

<b>BASE MARK:</b>	<b>Hybrid Base Mark is fixed at 0.5</b> and is <u>NOT</u> added to the value of the hybrid DD, it is the value the hybrid will go to if not successful in achieving the declared difficulty (the same process as Acrobatics).			
<b>BONUSES:</b>	<b>Traveling (TR)</b> 1.0m or more	<b>Placement (PL)</b> Hybrid in last 20 seconds	<b>Synchronisation (SY)</b> Part (SY-P) or Full (SY-F)	<b>Pattern Change (PC)</b>
<b>Rep/Hybrid:</b>	Once per hybrid	Each in last 20 seconds	Team only SY-P 2x / SY-F 1x *Only for 7 or more movements*	Every PC counted
<b>Value:</b>	<b>0.15</b>	<b>0.20</b>	<b>Partial: 0.1</b>	<b>Full: 0.5</b>

<b>FAMILIES</b>					
<b>Family:</b>	<b>Thrusts (T)</b>	<b>Rotations (R)</b>	<b>Flexibility (F)</b>	<b>Airborne Weight (AW)</b>	<b>Connections (C)</b>
<b>Rep/Hybrid:</b>	L1-4 2x / L5-9 limited 3x per technique, per hybrid	L1-4 2x / L5-9 limited 3x per technique, per hybrid	2x	2x	2x
<b>Level 1</b>	Thrust with one or two legs followed by crashing on the surface	<b>One or two legs:</b> Swirl 180°-360° Turning 180°-360° while doing other non-sustained or "up-down" actions	Rapid split by one leg from any position (such as Pike, Tub, Tuck, Inverted Tuck, Bent Knee VP, Fishtail, VP, etc.)	Vertical descent in Bent Knee VP or Vertical descent from Fishtail join to VP Front Pike to Bent Knee VP or Fishtail	Piked body position at the surface of the water
	<b>0.15</b>	<b>0.15</b>	<b>0.05</b>	<b>0.05</b>	<b>0.05 / C1+ 0.15</b>
<b>Level 2</b>	Thrust with one leg	<b>One or two legs:</b> Swirl 720°-1080° Spin descending 180° Twist or Twirl 180° with 1 leg only	Clearly demonstrated split held for 1 second or more Walkout Front Back Layout to Surface Arch or Bent Knee Surface Arch	Vertical descent in VP or descending VP performing isolated movements Front Pike to Vertical Position	One leg face-to-face connection
	<b>0.30</b>	<b>0.35</b>	<b>0.10</b>	<b>0.15</b>	<b>0.20 / C2+ 0.30</b>
<b>Level 3</b>	Thrust with one leg followed by rotation of Spin 360° Thrust and vertical descent	<b>One or two legs:</b> Swirl 1440° Spin ascending 180°-360° Spin descending 360°-720° Twist or Twirl 180° with 2 legs Twist 360° with 1 leg only	Ariana rotation or split variants at the surface with a demonstration of at least 2 different splits (Right, Left, Middle) Split to Split through VP (changing legs)	Vertical ascent with 1 or 2 legs Ascending VP performing isolated movements	One leg back or side connection
	<b>0.35</b>	<b>0.45</b>	<b>0.15</b>	<b>0.30</b>	<b>0.35 / C3+ 0.45</b>
<b>Level 4</b>	Thrust with one leg followed by rotation of Spin 720° or Twirl 180° Thrust with flexibility	<b>One or two legs:</b> Spin ascending 720°-1080° Spin descending 1080°-1440° Twist 360° with 2 legs	Front Layout to Surface Bent Knee Arch Position or a Split From Surface Arch Position to Knight or Split Bent Knee Surface Arch to Bent Knee VP	Sustained height with one leg or a combination of one and two legs lasting equal or more than 3 seconds	Two-leg connection
	<b>0.40</b>	<b>0.55</b>	<b>0.20</b>	<b>0.45</b>	<b>0.45 / C4+ 0.55</b>

<b>Levels</b>	<b>Thrusts (T)</b>	<b>Rotations (R)</b>	<b>Flexibility (F)</b>	<b>Airborne Weight (AW)</b>	<b>Connections (C)</b>
<b>Level 5</b>	Thrust followed by rotation of Spin 360° or Twirl 180°	<b>One or two legs:</b> Twist 720° with 1 leg Spin ascending 1440° with 1 leg Spin descending more than 1440° with 2 legs Twist opening 360° VP to Split Twirl 360° with 2 legs Combined or Reverse Combined Spin 360°-720° with 1 leg	Knights: combinations of Knight positions (at least 2) Knight to Fishtail (through VP) Knight to VP Clearly demonstrated Knight Position held for 1 second or more Bent Knee Surface Arch to Vertical Position	Isolated movements performed in a stable and fixed single leg position (within VP definition of 0-45 degrees) – isolated movements performed with the other (non-fixed) leg lasting equal or more than 3 seconds..	Rotation vertical connection with one leg (rotation of at least 180° at maximum height)
	<b>0.45</b>	<b>0.60</b>	<b>0.25</b>	<b>0.50</b>	<b>0.50 / C5+ 0.60</b>
<b>Level 6</b>	Thrust with flexibility followed by rotation of Spin 360°	<b>One or two legs:</b> Combined or Reverse Combined Spin 360° with 2 legs Two-Direction Combined or Reverse Combined Spin 360°-720° with 1 leg Spin ascending 1440° with 2 legs Twist 720° with 2 legs Twist closing 360° from Split to VP	Surface Arch to VP	Sustained height in VP lasting equal or more than 3 seconds	Rotation vertical connection with two legs (rotation of at least 180° at maximum height)
	<b>0.50</b>	<b>0.65</b>	<b>0.30</b>	<b>0.60</b>	<b>0.55 / C6+ 0.65</b>
<b>Level 7</b>	Thrust with rotation of Spin 720° and over	<b>Two legs only:</b> Combined or Reverse Combined Spin 720° Two-Direction Combined or Reverse Combined Spin 360° Twist 1080° Unbalanced 360° Twist Two-direction Twist 360°		Sustained height shown at least 3 seconds in VP performed in an unbalanced position.	
	<b>0.55</b>	<b>0.70</b>		<b>0.65</b>	
<b>Level 8</b>	Thrust with flexibility followed by rotation of Spin 720° and over	<b>Two legs only:</b> Combined or Reverse Combined Spin 1080° Two-Direction Combined or Reverse Combined Spin 720° Twist 1440° Unbalanced 720° Twist Two-Direction Twist 720°			
	<b>0.60</b>	<b>0.75</b>			
<b>Level 9</b>	Thrust continued by catching a sustained Vertical Position	<b>Two legs only:</b> Combined or Reverse Combined Spin 1440° Two-Direction Combined or Reverse Combined Spin 1080° Unbalanced 1080° Twist			
	<b>0.65</b>	<b>0.80</b>			