

International Pole Sports Federation

Pole Sports Championships

Code of Points 2017



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Introduction

The IPSF scoring system is consisting of four parts: Technical Bonus, Technical Deductions, Artistic and Choreography Presentation, and Compulsories; athletes will be judged in all four sections. The final score is a combination of the compulsory score + technical presentation bonus + technical presentation deduction + artistic and choreography presentation. In the case of a draw, the athlete with the highest score in technical deductions will be the winner. It is important that an athlete incorporates all sections into their routine to be awarded the most points. The scoring system not only encourages and promotes a well-balanced routine but also a well-trained and well-rounded athlete. The minimum overall score an athlete can be awarded is zero. All athletes need to use one spinning and one static pole (see rules and regulations on configuration). For definitions of various terms, please see the glossary.

Divisions

- Amateur
- Professional
- Elite

Categories

- Pre-Novice (Female/Male)
- Novice (Female/Male)
- Junior (Female/Male)
- Senior (Women/Men)
- Master 40+ (Women/Men)
- Master 50+ (Women/Men)
- Doubles (Novice/Junior/ Mixed)
- Doubles Senior (Women/Women; Men/Men; Women/Men)

Listed below is a short summary of what judges will be looking for. A detailed layout of all four sections is in this document to enable athletes to put together a successful routine.

Technical Bonus

- Singular points are awarded for each time a bonus is executed
- Overall points are awarded for the level of difficulty throughout the routine

Technical Deduction

- Singular points are deducted each time an infringement is noted throughout the routine
- Overall points are deducted once for infringements throughout the routine

Artistic and Choreography

- Points are awarded for artistry and choreography
- Points are deducted each time an infringement is noted

Compulsory

- Nine (Amateurs & Novice) or eleven (all other categories) compulsory elements are required for the athlete's division and category
- Compulsory bonuses, singles and doubles

Head Judge Penalties

- Penalties are given for any infringements and breaches of rules and regulations.
- Penalties can be given prior to, during and after the athlete has competed.

Please see Rules and Regulations for restrictions on music, hair, makeup, costume and grip aids.

Note: Athletes will be penalised for not adhering to the IPSF rules, regulations and the Ethical Code of Conduct.

Technical Bonus

A maximum of 25.0 points can be awarded in the technical bonus. This section is to judge the level of difficulty, combinations and transitions in and out of pole tricks, as well as the doubles synchronised/interlocking/balance and pair pole tricks. The judges will look for tricks performed with ease and grace. All athletes must fill out a Technical Bonus Form noting the bonus elements in the order they will be performed; athletes must submit a form regardless of whether pole tricks will be included in their routine. An example form can be found at the end of the Code of Points. This section is broken down into the following areas:

SINGLES - SINGULAR BONUS POINTS (AWARDED PER TIME):

The cumulative total of all singular bonus points indicated on the Technical Bonus Form must not be more than 15.0.

Acrobatic catches: AC (Max 1.0 pt)

Acrobatic catches are defined as a release of all contact from the pole, so there is no contact by any part of the body for a brief moment and re-gripping ("catching") the pole. An athlete may either move up or down the pole and/or change directions/positions when performing a catch. **+0.5**

Combining spins with other spins on spinning pole: SP/SP (Max 2.0 pts)

Refers to all spins combined with a spin on a spinning pole (see definition on spins). Each spin position in this combination must rotate a full 720° before changing into the next spin position, and the transition must be direct. The spin is counted from when the position is fixed. **+0.5**

Three spins can be combined for this technical bonus. When combining three spins for a point value of 1.0, each spin must be in a fixed position and rotate 720°; the code to use is SP/SP/SP. **+1.0**

Combining spins with other spins on static pole: SP/ST (Max 2.0 pts)

Refers to all spins combined with a spin on a static pole (see definition on spins). Each spin must rotate for a minimum of 360° and the transition must be direct. **+0.5**

Three spins can be combined for this technical bonus. When combining three spins for a point value of 1.0, each spin must be in a fixed position and rotate 360°; the code to use is SP/SP/ST. **+1.0**

Combining spins with other elements on static pole: SP/E/ST (Max 1.5 pts)

