

JUDGING FIGURES - FINA RULES FOR JUDGEMENT OF FIGURES

A figure is a combination of basic body positions and transitions, performed in a manner and order as prescribed by the FINA Handbook rule descriptions. SS 10 – JUDGEMENT OF FIGURES

SS 10.1 All judgments are made from the standpoint of perfection.

Design: Consider: the accuracy of positions and transitions as specified in figure description.

Control: Consider: extension, height, stability, clarity, uniform motion, unless otherwise specified in the figure description.

Figures are executed in a stationary position (unless otherwise specified in the figure description).

SS 10.1.1 the competitor can obtain points from 0 – 10 using 1/10th

Points.

Perfect	10
Near perfect	9.9 to 9.5
Excellent	9.4 – 9.0
Very Good	8.9 – 8.0
Good	7.9 – 7.0
Competent	6.9 – 6.0
Satisfactory	5.9 – 5.0
Deficient	4.9 – 4.0
Weak	3.9 – 3.0
Very weak	2.9 – 2.0
Hardly recognisable	1.9 – 0.1
Completely failed	0

Judging Routines – three panels system

SS17.2 FREE ROUTINES, COMBINATITION, HIGHLIGHT

The Execution panel judges shall award one score for execution/synchronisation.

Artistic impression judges shall award one score for choreography, music interpretation and manner of presentation

Difficulty panel judges shall award one score for difficulty.

SS 17.2.1 EXECUTION SCORE - 30%

<u>CONSIDER</u>	<u>SOLO</u>	<u>DUET AND TEAMS</u>
Execution —the level of excellence in performing highly specialized skills	90%	50%
Synchronisation —the precision of movement in unison, one with the other and with the accompaniment above, at and below the surface. Timing of one with another and with music.	10%	50%

SS 17.2.2 ARTISTIC IMPRESSION SCORE - 40%

<u>CONSIDER</u>	<u>ALL</u>
Choreography —the creative skill of composing a routine that combines artistic and technical elements; variety and creativity	100%
Music interpretation – expressing the mood of the music; use of music’s structure	
Manner of presentation – the manner in which swimmers present the routine to viewers; total command of performance	

SS 17.2.3 DIFFICULTY SCORE - 30%

<u>CONSIDER</u>	<u>ALL</u>
Difficulty – the quality of being hard to achieve. Difficulty of all movements and the difficulty of synchronisation.	100%

Senior, Junior and Age Group 16-17-18

OPTIONAL GROUPS

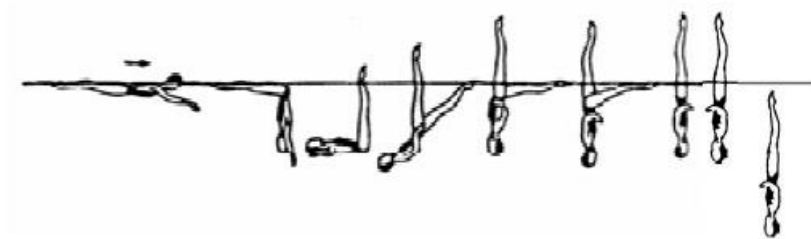
Group 1

- 3 330c Aurora Twirl 3.0
- 4 154 London 2.8

GROUP 1

3- 330c Aurora Twirl Difficulty 3.0

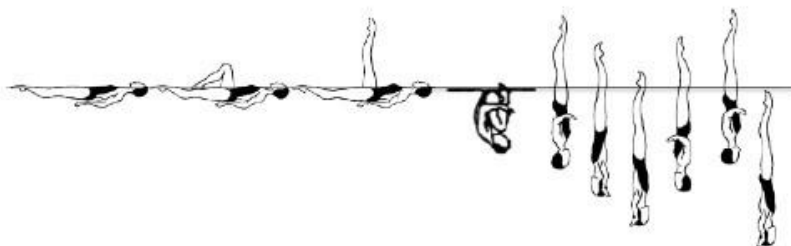
An Aurora is executed to **Vertical Position**. A *Twirl* is executed.



								Total
NVT=	12.0	12.0	19.5	13.0	18.5	23.0	14.0	112
PV =	1.07	1.07	1.74	1.16	1.65	2.05	1.25	

4- 154 London Difficulty 2.8

A rapid *Ballet Leg* is assumed followed by a rapid partial Somersault Back Tuck, as both legs are drawn into a **Tuck Position**, until the shins are perpendicular to the surface. The trunk unrolls as the legs are straightened to assume a **Vertical Position** midway between the former vertical line through the hips and the former vertical line through the head and the shins. A *Combined Spin of 360°* is executed.



							Total
NVT=	10.5	11.0	10.0	23.0	39.0	14.0	107.5
PV =	0.98	1.02	0.93	2.14	3.63	1.30	

Senior, Junior and Age Group 16-17-18

OPTIONAL GROUPS

Group 2

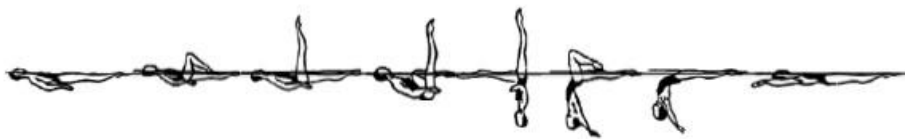
3	142	Manta Ray	2.8
4	343	Butterfly	2.9

GROUP 2

3- 142 Manta Ray

Difficulty 2.8

A Flamingo is executed to a **Surface Flamingo Position**. As the body unrolls, the bent leg is extended horizontally to assume a **Fishtail Position**. The horizontal leg is lifted in a 180° arc over the surface of the water, as it passes vertical, the vertical leg is moved to assume a **Bent Knee Surface Arch Position**. The bent knee is straightened and with continuous motion, an *Arch to Back Layout Finish Action* is executed.

