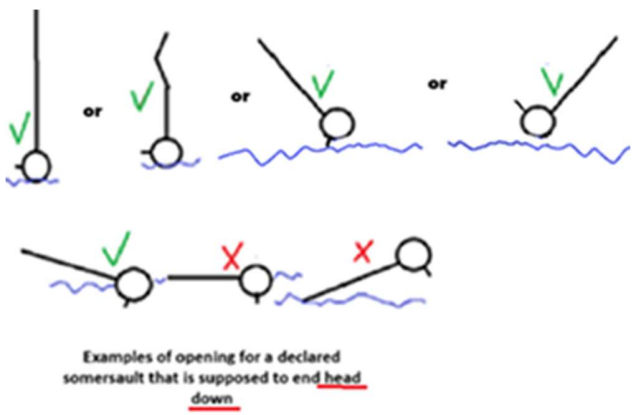
① PAIR ACROBATICS (29.7.2)

Item	Clarification	Original Rule Reference
Sustained Lifts/Throws Head-Down	For all **head-down (legs-up) pair acro sustained lifts/throws**: the base swimmer lifts or throws the featured swimmer, followed by a clear catch in Vertical Position (VP), with both legs above the knees, and within 45° of the vertical axis, for 3 seconds or more. The TCs start counting once a clear stop is reached in the VP above the knees. For multiple lifts, each following “catch + sustained phase" is assessed independently and must individually meet the 3-second VP requirement. Note that if a rotation is declared, it may happen anywhere in the sequence as defined in the rules — before, during, or after any sustained phase(s). Head-down sustained pair acro codes covered by this clarification: • SL!> • SL!f> • S!r0.5> • SL!f2+r1> • SL!f2r0.5+r1> • SL!f2r1+r1 • SL!2+r2 • W!+catchSL • W!+catchSL+r1	**29.7.2.4 — Pair Acrobatic Table**

① PAIR ACROBATICS (29.7.2)

Item	Clarification	Original Rule Reference
Jump-Dive (Jd)	If a swimmer is not certain they can complete a Jfs1B (full somersault) within the allowance, they may instead declare a **Jump-Dive (Jd).** As mentioned in the rules, over-rotation is not a Base Mark. Therefore, it is not mandatory to enter the water head-first in that case. **Jump dive - not a base mark** 	**29.7.2.4 (Pair Acrobatic Table — Jump-Dive, Jd)** *"From under the water base swimmer pushes and throws (disconnects with) the featured swimmer who becomes airborne. This featured swimmer demonstrates an arc over the surface before entering the water in a head-first vertical position. If the featured swimmer over-rotates, it will not be a Base Mark."* **29.7.2.2 (Allowances — Somersaults):** *"The featured swimmer can over-rotate (you can do more than you declared)."*

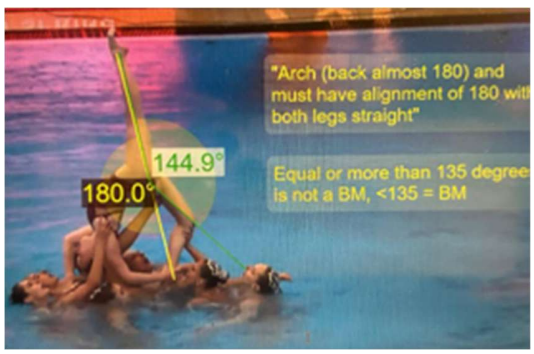
Component	Clarification	Original Rule Reference
GENERAL PRINCIPLES **Position** Non-Skip Rule — 2-Second Threshold	Declaring positions: • Only Pos 1 is mandatory and must be the first position shown. • Pos 2 is optional. Extra positions performed **after the last declared one** may or may not be declared (optional). • BUT: **You cannot skip a position**: if a position is clearly shown above the minimum height before Pos1 or between declared Pos 1 and Pos 2, it cannot be skipped (must be declared). • The Pos 3 bonus requires both Pos 1 and Pos 2 to be declared. Base Mark applies when: • Any undeclared position is held **≥2 seconds** before Pos 1, or between declared Pos 1 and Pos 2. • The Bonus for Pos 3 is declared without declaring Pos 1 and Pos 2. A position does NOT need to be held 2 seconds to be declared. Any clear stop in a defined shape above the minimum height qualifies. The 2-second mark is only the threshold beyond which a position can no longer be considered a transitional pass-through.	**29.7.1.2 g) viii** *"Positions must be declared in order of performance. When a position is clearly shown and is above the height allowance as per vii, it MUST be declared and cannot be skipped. Any position held for 2 seconds or more without being declared is subject to a Base Mark, including between position 1 and 2."*

Component	Clarification	Original Rule Reference
GENERAL PRINCIPLES **"open" (o)** I Applies to all groups	When "**open**" follows a somersault, the TCs must assess TWO independent things: • The opening: the featured swimmer must clearly open to a Line position, assessed using the Line (ln) 45° allowance (see clarification below on how to verify this allowance) • The somersault rotation: the 90° allowance applies — 90° less than declared = Base Mark; over-rotation is allowed These are assessed separately. An insufficient opening is a BM even if the rotation is fine — and vice versa. Examples (somersault completion): • Landing completely flat in a Line (90° from the vertical axis) = BM (under-rotated by 90° or more) • Landing at 80° in a Line from the vertical axis = OK (within allowance) • Landing at 40° from the vertical axis, but with the Line not open enough = BM (line position not in allowance) Note: when "open" is declared, the Line MUST be performed. But declaring it as a position is optional, as long as the non-skip rule (29.7.1.2 g) viii) is respected. *This also applies for pair acrobatics that require an opening.  	**29.7.1.2 (open)** *"To qualify for 'open' in ANY group - DTCs must see a 'closed' position with forward flex stomach (tuck, pike) followed by an opening in a straight body position. Line (ln) position MUST be performed (with 45 degrees allowance)..."* **Somersault:** *"Allowance for all somersaults... is 90° less than declared before the beginning of the submergence of the featured swimmer = Base Mark."*