Refers to all other elements combined with a spin on a static pole (see definition on spins). The element must be briefly held in a fixed position. **+0.5**

For this technical bonus, two spins can be combined, ending with another element briefly held in a fixed position, on a static pole. Each spin must be held in a fixed position and rotate 360°; the code to use is SP/SP/E/ST. **+1.0**

Drops: D (Max 1.0 pt)

A rapid controlled descent of the pole, which must be a minimum of a 1 (one) metre drop. There is to be no hand contact with the pole during the drop. **+0.2**

Dynamic combinations on spinning or static pole: DC (Max 3.0 pts)

Dynamic combinations refer to a combination of two separate dynamic movements where the body is in a powerful control of momentum. The athlete must demonstrate a high level of control of centripetal force where at least one part of the body releases from the pole. E.g. dynamic movements can include regrips, drops, acrobatic catches, jump-outs, etc. They should be executed in quick succession with no pause between the two dynamic movements to be awarded this bonus. A repetition of a dynamic combination will be awarded a maximum of two times e. g. if an athlete executes a fonji six times (from shoulder mount to brass monkey/flag grip counts as one movement), only the first four fonjis (2 combinations) will be awarded. Also, only 1 regrip can be included in a dynamic combination. **+0.5**

Jump-out / Jump-on: JO (Max 1.2 pts)

Jump-out refers to a jump executed from a starting position on the pole, ending in a position on the floor away from the pole. A jump-on refers to a jump executed from a starting position on the floor away from the pole ending in a position on the pole. There must be no contact with the pole in between the starting and ending positions. **+0.2**

Flip-out / Flip-on: FO (Max 1.0 pt)

A flip-out refers to a flip performed from a starting position on the pole ending in a position on the floor.

A flip-on refers to a flip executed from a starting position on the floor and ending in a position on the pole.

Both flip-outs and flip-ons must fully rotate with head over heels and without contact with either the pole or the floor. Flips must be executed forwards, backwards or sideways. Twists are prohibited (see penalties). **+1.0**

Contact Flip (starting and ending on same pole): CF (Max 1.0 pts)

A pole flip with contact refers to a flip that is performed from a starting position on the pole, flipping backwards, forwards or sideways ending in a position on the same pole. The flip must fully rotate, with head over heels, in a dynamic manner while maintaining contact with the pole. Pole flips with contact with the pole must be executed forwards, backwards or sideways. Twists are prohibited (see penalties). **+0.5**

Pole flip (starting and ending on same pole): F (Max 1.5 pts)

A pole flip refers to a flip that is performed from a starting position on the pole, flipping backwards, forwards or sideways ending in a position on the same pole. A flip must fully rotate with head over heels and without contact with either the pole or the floor. Pole flips must be executed forwards, backwards or sideways. Twists are prohibited (see penalties). **+1.5**

Re-grips: RG (Max 1.0 pts)

Re-grips are defined as a release of contact from the pole of either one hand or one arm grip for a brief moment and intentionally re-gripping the pole in a new hand / arm grip position, e.g. elbow grip to hand grip. For a re-grip to be recognised, the athlete must not be able to hold their body position once they release their grip. There must be no body contact with the pole other than the grip positions. **+0.2**

DOUBLES - SINGULAR BONUS POINTS (AWARDED PER TIME):

Note: All explanations in singles above apply to doubles. The cumulative total of all singular bonus points indicated on the Technical Bonus Form must not be more than 10.0.

Acrobatic catches in synchronicity: AC/SYN (Max 1.0 pt)

Both partners are to perform synchronised acrobatic catches. **+0.5**

Flip-out / Flip on: FO (Max 1.0 pt)

Only one of the partners must execute the flip-out / flip-on to receive the bonus. **+1.0**

Flip-out / Flip on in synchronicity: FO/SYN (Max 2.0 pt)

Both partners are to perform a synchronised flip-out / flip-on to receive this bonus. **+2.0**

Contact Flip (starting and ending on same pole) in synchronicity: CF/SYN (Max 1.0 pts)

Both partners are to perform synchronised contact flips to achieve this bonus. **+0.5**

