

14.3.3 Guiding Scale for Height Quality of Performance – Acrobatics

ACRO GROUP		CONSIDER HEIGHT OF:	POSITION/TYPE OF SUPPORT:	10	9.5	9.0	8.0	7.0	6.0	5.0	4.0	3.0	
GROUP A	JUMP/THROW	FEATURED SWIMMER	ANY	One and half (1½) body or more			One (1) body		Half (½) body		Quarter (1/4) of body		Anything less than indicated in 4.0 column
GROUP B	LIFT	BASE SWIMMER	ARMS/HANDS	Shoulders (head above water surface)			Chin & upper arms		Half head	Top of head and elbow	Wrist		
			HEAD	Shoulders (head above water surface)			Head only (chin dry)		Top of head		Just below water surface		
			SHOULDERS	Upper Chest			Shoulders		Chin	Top of head	Just below water surface		
	STACK	SUPPORT SWIMMER	HEAD UP	Kneecap and higher	Crotch	Waist	Chest	Neck	Top of head	Just below water surface			
HEAD DOWN			Waist or higher	Crotch	Mid-thigh	Kneecap	Mid-shin	Ankle	Just below water surface				
GROUP C	ONTO SUPPORT	SUPPORT/ BASE SWIMMER	ANY (depends on the Acrobatic Movement)	Depending on the type of Acro C - refer to Groups B, A above or Group P below.									
	THROUGH SUPPORT/FLY ABOVE	SUPPORT/ BASE SWIMMER											
GROUP P	STANDARD / FLOAT	FEATURED SWIMMER	HEAD UP	Feet dry or higher	Ankles	Low shins	Mid-shins	Under kneecaps	Mid kneecaps	Above Kneecaps			
			HEAD DOWN	Completely out of water (entire body incl. arms)	Top of the head above surface	Chin	Shoulders	Chest	Waist	Top of pelvis			
PAIR ACRO	LIFT/THROW/ JUMP	FEATURED SWIMMER	HEAD UP	Ankle or higher (airborne)	Kneecap	Mid-thigh	Crotch	Lower back	Waist	Mid-rib			
			HEAD UP JUMP VARIANT	One (1) body			Three quarters (3/4) body		Half (1/2) body		Quarter (1/4) of body		
			HEAD DOWN	Head above surface or higher (airborne)	Chin	Armpits	Mid-ribs	Lower back	Crotch	Mid-thigh	Above kneecap		

*"Higher" means that a greater portion of the body is above the water

Note that the heights shown on the Guiding Scale for Height Quality of Performance – Acrobatics, represent the ceiling score. If an Acrobatics is performed at a height between the indicated levels, Judges need to calculate the mark based on the height achieved and award increments of 0.25, 0.5, or 0.75, based on how closely the height approaches the next ceiling score. For example, if in the Acrobatics Group B Stack Head Down the Support Swimmer achieved the height above kneecap, that height would correspond to 7.5 mark, depending on where exactly the water level is relative to Support Swimmer's body.