② TEAM ACROBATICS (29.7.1) | GROUP A — AIRBORNE (29.7.1.3)

Component	Clarification	Original Rule Reference
GROUP A — **Construction** Airborne — Disconnection	By definition **Group A is "airborne**": the action is performed in the air, so the featured swimmer must disconnect from the construction. However, it is not mandatory that the featured swimmer's full body is out of the water. What matters is that the first position is performed above the minimum height requirement. If the height is too low to clearly verify the disconnection, favor goes to the athletes.	**29.7.1.1 (Main Groups — A)** *"A stands for 'airborne'. All elements in this group are performed by a featured swimmer in the air."*
GROUP A (also C) — **Position** Line (ln) — 45° Allowance	For the **line position ("ln"),** at least one leg must be straight (the "extended" leg). The other leg may be bent, and a small arch in the back is allowed. How to measure: extend an imaginary line through the trunk — this is the body's "vertical line". The extended leg should follow that line. The 45° tolerance is measured at the hip, between this **imaginary trunk line and the thigh** of the extended leg: • Up to 45° of deviation = cleared • More than 45° = Base Mark IMPORTANT: the "trunk line" must NOT be confused with the true vertical axis. The 45° is measured relative to the trunk line, regardless of the body's overall orientation. 	**29.7.1.3 (Group A — Line, ln)** *"Misc (straight body, may have small arch in back). At least one leg straight and/or spread in 45 degrees out of vertical line. One leg may be bent."*

② TEAM ACROBATICS (29.7.1) | GROUP B — BALANCE (29.7.1.4)

Component	Clarification	Original Rule Reference
GROUP B (also P and C)— **Position** Queen (qu) — Allowance	The **Queen** requires an arch (back almost 180°) and an alignment of 180° with both legs straight. Applying the allowance: the alignment is cleared at 135° or more between legs, more specifically between thighs (180° – 45°). Below 135° = Base Mark. See image: 144.9° ≥ 135° → not a BM. 	**29.7.1.4 (Group B — Queen, qu)** *"Head-down. Stand on 1 straight leg... Arch (back almost 180°) and must have alignment of 180° with both legs straight."*
GROUP B (also P and C) — **Position** Harp (hp) — Hanging	For **Harp when "hanging"** on a ballet-leg (B), double ballet-leg (DB) or 2S constructions : this is NOT a standing position, so the featured swimmer's bottom foot must not rest on the support. Validation: the TCs must see air under and around the bottom foot — the featured swimmer must be suspended (hanging), not standing on the support. Note that Harp is not a standing position.	**29.7.1.4 (Group B — Harp, hp)** *"Sit/Lay/Hanging Head-Up or Head-Down. Blind capture with 2 arms or opposite arm – elbow(s) required to be pointing forwards."*
GROUP B (also P and C) — **Position** Bridge (br) — Minimum Height	**Bridge** is a head-down position. The minimum height to verify it is the waist.	**29.7.1.4 (Group B — Bridge, br)** *"C-shape arch of the back, head-down standing or hanging. Legs/arms can be bent or straight."* **29.7.1.2 g) vii:** *"Waist for head-down positions."*

② TEAM ACROBATICS (29.7.1) | GROUP B — BALANCE (29.7.1.4)

Component	Clarification	Original Rule Reference
GROUP B — **Area of Support** Disconnection (Component S)	The featured swimmer must remain connected with the support/base swimmer(s) until support and bases are completely submerged. If part of the featured swimmer's body unintentionally disconnects (e.g. one of the two foot slips off) but another part stays connected, it is NOT a Base Mark — provided everything else is performed as declared.	**29.7.1.4 c) i (Group B — Component S)** *"Unless specified otherwise, the featured swimmer(s) MUST remain connected with the support(s) or base swimmers until the support(s) and the base swimmers are completely submerged — meaning the area of connection can no longer be seen by the DTCs."*
GROUP B — **Bonus** SdUp (Stand-Up)	For the **SdUp** bonus (lifting the torso from a head-down position): the resulting head-up position must be performed above the knees. It is not mandatory to declare that head-up position, as long as the non-skip rule (29.7.1.2 g) viii) is respected — e.g. if declaring it would exceed the 3.0 max for tech team, if it is a 4th position, etc… *Q: Can Stand (sd) be declared as Position 2 with the SdUp bonus?* Yes, depending on the order of the positions performed. Example: head-down position as Pos 1 (e.g. Owl "ow"), then SdUp to Stand shown above the knees → "sd" may be declared as Position 2 (e.g. 1-Owl / 2-Stand).	**29.7.1.4 (Group B — SdUp)** *"Stand-up (lifting torso) from a head-down position."*

② TEAM ACROBATICS (29.7.1) | GROUP P — PLATFORM (29.7.1.5)