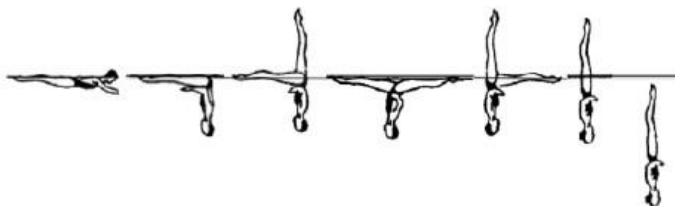


							Total
NVT=	10.5	11.0	10.5	22.5	23.5	15.5	104.5
PV =	1.00	1.05	1.00	2.15	2.25	1.48	

4-343 Butterfly

Difficulty 2.9

From a **Front Layout Position**, a *Front Pike Position* is assumed. One leg is lifted to a **Fishtail Position**. The horizontal leg is rapidly lifted through an arc of 180° as the vertical leg is lowered to assume a **Split Position**, without hesitating a hip rotation of 180° is executed as the front leg is raised to assume a **Fishtail Position**. The horizontal leg is lifted to a **Vertical Position** at the same tempo as the initial actions of the figure. A *Vertical Descent* is executed.



							Total
NVT=	12.0	13.5	28.0	27.5	18.5	14.0	113.5
PV =	1.06	1.19	2.47	2.42	1.63	1.23	

Senior, Junior and Age Group 16-17-18

OPTIONAL GROUPS

Group 3

3 112f Ibis Continuous Spin (720°) 2.8

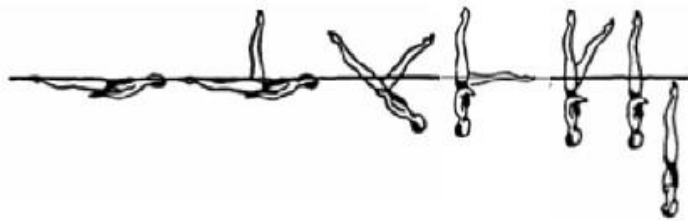
4 325 Jupiter 2.8

GROUP 3

3- 112f Ibis Continuous Spin (720°)

Difficulty 2.8

An Ibis is executed to **Vertical Position**. A *Continuous Spin* (720°) is executed.



						Total
NVT=	10.5	11.0	26.0	18.5	27.0	93
PV =	1.13	1.18	2.80	1.99	2.90	

4- 325 Jupiter

Difficulty 2.8

From a **Front Layout Position** a *Front Pike Position* is assumed. One leg is lifted to a **Fishtail Position**. Maintaining the angle between the legs, the horizontal leg moves to vertical as the vertical leg simultaneously continues its arc to the surface to assume a **Knight Position**. Maintaining the vertical alignment of the body, the horizontal leg is moved in a 180° arc at the surface of the water to a **Fishtail Position**. The horizontal leg is lifted to the **Vertical Position**. A *Vertical Descent* is executed.



							Total
NVT=	12.0	18.5	23.0	17.0	18.5	14.0	103
PV =	1.17	1.80	2.23	1.65	1.80	1.36	

Age Group 13-14-15

COMPULSORY:

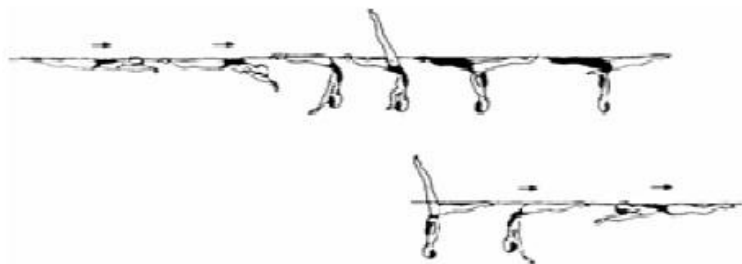
- 1 423 Ariana 2.2
- 2 301e Barracuda Spinning 360° 2.2

COMPULSORY

1- 423 Ariana

Difficulty 2.2

A Walkover Back is executed to a **Split Position**. Maintaining the relative position of the legs to the surface, the hips rotate 180°. A *Walkout Front* is executed.

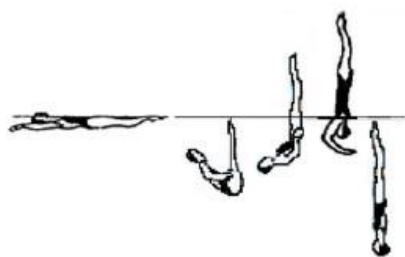


							Total
NVT=	16.0	21.0	9.0	24.0	11.0		81
PV =	1.98	2.59	1.11	2.96	1.36		

2- 301e Barracuda Spinning 360°

Difficulty 2.2

A Barracuda is executed to **Vertical Position**. A 360° *Spin* is executed at the same tempo as the *Thrust* to complete the figure.