14.3.5 Expanded Marking Scale for Acrobatics Execution

CATEGORY	MARK	ACROBATICS EXECUTION		
		HEIGHT (minimum)	OVERALL IMPRESSION	FALL/FAIL
Perfect	10	Maximum over 9.5 in scale	Very strong and powerful. Effortless. Clean. Perfect control in all phases (beginning to entry). Ease of performance. Featured Swimmer performs clearly defined actions. Precise, accurate positions, directions, distance and movements. Full extension, where required. Construction is in full control, solid and stable throughout. No inaccuracies. Flawless.	NO FALL
Near Perfect	9.5 – 9.75	Near Maximum	Featured Swimmer performs clearly defined actions. Precise, accurate positions, directions, distance and movements. Full extension, where required. Clean water entry with minimum splashing Construction is in full control, solid and stable throughout. A single small inaccuracy from perfection.	NO FALL
Excellent	9.0 – 9.25	9.0	Featured Swimmer may have a minor lapse in clearly defined actions. Only a minor problem may occur in one of these areas: precision, accuracy of positions, directions, extension, distance, and movements. Clean water entry with minimum splashing Construction may have small inaccuracies in full control, solidity, and stability. Small inaccuracy (1 or 2) from perfection in either the Construction or Featured Swimmer.	NO FALL
Very Good	8.0 – 8.75	8.0	Mostly strong and powerful. Very high, stable, and convincing. Featured Swimmer performs clean and clear. A small error may be detected but none are significant. Clean water entry with some splashing. Construction may lose stability but for a minimum duration and only affects one phase. Some noticeable set-up and recovery time. A couple (2) of small inaccuracies.	NO FALL
Good	7.0 – 7.75	7.0	A good display of strength and power (but not Perfect or extreme). Featured Swimmer may have obvious inaccuracies in extension, control, direction, distance, or water entry. Construction may lose obvious stability/control during one (1) phase. Noticeable setup time and recovery time. Inaccuracies may include multiple small (2+) or two (2) obvious or one (1) major.	NO FALL
Competent	6.0 – 6.75	6.0	Lack of strength and power. Featured Swimmer may inaccurately achieve positions. The water entry is not clean. Construction may show obvious lack of stability during two (2) phases. Obvious/long set-up and recovery time. Inaccuracies may include multiple (2+) small or two (2) obvious or two (2) majors.	FALL AFTER MAIN PHASE/ DURING END PHASE Depends on Execution category of Acrobatics prior to the Fall.
Satisfactory*	5.0 – 5.75	5.0	Lack strength and power. Mediocre overall effect. Featured Swimmer has obvious and/or major inaccuracies. May appear as though they are about to fall. Excessive water upon entry. Obvious lack of stability in the Construction. Instability may affect all phases. Very long set-up and/or recovery time possible.	FALL AFTER MAIN PHASE/ DURING END PHASE Depends on Execution category of Acrobatics prior to the Fall.
Deficient *	4.0 – 4.75	4.0	Deficient strength and power. Major problems. May be limited by skill level. Featured Swimmer displays large inaccuracies in many areas: clarity, directions, extension, distance. Poor water entry. Construction is low and unstable throughout. Very long and obvious set-up and/or recovery time.	IN MAIN PHASE
Weak *	3.0 – 3.75	Under 4	Very low, unstable, and unclear. Looks failed. No control. Limited by skill level. Struggling in all aspects. Hardly recognizable except at surface.	FALL IN BEGINNING PHASE Main Phase attempted
Very Weak	2.0		The Beginning Phase is hardly identifiable and then deconstructs. At surface level only.	PARTIAL FAIL Fall at the start of the Beginning Phase is surfacing/Main Phase not attempted.
Hardly Recognizable	1.0		No Construction. No identifiable criteria for judging.	COMPLETE FAIL Acrobatics did not happen.

The descriptions of categories Satisfactory (five (5)) and below pertain to Acrobatics that exhibit significant inaccuracies throughout and/or a low height. Once a Judge classifies the Acrobatics as Deficient or lower due to a Fall or Fail, Judges are not required to apply cumulative deductions.

After determining the Acrobatics height, Judges should assess the Overall Impression of the Acrobatic Movement to determine the appropriate category according to the Acrobatic Execution Marking Scale. If the Acrobatic Movement does not align with the Overall Impression category on the Marking Scale Chart due to additional inaccuracies noted by the Element Judge, the Judge should refer to the inaccuracy table to adjust the score as needed. It is important that deductions are not overly cumulative; for instance, Judges should avoid simply adding up multiple small deductions. Instead, an Acrobatic Movement with several small errors may be better classified as having an obvious deduction.

Accumulating Inaccuracies/Inaccuracy Count is the sum of inaccuracies and their value (depending on type/size).

Inaccuracy type	Inaccuracy Count	Deduction Total
Small	1 - 2	0.25
Small	3+	0.5
Obvious	1 - 2	0.5
Obvious	3+	1.0
Major (no Fall or Fail)	1+	1.0