Component	Clarification	Original Rule Reference
GROUP P & B — **Construction** Compatibility Tables — Written Description Prevails (Groups B & P)	The original connection and construction tables (the written description) prevail over the compatibility tables. In case of discrepancy — e.g. a demonstrated connection meets the written description but does NOT appear in the compatibility table — it is still accepted.	**Groups B & P: 29.7.1.4 & 29.7.1.5** *"If there is a discrepancy between this table and the original connection and the construction tables, the original connection and construction tables will prevail."*
GROUP P — **Area of Support** Big Area of support — Definition	**Big area of support** = the Featured Swimmer's weight rests on a large, stable body surface of the Support Swimmer — the torso / whole straight or arched body, or an equivalent broad surface such as a hands-arms construction or a Chariot — and not mainly on the Support Swimmer's feet, foot, knees or palm(s). Examples on a Ballet Leg (B) or Double Ballet Leg (DB) construction: • Standing with two feet on the Support Swimmer's torso = big area • Laying or hanging on the foot of the ballet leg = NOT a big area	**29.7.1.5 (Group P — Area of Support)** *"(F) stands (two legs, two feet) on a big area of support such as: straight or arched body or hands/arms or ballet leg/s constructions. (F) may hold (S)..."*
GROUP P — **Area of Support** 3pbA — Drop	For a **drop on a Ballet Leg (B), Double Ballet Leg (DB) or 2S** construction, declare **3pbA** for the connection. This counts as a big area of support (two feet stand on the big area of support in that case + other blind point of connection with the ballet leg/double ballet leg) Although 3pbA is not listed in the compatibility table for these constructions (B and DB), it is accepted — the original (written) connection and construction tables prevail over the compatibility table.	**29.7.1.5 (Group P — Component S, 3pbA)** *"(F) is connected to a big area of support by any 3 points (for example: 2 palms and 1 foot OR 1 palm and 2 feet etc) in a blind connection where (F) does not see their foot/feet (for example bridge position)." (Connection = Big area of support.)*
GROUP P & B — **Rotation** Compatibility Tables — Written Description Prevails (Groups B & P)	In group P & B, the written description of the rotation of the construction prevails over what is listed in the column "to be used with. In case of discrepancy — e.g. a rotation meets the written criteria but the construction (group P) or the connection (group B) does NOT appear in the "to be used with" column— it is still accepted.	**Groups B & P: 29.7.1.4 & 29.7.1.5 (Component R)** *"Values for Rotation of the construction base... To be used with these connections (group B) /constructions (group P) ..." — written description prevails per 29.7.1.2 a) & d).*

② TEAM ACROBATICS (29.7.1) | GROUP P — PLATFORM (29.7.1.5)

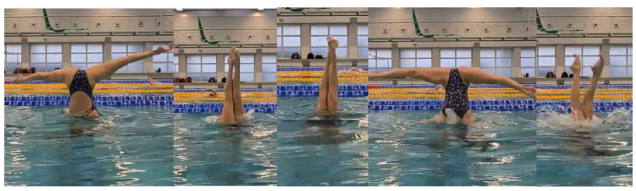
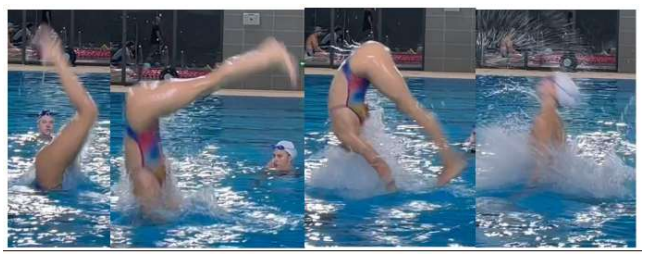
Component	Clarification	Original Rule Reference
GROUP P — **Bonus** Mov / Mov1 / Mov1+t	For the **Mov** bonus: the TCs must see the head(s) of the spotter(s) — the top of the head(s) must be visible. For **Mov1** and **Mov1+t**: the TCs must clearly see the step onto the base swimmer(s) or spotter(s).	**29.7.1.5 (Group P — Bonus)** *"Mov: The featured swimmer Moves from platform onto 1 or 2 spotter's heads for finishing acrobatic movement as a Lift."* *"Mov1: The featured swimmer Moves from platform to standing with one leg on the shoulder of 1 spotter/base swimmer and submerge. The standing on one leg position must be shown by the allowance of the knee."* *"Mov1+t: same with a turn 180 degrees by the waist."*
GROUP P — **Bonus** Arch — Connection	For **Arch** bonus, declare the connection at the moment where Position 1 is achieved (Queen or Drop) — even if it is not necessarily the first connection shown above the surface. This is an exception to the general connection rule (29.7.1.4 c) v). Examples: • 2pBb for a Queen on a ballet-leg or 2S construction • 3pbA for a Drop on a ballet-leg, double ballet leg or 2S construction	**29.7.1.5 (Group P — Arch bonus)** *"While platform is rising a non-stop transition to a Position 1 Queen or Drop that starts head-up. The featured swimmer can start arching back into position 1 only once knees are above surface of the water."*

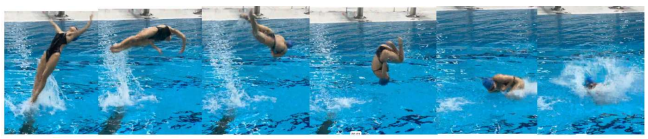
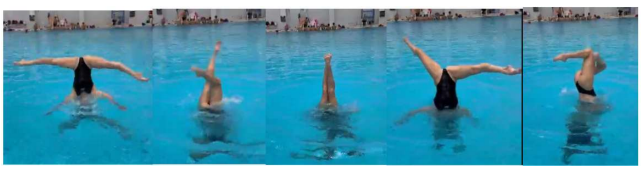
② TEAM ACROBATICS (29.7.1) | GROUP P — PLATFORM (29.7.1.5)