					Total
NVT=	13.0	37.0	19.0		69
PV =	1.88	5.36	2.75		

Age Group 13-14-15

OPTIONAL GROUPS

Group 1

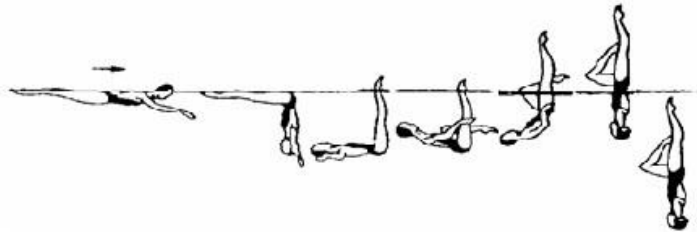
3	342	Heron	2.1
4	115	Catalina	2.3

GROUP 1

3-342 Heron

Difficulty 2.1

From a **Front Layout Position**, a Somersault Front Pike is executed to a **Submerged Ballet Leg Double Position**. One leg is bent with the shin parallel to the surface and the mid-calf opposite the vertical leg, as the trunk moves toward the legs. A *Thrust* is executed to a **Bent Knee Vertical Position**, with the foot of the bent leg moving simultaneously to the inside of the vertical leg during the rise. A *Vertical Descent* is executed in a **Bent Knee Vertical Position** at the same tempo as the *Thrust*.



						Total
NVT=	12.0	12.0	5.0	30.0	10.0	69
PV =	1.74	1.74	0.72	4.35	1.45	

4- 115 Catalina

Difficulty 2.3

A *Ballet Leg* is assumed. A *Catalina Rotation* is executed. The horizontal leg is lifted to **Vertical Position**. A *Vertical Descent* is executed.



						Total
NVT=	10.5	11.0	24.0	18.5	14.0	78
PV =	1.35	1.41	3.08	2.37	1.79	

Age Group 13-14-15

OPTIONAL GROUPS

Group 2

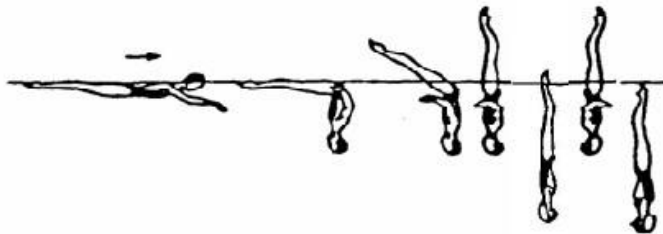
- 3 355h Porpoise Spin Up 180° 2.2
- 4 140 Flamingo Bent Knee 2.4

GROUP 2

3- 355h Porpoise Spin Up 180°

Difficulty 2.2

A Porpoise is executed to **Vertical Position**. A *Vertical Descent* is executed to heel level. A *Spin Up 180°* is executed.

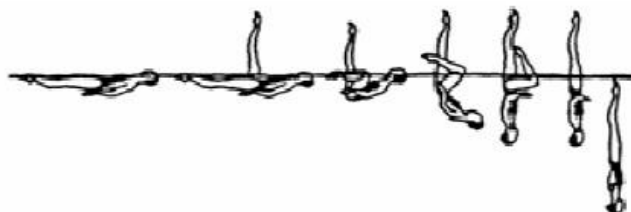


								Total
NVT=	12.0	29.0	14.0	19.0	14.0		88	
PV =	1.36	3.30	1.59	2.16	1.59			

4- 140 Flamingo Bent Knee

Difficulty 2.4

A Flamingo is executed to a **Surface Flamingo Position**. With the ballet leg maintaining its vertical position, the hips are lifted as the trunk unrolls while the bent leg moves to a **Bent Knee Vertical Position**. The bent knee is extended to **Vertical Position**. A *Vertical Descent* is executed.



								Total
NVT=	10.5	11.0	10.5	22.0	14.5	14.0	82.5	
PV =	1.27	1.33	1.27	2.67	1.76	1.70		

Age Group 13-14-15

OPTIONAL GROUPS

Group 3

3	240a	Albatross 1/2 Twist	2.6
4	346	Side Fishtail Split	2.0

GROUP 3

3-240a Albatross 1/2 Twist

Difficulty 2.6

An Albatross is executed until the *Half Twist* is completed. A *Half Twist* is executed as the bent knee is extended to meet the vertical leg. A *Vertical Descent* is executed.



						Total
NVT=	12.0	16.0	15.5	16.5	14.0	74
PV =	1.62	2.16	2.09	2.23	1.89	

4- 346 Side Fishtail Split

Difficulty 2.0

From a **Front Layout Position**, a *Front Pike Position* is assumed. One leg is lifted to vertical as the body rotates 90° on its longitudinal axis to assume a **Side Fishtail Position**, and with continuous motion another 90° rotation is executed in the same direction as the vertical leg lowers to assume a **Split Position**. The legs are lifted to **Vertical Position**. A *Vertical Descent* is executed.



						Total
NVT=	12.0	23.0	16.0	14.0		65
PV =	1.85	3.54	2.46	2.15		

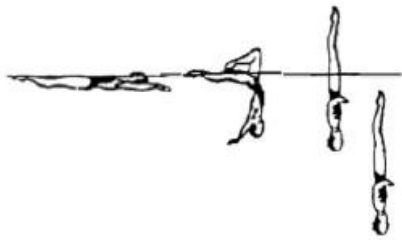
**OPTIONAL GROUPS
12 & UNDER**

439 Oceanita 1.9
362 Surface Prawn 1.4

GROUP 1

3- 439 Oceanita Difficulty 1.9

A *Nova* is executed to a **Bent Knee Surface Arch Position**. The horizontal leg is lifted to the vertical as the bent knee is extended to assume a **Vertical Position**. A *Vertical Descent* is executed.



