
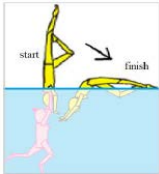




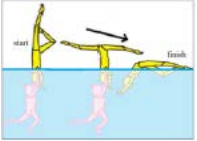
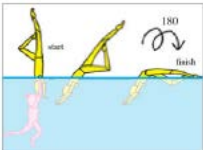
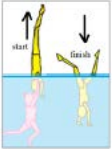
### General Principles:

1. A pair acrobatic movement is only considered as a lift or a throw if the “bottom” (base) swimmer is underwater and lifts/throws the featured-swimmer up in the air (away from surface). The base swimmer can lift/throw featured-swimmer by holding/pushing their legs or shoulders.
2. Rotation around self (turn, twist) can be performed in any direction.
3. Way of connecting between bottom and upper swimmer is optional and is not judged.
4. Pair Acro values should not be compared to Team Acro values. Their value is in direct relation to the duet/mixed duet events.
5. **Base Mark** for all types of Pair Acrobatics will be **0,10**.

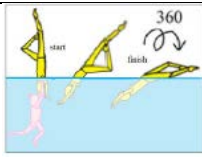
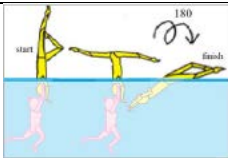

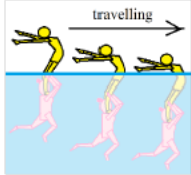
### Pair Acro Level 1

Name	Lift head-up with crashing	Lift legs-up with crashing
Diagram		
Code	L>>	L!>>
Value	0,10	0,20

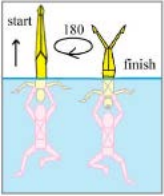
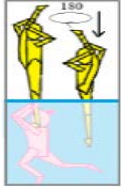
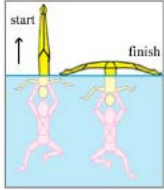
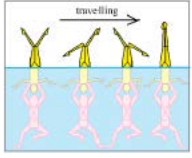
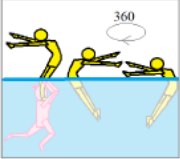
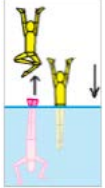
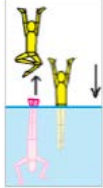
### Pair Acro Level 2

Name	Lift head-up	Lift head-up with flexibility and crashing	Lift legs-up with flexibility and crashing
Diagram			
Code	L	Lf>>	L!f>>
Value	0,40	0,40	0,40
Name	Lift legs-up with crashing and rotation 180	Lift legs-up	
Diagram			
Code	L!r0,5>>	L!	
Value	0,60	0,60	

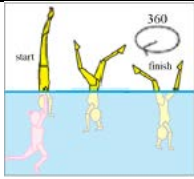

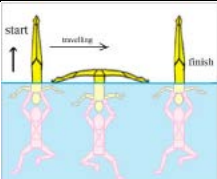
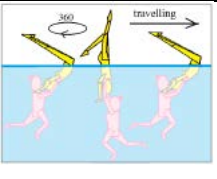
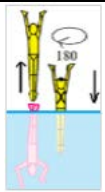
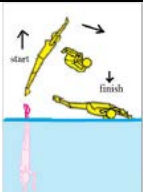
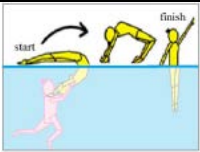
### Pair Acro Level 3

<b>Name</b>	Lift legs-up with crashing and rotation 360	Lift legs-up with crashing, flexibility and rotation 180 (turn)
<b>Diagram</b>		
<b>Code</b>	L!r1>>	L!fr0,5>>
<b>Value</b>	0,60	0,60
<b>Name</b>	Lift head-up with 180 rotation	Sustained lift head-up with traveling
<b>Diagram</b>		
<b>Code</b>	Lr0,5	SL>
<b>Value</b>	0,60	0,80