Component	Clarification	Original Rule Reference
GROUP P — **Bonus** Dive / Half Somersault — Disconnection	The TCs must see a clear disconnection between the Featured Swimmer and the Support Swimmer — air between Featured and Support swimmers must be visible. Reminder: to count a somersault, look at how many rotations the torso completes (90° allowance). The TCs do not assess the legs for somersault completion.	**29.7.1.2 ii (somersault)** *"Allowance for all somersaults (regular/frontal/dive/two axes, etc.) is 90° less than declared before the beginning of the submergence of the featured swimmer = Base Mark (swimmer can over-rotate)."* **Group P: Dive / Half somersault bonus, 29.7.1.5.** *Dive or Half Somersault at the end of the platform performed headfirst or foot-first.* *Featured swimmer performs a dive/ half somersault to enter the water (may have twist around self while diving).* *Featured swimmer can't remain in connection with the support swimmer.* *TCs must see a disconnection.*

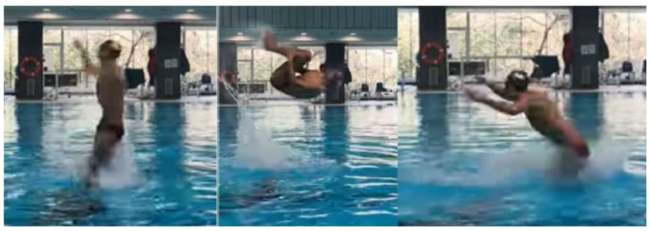
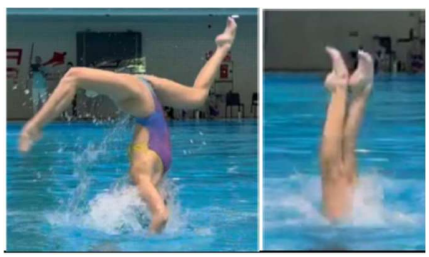
The following acrobatics or acrobatic components were approved in 2026 and will be fully integrated into the Pair or Team Acrobatic Catalogue when next revised. The following codes will be available to all as of January 1, 2027.

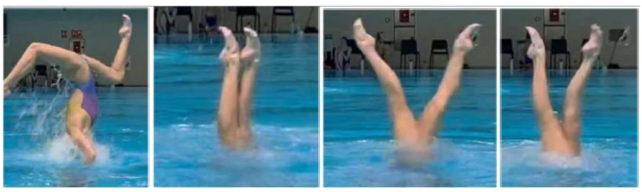
PAIR ACROBATICS:

Code-NF and Image	Description	Value
SL!f2r0.5+r1> 	**Sustained lift legs up with traveling and 2 consecutive flexibility pushes with a clear catch + rotation 180° and rotation 360°:** Pair acro sustained lift (featured swimmer head-down) with travelling and 2 consecutive pushes showing flexibility at max height separated by a clear catch in-between sustained above the knees for 3 seconds or more. There is a rotation of 180 degrees after one push, and 360 degrees after another push. The rotations can happen anywhere during the pair acro sequence.	2.30 (inclusive of 0.10 BM value)
W!s0.5p 	**Throw legs-up with 180° somersault in Pike:** From under the water the base swimmer pushes and throws (disconnects with) the featured swimmer who becomes airborne. This featured swimmer starts their action feet-first and by lifting their body and piking, performs 0.5 (half) somersault (180° rotation) in the air before entering the water. Note: the body of the featured swimmer should be fully out of the water (above the surface) before entering the water.	1.55 (inclusive of 0.10 BM value)
JBs1t1	**Jump head up with 1 somersault + 1 twist:** From under the water base swimmer pushes and throws (disconnects with) a featured swimmer who becomes airborne. The featured swimmer performs 1 backwards somersault (360°) and a full twist (360°) around themself in the air before entering the water. Note: the twist can happen at any phase of the acrobatic movement.	2.50 (inclusive of 0.10 BM value)

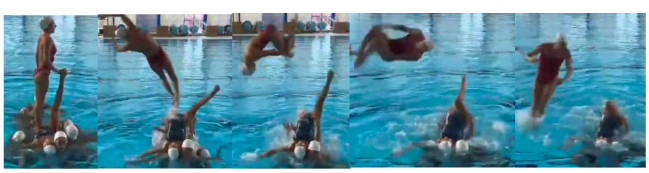
JBss1t1 	**+ 1 twist:** From under the water base swimmer pushes and throws (disconnects with) a featured swimmer who becomes airborne. The featured swimmer performs 1 backwards somersault in a straight position (360°) and a full twist (360°) around themself in the air before entering the water. The featured swimmer can move from a straight body position to another position at the end of the acro. Note: the twist can happen at any phase of the acrobatic movement.	2.90 (inclusive of 0.10 BM value)
SL!f2r1+r1 	**Sustained lift legs-up with 2 consecutive flexibility pushes with a clear catch + rotation 360 in each:** Pair acro sustained lift head-down with 2 consecutive pushes showing flexibility at max height in each push with a rotation of 360 degrees or more in each push, separated by a clear catch in-between sustained above the knees for 3 seconds or more. The rotations can happen anywhere during the pair acro sequence.	2.30 (inclusive of 0.10 BM value)
Jdt1 	**Jump Dive Full Twist** From under the water base swimmer pushes and throws (disconnects with) the featured swimmer who becomes airborne. This featured swimmer demonstrates an arc over the surface and a twist of 360° in the air before entering the water in a head-first vertical position. If the featured swimmer over-rotates, it will not be a Base Mark.	1.90 (inclusive of 0.10 BM value)
Js1.5B 	**Jump head-up with 1.5 backward somersault**: From under the water, the base swimmer pushes and throws (disconnects with) a featured swimmer who becomes airborne. The featured swimmer performs 1.5 backward somersault (540°) in the air demonstrating "tuck" position before entering the water. Note: the featured swimmer must be disconnected from the base swimmer and be completely out of water (airborne) from toes to the top of the head at the same time.	2.30 (inclusive of 0.10 BM value)