					Total
NVT=	19.5	21.5	14.0		55
PV =	3.55	3.91	2.55		

4- 362 Surface Prawn Difficulty 1.4

From a **Front Layout Position**, a *Front Pike Position* is assumed. One foot is moved in horizontal arc of 180° at the surface to a **Split Position**. The legs are joined to assume a **Vertical Position** at the ankles. A *Vertical Descent* is executed.



						Total
NVT=	12.0	12.0	7.0	0.0		31
PV =	3.87	3.87	2.26	0.0		

**OPTIONAL GROUPS
12 & UNDER**

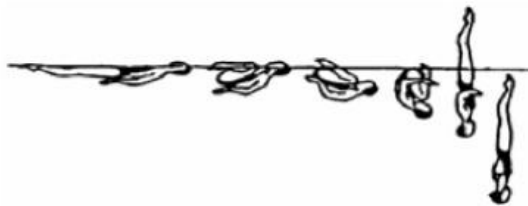
311 Kip 1.8
360 Walkover Front 2.1






GROUP 2

3- 311 Kip

Difficulty 1.8

From a **Back Layout Position**, a partial Somersault Back Tuck is executed until the shins are perpendicular to the surface. The trunk unrolls as the legs are straightened to assume a **Vertical Position** midway between the former vertical line through the hips and the former vertical line through the head and the shins. A *Vertical Descent* is executed.








						Total
NVT=	4.0	10.0	23.0	14.0	51	
PV =	0.78	1.96	4.51	2.75		

4- 360 Walkover Front

Difficulty 2.1

From a **Front Layout Position**, a *Front Pike Position* is assumed. One leg is lifted in a 180° arc over the surface to a **Split Position**. A *Walkout Front* is executed.



						Total
NVT=	12.0	21.0	24.0	11.0	68	
PV =	1.76	3.09	3.53	1.62		

OPTIONAL GROUPS

12 & UNDER

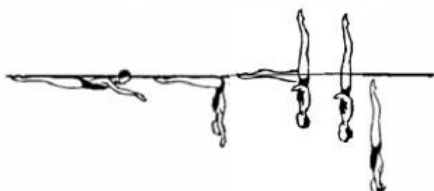
349	Tower	1.9
406	Swordfish Straight Leg	2.0

GROUP 3

3- 349 Tower

Difficulty 1.9

From a **Front Layout Position**, a *Front Pike Position* is assumed. One leg is lifted to a **Fishtail Position**. The horizontal leg is lifted to a **Vertical Position**. A *Vertical Descent* is executed.

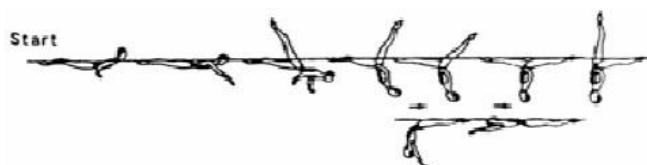


					Total
NVT=	12.0	13.5	18.5	14.0	58.0
PV =	2.07	2.33	3.19	2.41	

4- 406 Swordfish Straight Leg

Difficulty 2.0

From a **Front Layout Position**, the back arches as one leg is lifted in a 180° arc over the surface to a **Split Position**. A *Walkout Front* is executed.


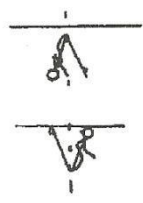
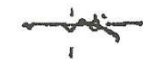


				Total
NVT=	30.0	24.0	11.0	65
PV =	4.62	3.69	1.69	

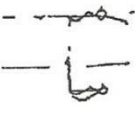
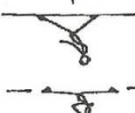


NEW ZEALAND SYNCHRO - DOLPHIN LEVEL

Figures _ Dolphin Figures



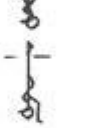


SOMERSAULT BACK PIKE

Figure 303 – Somersault Back Pike		Difficulty – 1.5	
Rule Book Description	NV	Diagrams	Major Desired Actions
1. From a Back Layout Position , with the body remaining parallel and close to the surface, the legs are lifted rapidly to assume a Back Pike Position .	16.0		1. See BP 1 Back Layout and BP 11 Back Pike Positions . The Back Pike is achieved with the legs at a diagonal to the surface.
2. Without a pause, the body somersaults around a lateral axis until the feet and head simultaneously reach the surface.	15.0		2. No pause between achievement of Back Pike and initiation of rotation. Size of pike angle remains constant. Depth of the axis to be established as soon as possible along a vertical line beneath the original hip position of the Back Layout , then maintained throughout the rotation. The tempo of the rotation is uniform but not rapid.
3. A Back Layout Position is assumed.	3.0		3. Vertical hip ascent, to finish in same spot as in original Back Layout . Height and full extension achieved simultaneously.

BLOSSOM

Figure 302 – Blossom		Difficulty – 1.4	
Rule Book Description	NV	Diagrams	Major Desired Actions
1. From a Back Layout Position , the trunk is lowered as the hips are bent to assume a Submerged Ballet Leg Double Position .	12.0		1. See BP 1 Back Layout and BP 5b Submerged Ballet Leg Double Position . Vertical line of legs occurs at the original surface hip placement. Trunk remains parallel to surface as it lowers.
2. The feet separate along the surface as the hips rise and the body assumes a Split Position .	13.0		2. See BP 16a Split Position . Hips rise along a vertical line as body moves into alignment beneath them.
3. The legs join to assume a Vertical Position at ankle level.	7.0		3. BP 6 Vertical Position and water level established simultaneously.
4. A <i>Vertical Descent</i> is executed.	14.0		4. See BM 10.