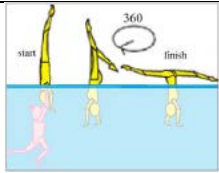
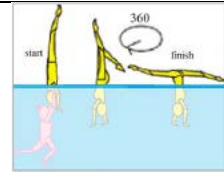
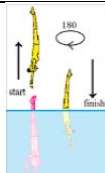
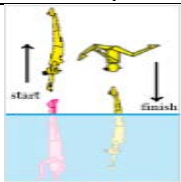
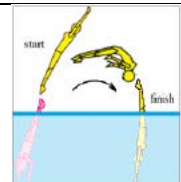
### Pair Acro Level 4

<b>Name</b>	Lift legs-up with 180 rotation	Lift head-up with flexibility and 180 rotation	Lift legs-up with flexibility	Sustained lift legs-up with traveling
<b>Diagram</b>				
<b>Code</b>	L!r0,5	Lfr0,5	L!f	SL!>
<b>Value</b>	0,80	0,80	0,80	0,80
<b>Name</b>	Lift head-up with rotation 360	Jump head-up	Throw legs-up with crashing	
<b>Diagram</b>				
<b>Code</b>	Lr1	J	W!>>	
<b>Value</b>	0,80	0,80	0,80	

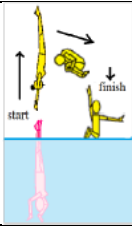
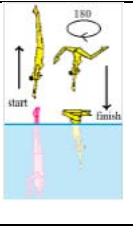
## Pair Acro Level 5

<b>Name</b>	Lift legs-up with 360 rotation	Lift legs-up with flexibility and 180 rotation	Sustained lift legs-up with flexibility and traveling	Sustained lift legs-up with traveling and rotation 180-360
<b>Diagram</b>				
<b>Code</b>	L!r1	L!fr0,5	SL!f>	SL!r0,5> or SL!r1>
<b>Value</b>	1,00	1,00	1,00	1,00
<b>Name</b>	Jump head-up with 180 rotation	Jump head-up with flexibility	Legs-up throw-dive	
<b>Diagram</b>				
<b>Code</b>	Jr0,5	Jf	T!d	
<b>Value</b>	1,00	1,00	1,00	

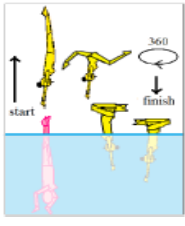
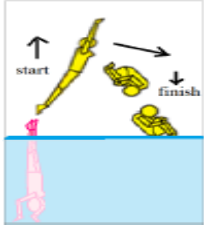
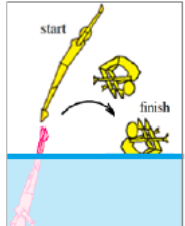
## Pair Acro Level 6

<b>Name</b>	Lift legs-up with flexibility and rotation 360	Sustained lift legs-up with flexibility, traveling and rotation 180-360.	Throw legs-up with 180 rotation
<b>Diagram</b>			
<b>Code</b>	L!fr1	SL!fr0,5> or SL!fr1>	W!r0,5
<b>Value</b>	1,20	1,20	1,20
<b>Name</b>	Throw legs-up with flexibility	Jump-Dive	
<b>Diagram</b>			
<b>Code</b>	W!f	Jd	
<b>Value</b>	1,20	1,20	


## Pair Acro Level 7

<b>Name</b>	Throw legs-up with 180 somersault	Throw legs-up with flexibility and rotation 180
<b>Diagram</b>		
<b>Code</b>	W!s0,5	W!fr0,5
<b>Value</b>	1,40	1,40

## Pair Acro Level 8

<b>Name</b>	Throw legs-up with flexibility and rotation 360	Jump head-up with 1 somersault forwards	Jump head-up with 1 somersault backwards and flexibility
<b>Diagram</b>			
<b>Code</b>	W!fr1	Js1F	Jfs1B
<b>Value</b>	1,60	2,00	2,00

## Pair Acro Level 9

<b>Name</b>	Throw legs-up with somersault forwards
<b>Diagram</b>	
<b>Code</b>	W!s1F
<b>Value</b>	2,20