Js1Ro 	**somersault + open:** From under the water, the base swimmer pushes and throws (disconnects with) a featured swimmer who becomes airborne. The featured swimmer jumps forwards, then starts rotating backwards and performs 1 somersault (360°) in the air, demonstrating a “tuck” or a “pike” position and open to a line before the knees before entering the water. Note: the featured swimmer must be disconnected from the base swimmer and be completely out of water (airborne) from toes to top of the head at the same time	2.90 (inclusive of 0.10 BM value)
Js1R 	**Jump head-up with 1 reverse somersault:** From under the water, the base swimmer pushes and throws (disconnects with) a featured swimmer who becomes airborne. The featured swimmer jumps forwards, then starts rotating backwards and performs 1 somersault (360°) in the air, demonstrating a “tuck” position before entering the water. Note: the featured swimmer must be disconnected from the base swimmer and be completely out of water (airborne) from toes to top of the head at the same time.	2.30 (inclusive of 0.10 BM value)
SL!2+r2 	**Sustained lift head-down with 2 or 3 consecutive lifts + rotation 720 or more (with or without flex and/or travel and/or crash)** Pair acro sustained lift head-down with 2 or 3 consecutive lifts, with or without flexibility, separated by clear catches in-between in a VP position sustained above the knees (legs within 45 degrees of the vertical axis). A total rotation of 720 degrees or more (any combination — e.g. 360°+360°+180°, 720°+360°, 360°+540°, 360°+720°+180°, 360°+360° etc.) is performed. The rotations can happen anywhere during the pair acrobatic sequence. The pair acro may happen with or without travelling and finish with or without a crashing action Note: Each catch + sustained phase must keep the featured swimmer above the knees in a VP position for 3 seconds or more. TCs start counting once a clear stop is reached in a VP position. For example: push with flex and rotation 360+ catch above knees with travel and hold a sustained VP position for 4 seconds then again push with flex and rotation 360+ catch above knees with travel and hold a sustained VP for 4 seconds then again+ push and crash on the surface.	2.50 (inclusive of 0.10 BM value)

Js1Bo 	water, the base swimmer pushes and throws (disconnects with) a featured swimmer who becomes airborne. The featured swimmer performs 1 backward somersault (360°) in the air, demonstrating a “tuck” or a “pike” position and then opens to a line position by the knees. Note: the featured swimmer must be disconnected from the base swimmer and be completely out of water (airborne) from toes to the top of the head at the same time.	2.50 (inclusive of 0.10 BM value)
W!+catchSL 	**Throw legs-up with/without flexibility + catch in sustained lift:** From under the water, the base swimmer pushes and throws (disconnects with) a head-down featured swimmer who becomes airborne. The featured swimmer must be completely in the air (top of the head and toes above the surface at the same time). The featured swimmer starts their action feet-first and can demonstrate flexibility at max height or not. The base swimmer then makes a clear catch and holds the featured swimmer sustained for 3 seconds or more in a Vertical Position (legs within 45 degrees of the vertical axis) with both legs above the knees. Note: The catch + sustained phase must keep the featured swimmer above the knees in a Vertical Position for 3 seconds or more. TCs start counting once a clear stop is reached in the Vertical Position.	2.50 (inclusive of 0.10 BM value)

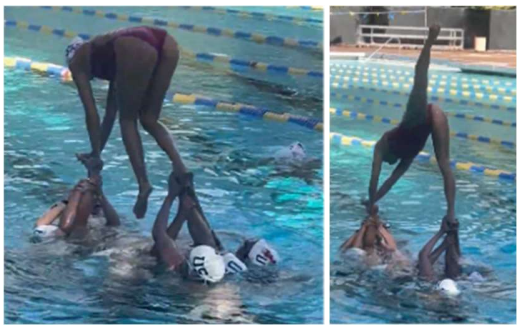
W!+catchSL+r1 	**Throw legs-up + catch in sustained lift + 360 rotation:** From under the water, the base swimmer pushes and throws (disconnects with) a head-down featured swimmer who becomes airborne. The featured swimmer must be completely in the air (top of the head and toes above the surface at the same time). The featured swimmer starts their action feet-first and can demonstrate flexibility at max height or not. The base swimmer then makes a clear catch and holds the featured swimmer sustained for 3 seconds or more in a Vertical Position (legs within 45 degrees of the vertical axis) with both legs above the knees. The featured swimmer performs a 360° rotation in the sustained phase or after. Note: The catch + sustained phase must keep the featured swimmer above the knees in a Vertical Position for 3 seconds or more. TCs start counting once a clear stop is reached in the Vertical Position.	2.60 (inclusive of 0.10 BM value)
Js1p 	**Jump head-up with 1 somersault in Pike**: From under the water, the base swimmer pushes and throws (disconnects with) the featured swimmer who becomes airborne. The featured swimmer starts their action head-first and, by lifting their body and piking, performs 1 (full) somersault (360° rotation) in the air before entering the water. Note: For pike somersault (without changing the body position throughout the rotation): We count somersaults in a pike position the same way that diving does. The first 180-degree movement of the legs after take-off is considered as the first half of the rotation and then count from there. Note: the featured swimmer must be disconnected from the base swimmer and be completely out of water (airborne) from toes to the top of the head at the same time.	2.30 (inclusive of 0.10 BM value)