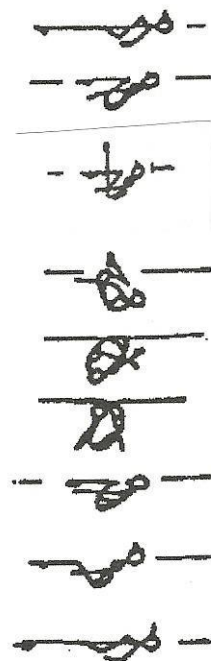
PRAWN (MODIFIED VERSION)

Figure 361 – Prawn		Difficulty – 1.9	
Rule Book Description	NV	Diagrams	Major Desired Actions
1. From a Front Layout Position , a Walkover Front is executed to the Split Position .	12.0		1. Same as Figure 360 Walkover Front, steps 1&2.
	21.0		
2. The legs join to assume a Vertical Position at ankle level.	7.0		2. Both legs achieve BP 6 Vertical Position simultaneously. Height of both legs to be at ankle level during closing to a Vertical Position . The hips always have to sink.
			
A Vertical Descent is executed.	14.0		

SOMERSAULT FLAMINGO

This is not a FINA figure, it's just a combination of fundamental positions and transitions.

1. From back layout, a tub position is assume, keeping ankles – legs – knees above the surface.
2. One leg is extended to assume a surface flamingo position
3. A somersault back tuck is executed with the legs join together to the tuck position.
4. After completing the 360° turn, a tub position is assume.
5. Legs are extended to back layout position



4. EXPANDED MARKING SCALE FOR FIGURES

2013-2017 Manual - Draft_Oct.8, 2013

10 Perfect	9.5 to 9.9 Near Perfect	9.0 to 9.4 Excellent	8.0 to 8.9 Very Good	7.0 to 7.9 Good	6.0 to 6.9 Competent
General Impression					
Flawless.	Minute deviations from perfection.	Minor errors but none are significant.	A few minor errors.	Above average.	Average. Comfortable.
Accuracy of Positions / Stability / Ease of performance					
Total accuracy. Stable, controlled. Correct body alignment maintained throughout. Complete ease of performance.	Very precise. Stable. Minute deviations, difficult to detect.	Accurate but some positions may lack complete clarity. Stable.	Most positions are clear & accurate. A few very minor inaccuracies in stability and/or control.	May lack some accuracy but no major errors. Stability not maintained throughout.	Several minor inaccuracies. Not consistent. Lack of stability and control in difficult parts.
Accuracy of Transitions and Movements / Ease of performance					
Efficient and accurate course of action. Complete ease of performance.	Direct course of action. Positions 'lock into place'. Minute wavering from line of transition.	Very minor but noticeable inaccuracies in line of transition or breaks in fluidity.	Minor deviations in accuracy, efficiency &/or fluidity. Not effortless in all sections.	Obvious irregularities but none are major. Unsure and strained in parts. Effort evident in difficult parts.	Inconsistent. Problems with more difficult transitions. Effort evident throughout.
Extension / Clarity / Definition					
Precise distinction between positions and transitions, with maximum extension throughout.	Sharp. 'Show & Go'. Clear distinction. Well extended throughout.	Deviations from accurate positions and transitions are few and very minor. Well extended.	Accurate and clear with a few minor deviations from precision. Minor inconsistencies in extension.	Clear distinction, but not always precise. Full extension not maintained throughout.	Some obvious slurring between positions & transitions. Incomplete extension.
Height – Refer to Height Chart.					
Maximum height at all times, with level maintained as required throughout.	Almost maximum height with no level changes except as required.	Close to maximum height with minimal level changes except as required.	High, but may lose height on most difficult transitions and positions.	Above average height on easy parts with some minor level changes. Loses height on difficult transitions.	Average height. Inconsistent & changing especially in more difficult positions and transitions.
Timing / Uniform Motion / Stationary					
Smooth, uniform tempo at a comfortable speed except where required. No travel unless specified.	Minute variations in timing or position except where required. No Travel.	Very minor variations in timing or position. No travel.	Timing a little too fast or too slow as described. Not always uniform. Little if any travel.	Timing changes that are not required in the description. Minimal travel.	Timing may be hurried and/or uneven during uniform motion parts. Obvious travel in one or more parts.

