



# ADAPTED HYBRID DIFFICULTY TABLE

\*Additions to World Aquatics Difficulty Table in red

<b>BASE MARK:</b>	Hybrid Base Mark is fixed at <b>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>Travelling (TR)</b> 1.0m or more	<b>Placement (PL)</b> Hybrid in last 20 seconds	<b>Synchronization (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>	0.15	0.20	Partial: 0.10	Full: 0.50	0.30

FAMILIES					
Family:	Thrusts (T)	Rotations (R)	Flexibility (F)	Airborne Weight (AW)	Connections (C)
<b>Rep/Hybrid:</b>	L1-4 2x / L5-9 unlimited	L1-3 4x / L4-9 unlimited	2x	L1-3 4x / L4-9 2x	2x
<b>Level 1</b>	Thrust with crashing	<b>One or two legs:</b> Swirl 180°-360°  Turning 180°-360° while doing other non-sustained or "up-down" actions  <span style="color: red;">Tub turn 180°-360°</span>	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  <span style="color: red;">Layout to Tub or Sailboat</span>	Pike Position at the surface of the water
		0.15	0.15	0.05	0.05
<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  <span style="color: red;">Back Tuck Somersault from Surface Tuck</span>	Clearly demonstrated split (held at least 1-2 seconds)  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  <span style="color: red;">Sailboat to Ballet Leg Position</span>  <span style="color: red;">Ballet Leg to Flamingo Position</span>	One leg face-to-face connection
		0.30	0.35	0.10	0.15
<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  <span style="color: red;">Surface Tuck to Inverted Tuck</span>  <span style="color: red;">Back or Front Pike Somersault</span>	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  <span style="color: red;">Layout to Ballet Leg Position (straight leg lift)</span>  <span style="color: red;">Sustained Sailboat, Ballet Leg or Flamingo position held for equal to or more than 3 seconds</span>	One leg back or side connection
		0.35	0.45	0.15	0.30

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<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 to or more than 3 seconds	Two-legs 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>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  Sustained Knight Position (held at least 1-2 seconds)  Bent Knee Surface Arch to Vertical Position	Isolated movements performed in stable Fishtail Position and piked body position (legs over surface, 30-60° from vertical) 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 or 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 / C4+ 0.65</b>

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<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>			

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