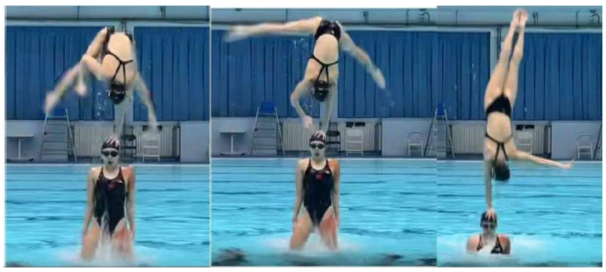
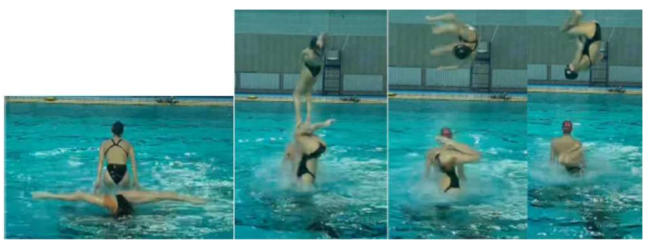
Js1t0.5B+pt 	**twist and pike-to-tuck position change**: From under the water, the base swimmer pushes and throws (disconnects with) the featured swimmer who becomes airborne. The featured swimmer jumps backwards and performs 1 (full) somersault (360° rotation) with a half twist (180°), demonstrating a pike position in the first half of the somersault and a tuck position in the second half, before entering the water. Note: the featured swimmer must be disconnected from the base swimmer and be completely out of water (airborne) from toes to the top of the head at the same time.	2.20 (inclusive of 0.10 BM value)
Js1B+pt 	**Jump head up with 1 somersault backwards in pike + tuck:** From under the water, the base swimmer pushes and throws (disconnects with) a featured swimmer who becomes airborne. The featured swimmer jumps backwards, piking, rotating 180° in the air and then rotating another 180° while tucking before entering the water. Note: the featured swimmer must be disconnected from the base swimmer and be completely out of water (airborne) from toes to the top of the head at the same time.	2.00 (inclusive of 0.10 BM value)

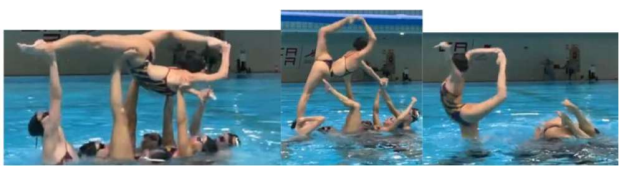
Code-NF and Image	Description	Value
1FH/ 	**Group B Area of Support: 1 foot (F) on head of (S).** Hand(s) of (S) can be connected to leg of (F). Safety: Not permitted for 12 and under and Youth categories (otherwise BM). Only for experienced and prepared athletes.	0.75
1F>1P 	**Group C Bonus**: **JUMP of (F) landing with 1 foot onto 1 palm of (S) in stack head-up** JUMP of the featured swimmer landing with 1 foot onto 1 palm of the support swimmer (in stack head-up) and balancing on 1 foot while performing actions until submergence of the support swimmer. Arm of the support must be straight. The other palm can hold elbow of the straight arm or lower (area from elbow to shoulder) Safety: Not permitted for 12 and under and Youth categories (otherwise BM). Only for experienced and prepared athletes. Cannot be declared with any of these bonus codes in the same acro: Ju, 1P>H, H>1P, Jump, Jump>, On1Foot, 1F>1F, 1F>1F+, 2F>2F	0.60
Ps1! 	**Group P Bonus (ending action bonus): 360° somersault starting from a head-down position** At the end of the platform, the featured swimmer performs 360-degree somersault from a head-down position and enters the water head-down. As per the Team Acrobatic Catalogue rules: can only use one ending action bonus code in an acrobatic – two can't be declared together in the same acrobatic.	0.15
Ps1t1o 	**Group P Bonus (ending action bonus): 360° somersault + 1 twist and open to straight body position** At the end of the platform, the featured swimmer performs 360-degree somersault + 1 twist and open to a straight body position to enter the water. As per the Team Acrobatic Catalogue rules: can only use one ending action bonus code in an acrobatic – two can't be declared together in the same acrobatic.	0.45