EXPANDED MARKING SCALE FOR FIGURES – continued

2013-2017 Manual - Draft_Oct.8, 2013

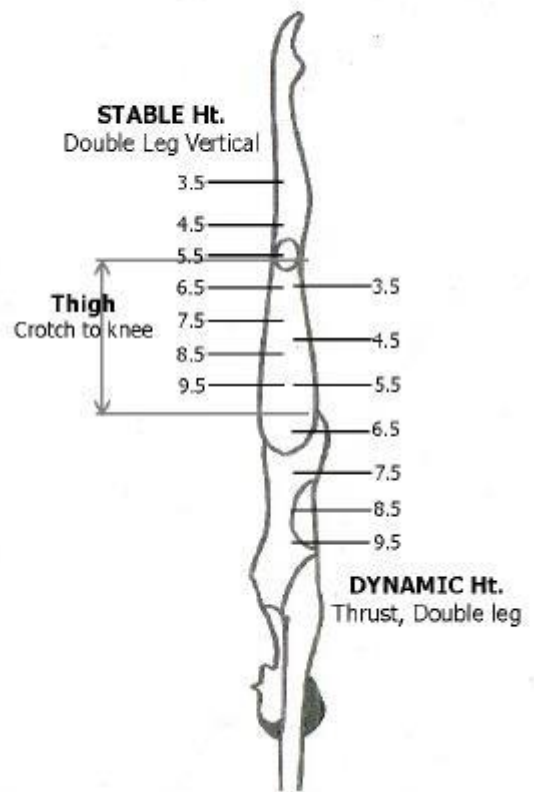
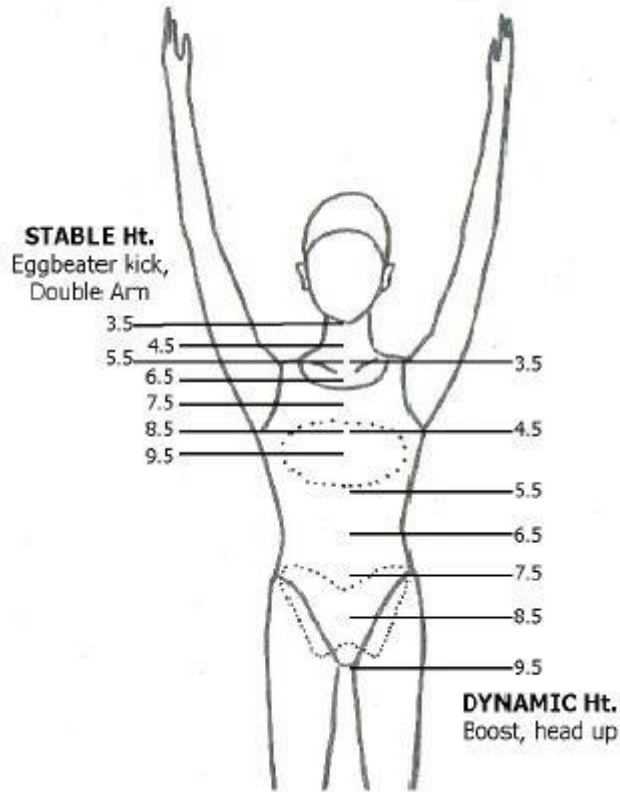
5.0 to 5.9 Satisfactory	4.0 to 4.9 Deficient	3.0 to 3.9 Weak	2.0 to 2.9 Very Weak	0.1 to 1.9 Hardly Recognizable	0 Completely Failed
General Impression					
Mediocre. Significant deviations.	Problems frequent and major.	Struggling in all aspects.	Difficult to recognize.	Performance bears almost no resemblance to description.	See SS 10.1.1
Accuracy of Positions / Stability / Ease of performance					
Many minor problems. Major errors at lower end of range. Minimal control.	Most positions inaccurate with some major problems in achieving positions. Unstable.	Identifiable but very inaccurate throughout. Little control evident.	General outline present, but positions unclear. No control evident.	Complete lack of definition and control.	See SS 10.1.1
Accuracy of Transitions and Movements / Ease of performance					
Accuracy inconsistent. Some major deviations. Minimal control. Effort evident throughout.	Evident effort to meet requirements.–Major errors throughout. Loses control in many parts.	Little attention to transition specifics. Many major problems in all transitions.	No attention to transition specifics.	Merely moves from one position to another.	See SS 10.1.1
Extension / Clarity / Definition					
Some attempt to define positions, but often not clear. Minimal extension.	Clarity is imprecise. Poor extension.	Unclear and poor extension throughout.	Difficult to identify a position or a transition. No extension evident.	No clarity, extension or definition throughout.	See SS 10.1.1
Height – Refer to Height Chart.					
Some height may be evident in easier sections.	Low and inconsistent. Level changes throughout.	Low. Extreme difficulty to achieve any height.	Very low. Natural buoyancy only.	No effort.	See SS 10.1.1
Timing / Uniform Motion / Stationary					
Often rushed & seldom stationary. Segmented. Obvious travel evident.	Rushed and uneven timing. Significant travel in one or more parts.	Fast and/or uneven timing. Significant travel throughout.	No apparent consideration for timing or travel requirements.	Completely lacking in correct timing. Significant travel throughout.	See SS 10.1.1

GUIDING SCALE FOR HEIGHT QUALITY OF PERFORMANCE TERMINOLOGY

Water Levels For:

