



HYBRID BASE MARK

Number of movements (NM):

6 or less  
7-19  
20-29  
30+

Time underwater(TU):  
Short (6" or less)  
Medium (7" - 15")  
Long (16"-20" and over)

HYBRID BONUSES

Bonuses	Traveling (TR): More than 1m	Angles (A): Simple angles Complex angles	Placement: (PL) Hybrid in last 20"	Synchronisation (SY): Partial Synchronisation Full Synchronisation	Pattern Change (PC): Simple pattern changes Complex pattern changes
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FAMILIES

LEVELS	Thrusts (T)	Rotations (R)	Flexibility (F)	Airborne Weight (AW)	Connections (C)
Level 1	Thrust with crashing	<i>One or two legs :</i> Swirl 180°-360°	Pike to Split Tuck to Split Tuck to Split Bent Knee VP or Fishtail to Split	Vertical descent in Bent Knee VP or Fishtail join to VP	Plane connection (surface connection)
Level 2	Thrust with one leg	<i>One or two legs:</i> Swirl 720°-1080° Spin descending 180° Twist 180° with 1 leg only	Ariana rotation or split variants at the surface Walkout Front Back Layout to Surface Arch or Bent Knee Surface Arch Split opening from VP	Vertical descent in VP Front Pike to Vertical Position	One leg face-to-face connection
Level 3	Thrust with one leg followed by rotation of Spin 360° Thrust and vertical descent	<i>One or two legs:</i> Swirl 1440° Spin ascending 180°-360° Spin descending 360°-720° Twist 180° with 2 legs Twist 360° with 1 leg only	Split to Split through VP Split closing to VP	Sustained height with one leg Vertical ascent in VP or Bent Knee VP Descending or ascending VP performing isolated movements	One leg back connection
Level 4	Thrust with one leg followed by rotation of Spin 720° or Twirl 180° Thrust with flexibility	<i>One or two legs:</i> 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	Sustained height in VP less than 3" Isolated movements performed in stable Fishtail Position and piked body position ( <i>legs over surface, 30-60° from vertical</i> ) lasting less than 3"	Two-legs connection
Level 5	Thrust followed by rotation of Spin 360° or Twirl 180°	<i>One or two legs:</i> 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 180°-360° with 2 legs Combined Spin 360°-720° with 1 leg	Knights: combinations of Knight positions Knight to Fishtail (through VP) Knight to VP Sustained Knight Position	Sustained height in VP lasting equal or more than 3" Isolated movements performed in stable Fishtail Position and piked body position ( <i>legs over surface, 30-60° from vertical</i> ) lasting equal or more than 3". Any knee/leg movements performed credited in n° of movements	Rotation vertical connection with one leg
Level 6	Thrust with flexibility followed by rotation of Spin 360°	<i>One or two legs:</i> Combined Spin 360° with 2 legs Reversed 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 shown at least 3" in VP performed in an unbalanced position. Any knee/leg movements performed credited in n° of movements	Rotation vertical connection with two leg
Level 7	Thrust with rotation of Spin 720° and over	<i>Two legs only:</i> Combined Spin 720° Reversed Combined Spin 360° Twist 1080° Unbalanced 360° Twist Reversed Twist 360°			
Level 8	Thrust with flexibility followed by rotation of Spin 720° and over	<i>Two legs only:</i> Combined Spin 1080° Reversed Combined Spin 720° Twist 1440° Unbalanced 720° Twist Reversed Twist 720°			
Level 9	Thrust continued by catching a sustained Vertical Position	<i>Two legs only:</i> Combined Spin 1440° Reversed Combined Spin 1080° Unbalanced 1080° Twist			