ChangeL 	**Change the type of Lift construction during one acrobatic** Change from one type of LIFT Construction to another type of LIFT Construction during the same acrobatic without submerging. Valid for Lift Constructions ONLY (currently in catalogue: L, LH, Lh2F and L2F+). Staring in a first Lift construction (currently in catalogue: L, LH, Lh2F and L2F+) clearly visible above the water's surface. Must declare the first identifiable construction and the first connection shown above the surface. There must then be a CONSECUTIVE and clearly identifiable second Lift construction from the current Team Acrobatic Catalogue achieved (currently in catalogue: L, LH, Lh2F and L2F+) without submerging that is clearly visible above the surface of the water to declare the bonus. A variance in height levels without submergence is an execution issue (not BM). Can't be declared with the following bonus codes in the same acrobatic: Moon, Mov, Hold. In the example above a Lift on Heads (LH) is performed before changing to a Simple Lift (L) Construction.	0.35
Spiral 	**Bonus for Group B – ending action: Spiral** Bonus for Group B - ending action: The featured swimmer moves from Lift on heads to a handstand position with palms on heads of 2 base swimmers. Base swimmers with featured swimmer turn 180 degrees or more while submerging before the waist of the featured swimmer. Featured swimmer must remain on the heads until submergence of the featured swimmer. The position of the featured swimmer can be with or without flexibility during this bonus.	0.30

	Group B Area of Support: 1 palm (F) on Head of (S) and Head of (F) on 1 palm of (S) + extra connection with their other hands. 1 palm of featured swimmer on head of support swimmer and head of featured swimmer on 1 palm of support swimmer plus an extra connection with their other hands.	0.725
1FH/+ S1P/ 	**Group B Area of Support: 1 foot (F) on head of (S). Shoulder of (F) on 1 palm of (S) + extra connection with their other hands.** May have spotter(s) 1 foot of the featured swimmer on the head of the support swimmer. Shoulder of featured swimmer on 1 palm of the support swimmer + extra connection with their other hands. May have spotter(s).	0.60
1P>1P 	**Group C Bonus: JUMP from any kind of Throw landing with 1 palm onto 1 palm** of the support swimmer (in stack head-up) and balancing on 1 palm while performing actions until submergence of the support swimmer. Support swimmer's arm must remain in the vertical cone which is up to 45 degrees off the vertical line from the beginning until submergence of the support swimmer *(as per posted Appendix 7: Team Acro Catalogue: 29.7.1.4 v. of group B).* The featured swimmer MUST be aligned with the support swimmer on the intended vertical axis until the submergence of the support swimmer with an allowance of 45 degrees from the vertical axis (*as per posted Appendix 7: Team Acro Catalogue: 29.7.1.4 vi. of group B*) Cannot be declared with any of these bonus codes in the same acro: Ju, 1P>H, H>1P, Jump, Jump>, On1Foot, 1F>1F, 1F>1F+, 2F>2F	0.375

	**Group P Connection Variation (3pS)** For 2S construction only! 3 points of connection with (S) on small area with (F): palm(s) to foot and one foot to one foot. For 2S construction only! Both (S) perform Ballet Leg position and are connected in a way to form 2S construction. 3 points of connection with (S) on small area with (F): palm(s) to foot and one foot to one foot.	0.40
Cs2 	**Group C – Plane and degree of rotation: 2 somersaults group (C)** The featured swimmer performs 2 somersaults in the air in a Group C Team Acrobatic.	0.55
Lotus 	**Group P Bonus - ending action: Featured swimmer rotates on static foot/feet of the support 180 or more in a Turtle position.** In the whole acrobatic movement - if the construction rotates, it must be declared as per rotation of the construction rules for Group P. The “Lotus” ending action must start once the declared amount of rotation of the construction is “done”. Note: TCs need to see completeness of the featured swimmer's bonus turning in Turtle position by allowance water level (i.e. full body out of the water for horizontal and "free" positions). The connection is 3pbA (3 points of support: 2 feet of the featured swimmer + body contact on the ballet leg of the support swimmer). The connection description prevails over the compatibility table.	0.30

Switch 	**Grip):** Featured swimmer performs 1st type of connection: handstand 1 palm on head. Then, performs direct transition/switch to another 1 palm on head connection (opposite arm on head) and balances on the support until submergence Conditions: - The connection type must remain the same (1PH → 1PH with opposite arm). - The switch must be direct - no transitioning through a clear two-arm hold in between. - Must be completed before submergence of the support swimmer. Cone rules apply here: The featured swimmer MUST be aligned with the support swimmer on the intended vertical axis until the submergence of the support swimmer with an allowance of 45 degrees from the vertical axis (as per 29.7.1.4 vi. of group B).	0.30
Bloom 	**Group B Bonus - "Bloom":** While a stack head-up is rising, the Featured Swimmer starts the movement head-up and performs a non-stop transition to a Position 1 (Queen or Drop). The featured swimmer can start arching back into Position 1 only once the knees are above the surface of the water.	0.90
2F1.5 	**Group C rotation - "2F1.5":** Special rotation of 540° for the formation being flown over in Thr^2F construction. The rotation must happen during the flying phase of the featured swimmer (not before they jump or after they enter the water). Thr^2F ONLY.	0.45