Stable Height	Excellent/ Near Perfect 9.5	Very Good 8.5	Good 7.5	Competent 6.5	Satisfactory 5.5	Deficient 4.5	Weak 3.5
Double Vertical	Upper Thigh	Upper Mid-Thigh	Well Above Knee	Above Knee Cap	Knee Cap	Below Knee Cap	Well Below Knee Cap (mid shin)
Bent Knee Vertical	Crotch Level	Upper Thigh	Mid-Thigh	Low Thigh	Above Knee Cap	Knee Cap	Below Knee Cap
Crane Position	Back of Horizontal Leg Dry	Upper Thigh	Mid-Thigh	Low Thigh	Above Knee Cap	Knee Cap	Below Knee Cap
Ballet Leg	At Top of Thigh	Upper Thigh	Mid-Thigh	Low Thigh	Above Knee Cap	Knee Cap	Below Knee Cap
Ballet Leg Double	Upper thigh	Mid-thigh	Low thigh	Above knee cap	Knee cap	Below knee cap	Well below knee cap (mid shin)
Eggbeater Double Arms	Mid bust	Arm pit	Upper bust	Showing Collar Bone	Showing Shoulder	Mid Neck	Chin
Eggbeater Kick Single Arm	Bust above surface	Mid bust	Arm pit dry	Upper Bust	Showing Collar Bone	Showing Shoulder	Mid Neck
Dynamic Height							
Thrust, double leg	Lower Rib or Higher	Waist	Top of Pelvis	Showing Crotch	Upper Thigh	Mid - Thigh	Knee Cap
Thrust, single leg	Mid Rib	Lower Rib	Waist	Top of Pelvis	Showing Crotch	Upper Thigh	Mid-Thigh
Rocket Split	Lower Ribs or Higher	Waist	Top of Pelvis	Showing Crotch	Upper Thigh	Mid-Thigh	Above Knee Cap
Boost(head up)	Crotch Level or Higher	Mid Pelvis	Top of Pelvis	Waist	Lower Ribs	Arm Pits	Showing Shoulders
Assisted Height							
Foot first Lift	To Chin	Shoulder Line	Mid chest	Lower Ribs	Waist	Top of Pelvis	Crotch Level
Head up Lift	Full body Above Surface	Ankles	Mid-Calf	Below Knee Cap	Knee Cap	Above Knee Cap	Mid-Thigh
Platform Lift Height	Platform above Surface		At Surface		Below Surface		

Guiding Scale for Height



FREE ROUTINES- FREE ROUTINE SCORING RULES SS

17 JUDGMENT OF ROUTINES

SS 17.1 In Routines, the competitor can obtain points from 0 - 10 using 1/10th points.

Perfect	10
Near perfect	9.9 to 9.5
Excellent	9.4 – 9.0
Very Good	8.9 – 8.0
Good	7.9 – 7.0
Competent	6.9 – 6.0
Satisfactory	5.9 – 5.0
Deficient	4.9 – 4.0
Weak	3.9 – 3.0
Very weak	2.9 – 2.0
Hardly recognisable	1.9 – 0.1
Completely failed	0

SS 17.2 In Free Routine and Combination two scores shall be awarded 0 –10 points each (See SS 17.1). All the following percent arrays are subject to decision of the TSSC.

JUDGING PANNELS CONSIDER

Execution of strokes, figures and parts thereof, propulsion, techniques, precision of patterns.

Synchronisation one with the other and with the music.

Difficulty of strokes, figures and parts thereof, patterns, synchronisation.

Choreography, variety, creativity, pool coverage, patterns, transitions

Music Interpretation, use of music

Manner of

Presentation, total command



**GUIDELINES FOR CLUBS –
for participating in competitions outside New Zealand, Whose athletes are not New Zealand
Representatives...**

Clubs shall request sanction from the SSNZ Board to compete at competitions outside New Zealand.

Athletes wishing to compete outside New Zealand should, in general, have met the following score ranges in the specific events they wish to enter, at the New Zealand Spring Championships, or the North Island or South Island Championships.

12 and Under	Figures Routines	very high 4s 5s
13 – 14 – 15	Figures Routines	mid 5s 6s
Junior	Figures Routines	very high 5s mid 6s
Senior / Open	Technical and Free Routines	high 6s

CRITERIA FOR NZL Representatives

To be named as **New Zealand Representatives**, and have the honour of wearing the Silver Fern, athletes should generally meet the following score range criteria at either the New Zealand Open Championships or the New Zealand Spring Championships.

12 and Under	Figures	score range	high 50.00
	Free Routine	score range	60.00
13 – 14 – 15	Figures	score range	60.00
	Free Routine	score range	high 60.00
Junior	Figures	score range	high 60.00
	Free Routine	score range	70.00
Senior / Open	Technical and Free Routines, and Figures, if applicable		
	Score range		70.00







**Technical Elements and
Highlight routine**

3. Numerical Difficulty Values Chart for Required Elements






SOLO REQUIRED ELEMENTS

Required elements 1-5 must be performed in the order listed. **Solo Total DD = 12.1**










- Starting in a **Vertical Position**, the body rotates through 360° opening to a **Split Position**. Continuing in the same direction a further 360° rotation is completed while the legs join to **Vertical Position**. Rotating in the opposite direction, a *Continuous Spin* of 1440° (4 rotations) is executed. **DD = 2.1**

				Total
NVT=	19.0	21.0	29.0	69
PV =	2.75	3.04	4.20	





- Starting in a submerged **Back Pike Position** with the legs vertical, a *Rocket Split* is executed to an **Airborne Split Position**. Maintaining maximum height a *Twirl* is executed as the legs join to **Vertical Position** followed by a rapid *Vertical Descent*. **DD = 2.6**

					Total
NVT=	37.0	19.0	23.0	14.0	93
PV =	3.98	2.04	2.47	1.51	




- 150 – A **Knight** is executed. Head first travel is allowed during the transition to the **Ballet Leg**. **DD = 3.1**

									Total
NVT=	10.5	11.0	22.0	16.0	15.5	20.0	15.5	11.0	121.5
PV =	0.86	0.91	1.81	1.32	1.28	1.65	1.28	0.91	

- Starting in a **Vertical Position** a *Full Twist* is executed followed by a *Combined Spin* of 1080° (3 rotations). **DD = 2.4**

				Total
NVT=	29.0	41.0	14.0	84
PV =	3.45	4.88	1.67	



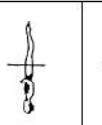
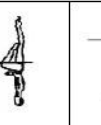
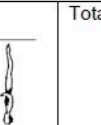
- Starting in a submerged **Back Pike Position** with the legs vertical, 301e – a **Barracuda Spinning** 360° is executed. **DD = 1.9**

			Total
NVT=	37.0	21.0	58
PV =	6.38	3.62	



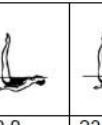
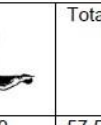
DUET REQUIRED ELEMENTS

Required elements 1-5 must be performed in the order listed. **Duet Total DD = 12.3**

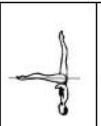
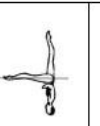
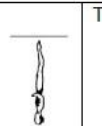
- 436 – A Cyclone is executed to a **Vertical Position**. A *Full Twist* is executed as one leg lowers to a **Bent Knee Vertical Position**, followed by a *Continuous Spin* of 1080° (3 rotations) as the bent knee is joined to a **Vertical Position**. **DD = 3.1**

					Total
NVT=	19.5	39.0	24.0	37.0	119.5
PV =	1.63	3.26	2.01	3.10	


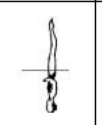
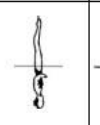
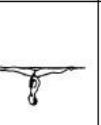
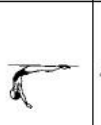
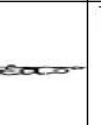
- From a **Back Layout Position**, travelling head first, one leg is lifted straight to a **Ballet Leg Position**. The horizontal leg is lifted to a **Ballet Leg Double Position**. Maintaining the **Ballet Leg Double Position**, a rotation of 360° is executed. The legs are held straight throughout the element. **DD = 1.9**

				Total
NVT=	14.5	20.0	23.0	57.5
PV =	2.52	3.48	4.00	

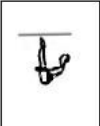
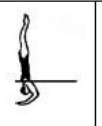

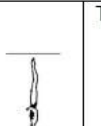
- Starting and maintaining a **Fishtail Position**, with the horizontal leg leading toward the vertical leg, 2 rapid rotations (720°) are executed. Continuing in the same direction, the horizontal leg is lifted to a **Vertical Position** as a *Continuous Spin* of 720° is executed. **DD = 2.1**

			Total
NVT=	18.5	48.5	67
PV =	2.76	7.24	

- Starting in a **Front Pike Position**, the legs are lifted to a **Vertical Position**. A *Half Twist* is executed followed by a further rotation of 180° with the legs opening to a **Split Position**. A *Walkout Front* is executed. **DD = 2.8**

						Total
NVT=	29.0	19.0	21.0	24.0	11.0	104
PV =	2.79	1.83	2.02	2.31	1.06	

- Starting in a submerged **Back Pike Position** with the legs vertical, 301c – a Barracuda Twirl is executed. **DD = 2.4**



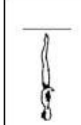
				Total
NVT=	37.0	35.0	14.0	86
PV =	4.30	4.07	1.63	

- The routine must contain a lift or throw, this can be placed anywhere in the routine.
- With the exception of the deck work, entry and the lift or throw, all elements required and supplementary must be performed simultaneously and facing the same direction. Mirror actions are not permitted.



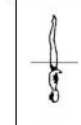
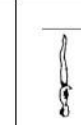
TEAM REQUIRED ELEMENTS

Required elements 1-5 must be performed in the order listed. **Team Total DD = 11.3**


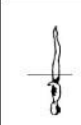
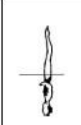
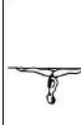


- Starting in a submerged **Back Pike Position** with the legs vertical, 301 – a Barracuda is executed. **DD = 1.8**

			Total
NVT=	37.0	14.0	51
PV =	7.25	2.75	

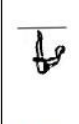
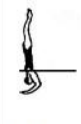



- 435 – A Nova is executed to the **Bent Knee Surface Arch Position**. A rotation of 360° is executed as the legs are lifted to a **Vertical Position** followed by a *Continuous Spin* of 720° (2 rotations). **DD = 2.4**

				Total
NVT=	19.5	39.5	27.0	86
PV =	2.27	4.59	3.14	






- Starting in a **Front Pike Position**, the legs are lifted to a **Vertical Position**. A *Full Twist* is executed, the legs are lowered to a **Split Position**. A *Walkout Front* is executed. **DD = 2.9**

						Total
NVT=	29.0	29.0	19.0	24.0	11.0	112
PV =	2.59	2.59	1.70	2.14	0.98	

- Starting in a submerged **Back Pike Position** with the legs vertical, 308 – a Barracuda Airborne Split is executed. **DD = 2.5**

					Total
NVT=	37.0	19.0	21.0	14.0	91
PV =	4.07	2.09	2.31	1.54	

- Travelling Ballet Leg Sequence. Starting in a **Back Layout Position** travelling head first, a *Ballet Leg is assumed*, the horizontal leg bends to a **Fleming Position** and is then lifted to a **Ballet Leg Double Position**. **DD = 1.7**

					Total
NVT=	10.5	11.0	10.5	16.0	48
PV =	2.19	2.29	2.19	3.33	

- The routine must contain one head first throw and a Cadence Action with either arms or legs. These may be placed anywhere in the routine.
- With exception of the deck work, entry, the throw and the Cadence Action, all elements – required and supplementary – must be performed simultaneously and facing the same direction by all team members. Variations in propulsion and direction facing are permitted only during pattern changes and underwater actions. Mirror actions are not permitted.