Ret1Pa 	**construction, onto 1 support's palm (headstand)** Featured swimmer performs jump head-up from the shoulders of the support swimmer and returns onto the same support swimmer, specifically on the support's 1 palm above the water landing in headstand and remains on the construction until submergence of the support swimmer. Featured swimmer needs to clearly land on 1 palm of the support. Note: only for senior/junior category (otherwise BM). Only for advanced level and well-prepared swimmers. For athlete safety: somersault of 360 or more and landing back on construction is not allowed and will result in BM. Cannot be declared with a Dive for the plane and degree of rotation. Can't be declared in the same acro with RetSq, RetPa, RetF and Hula bonuses. Cone rules apply here: The featured swimmer MUST be aligned with the support swimmer on the intended vertical axis until the submergence of the support swimmer with an allowance of 45 degrees from the vertical axis (as per 29.7.1.4 vi. of group B) + Support swimmers' arm must remain in the vertical "cone" which is up to 45 degrees off the vertical line from beginning until submergence of the support swimmer (as per 29.7.1.4 v. of group B).	1.10
Mov1+t1 	**Group P – Bonus (ending action): Move on shoulder with one leg + 360° rotation (ending action)** The featured swimmer Moves from platform to standing with one leg on the shoulder of 1 spotter/base swimmer with a turn 360° degrees by the waist. The standing on one leg position must be shown by allowance of the knee. Can be blind or not blind: meaning that the featured swimmer can or cannot see where they are stepping. Can't be declared with any other ending action bonuses. Same allowance rules for twists apply as in group A.	0.325

Split 	**A platform in which the support swimmer (S) is in a Front Split position.** The support swimmer must breathe and be aligned and horizontal with the water surface. (S) must be lying on their back with one leg extended toward and close to the head in a split position. Right or left or split does not affect the value. Both legs of the support swimmer must achieve a 180° split, with the standard 45° tolerance allowance. The featured swimmer may stand, sit, or lie on the support swimmer. Associated Rotations: For rotations performed in this construction, use the existing horizontal support rotation codes (Pr0.5, Pr1, Pr1.5, etc.). For ow/2mo we would advise to use 3pA connection.	1.25
Cs1.5t0.5o 	**Group C – Plane and degree of the rotation 1.5 somersault + half twist + open to a line position** Same allowance rules for somersaults apply as in Group A, as well as the opening rule.	0.95
Ps1!o 	**Group P – Bonus (ending action)** **Head down 360° somersault + open** At the end of the platform, from head-down position the featured swimmer performs 360° somersault and open to a straight body position to enter the water. Same allowance rules for somersaults apply as in group A, as well as the opening rule. Can't be declared in same acro with other ending action bonuses.	0.35

Ps1.5! 	**Group P – Bonus (ending action): Head down 540° somersault** At the end of the platform, the featured swimmer performs a 540° somersault to enter the water. The featured swimmer starts from a head-down position. Same allowance rules for somersaults apply as in group A. Can't be declared in the same acro with other ending action bonuses.	0.30
Cs2t0.5 	**Group C – Plane and degree of rotation 2 somersaults + 1/2 twist group (C).** Same allowance rules for somersaults apply as in group A	0.80
Mov! 	**Group B – Bonus (ending action): Move from lift/lift on head(s) to a handstand position** The featured swimmer moves from Lift or Lift on Heads to a handstand position with palms on heads of 2 base swimmers. Featured swimmer must remain connected until submergence of both base swimmers. The position of the featured swimmer can be with or without flexibility during this bonus. Not allowed to be declared in same acro with other ending bonuses: Spiral, Twirl (if it's disconnect and turn) and RotF. Note: base swimmers (on whom featured-swimmer balances until submergence) can give extra support to featured-swimmer for safety.	0.20

RetF 	**Construction with Featured Swimmer in handstand** Featured swimmer performs a jump from feet of the support swimmer (feet to feet jump) in the air and “Return” on support’s feet above water landing in handstand and remains on construction until submergence of the support swimmer. Featured swimmer needs to clearly land on the feet of the support. Note: only for senior/junior category (otherwise BM) Only for advanced level and well-prepared swimmers. For athlete safety: somersault (360 and more and any somersault variations) and landing back on construction is not allowed and will result in BM. Cannot be declared with a Dive as a plane and degree of rotation. Can't be declared in the same acro with RetSq, RetPa, Feet and Hula bonuses Cone rule applies here: The featured swimmer MUST be aligned with the support swimmer on the intended vertical axis until the submergence of the support swimmer with an allowance of 45 degrees from the vertical axis (as per 29.7.1.4 vi. of group B)	1.00
Weasel 	**Group P Construction** **Platform where (S) is horizontal alignment on stomach in a Turtle position:** Lay with arch in the back with stomach downwards and with legs bend and Blind capture with 2 legs and 2 arms + elbows must point forward). The Turtle position of (S) must be clearly visible above the water surface (at least half of the body visible) to allow the TCs to recognize the position.	1.50

r1.5L+ 	**Group B – Rotation of the construction (base) - Rotation of 540 degrees or more for Lift** Value for Lift - big water resistance for base athletes while the entire construction rotates 540° and more including the base swimmers. Rotation starts from the surface (at max height), not from underwater.	1.00
4L 	**Group P Construction – 4 level platform construction:** 1st layer = Base swimmers/spotters 2nd layer = Support swimmer in a horizontal alignment with the surface. Position variations are permitted (e.g. straight body, bent knees, ballet leg, double ballet leg, arch, etc.). The position of this swimmer is not considered in the DD. 3rd layer = "Chain link" swimmer. The position of this swimmer and the manner in which they are connected to the horizontal support swimmer (sitting, lying, standing, hanging, etc.) are not considered in the DD. 4th layer = Featured swimmer. The declared connection must be the one between the "chain link" swimmer (layer 3) and the featured swimmer (layer 4). Notes: Pos 1, pos 2, and pos 3 bonus will apply to the actions performed by the featured swimmer (layer 4). This construction must be performed with 10 swimmers or fewer.	1.45