Combining spins with other spins in synchronicity: SP/SYN (Max 1.0 pt)

Both partners are to perform two spins in succession and in synchronicity to receive the bonus. These must be the same spins or mirror image spins. These spins may be performed on either one or two poles. A 360° rotation must be completed if both partners are on the static pole, and 720° rotation if both partners are on the spinning pole. In the event that two separate poles are used, a full rotation of 360° must be completed. (see definition on spins). **+0.5**

Three spins can be combined for this technical bonus. When combining three spins for a point value of 1.0, each spin must be in a fixed position; the code to use is SP/SP/SYN. **+1.0**

Combining spins with other elements in synchronicity: SP/E/SYN (Max 1.0 pt)

Both partners are to perform the spins to receive the bonus. These spins may be performed on either one pole or two poles. A 360° rotation must be completed if both partners are on the static pole, and 720° rotation if both partners are on the spinning pole. In the event that two separate poles are used, a full rotation of 360° must be completed. The element must be briefly held in a fixed position. (see definition on spins) **+0.5**

Drops in synchronicity: D/SYN (Max 1.0 pt)

These are to be performed fully synchronised. This must be the same drop or mirror image drops. Both partners must start and end at the same time. **+0.2**

Jump-out / Jump-on in synchronicity: JO/SYN (Max 1.2 pts)

These are to be performed fully synchronised. Both partners must start and end at the same time. **+0.2**

Partner catch / throw from pole to partner or partner to pole: PCT (Max 0.8 pts)

Partner catch refers to one partner starting in a position on the pole and jumping into the arms of the second partner who is on the floor. A partner throw refers to both partners starting on a position on the floor and one partner throwing the other into a position on the pole. (See definition of throw) **+0.4**

Re-grips in synchronicity: RG/SYN (Max 1.0 pt)

These are to be performed fully synchronised. **+0.2**

Synchronised dynamic combinations on spinning or static pole: DC/SYN (Max 2.0 pt)

These are to be performed fully synchronised. **+0.5**

SINGLES - OVERALL BONUS POINTS (AWARDED ONE TIME):

Level of difficulty (LOD) refers to the elements and combinations of elements. (See definition on LOD).

Please note: Athletes will be awarded points based on the average LOD of the elements in the routine.

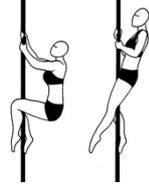
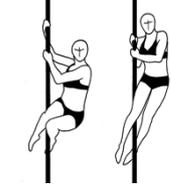
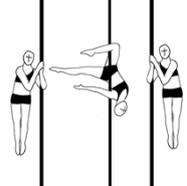
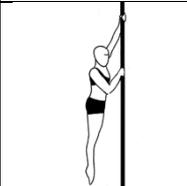
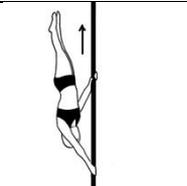
0 = simple 0.5 = moderate 1 = difficult 1.5 = very difficult 2 = extremely difficult.

Climbs (Max +2.0)

Climbs refer to the way an athlete moves up and down a pole using the hands and legs or hands only. Climbs may be performed upright, inverted, alongside of the pole

(0 = Simple, 0.5= Moderate, 1.0 = Difficult, 1.5= Very difficult and 2.0 = Extremely Difficult)

Climb Examples

Climb Example				
	Basic climb	Side climb	Caterpillar climb	Outside leg hang climb
Level of Difficulty	Simple		Simple - Moderate	
Climb Example				
	Seated climb	Walking climb	Hands only climb	Hop-up climb
Level of Difficulty	Moderate - Difficult		Very Difficult – Extremely Difficult	

Flexibility movements (Max +2.0)

Flexibility refers to the flexibility of the legs, back, hips and shoulders. In order to display the highest LOD to the judges, the athlete should perform movements, combinations, and transitions with full extension and mobility.

Pole transitions (Max +2.0)

Transitions refer to the transitions in and out of elements, on and off the pole, from the floor to the pole and from the pole to the floor. In order to display the highest level of difficulty (LOD) the athlete must display flowing movement and good body placement. The athlete must perform transitions with precision and ease.

Spins (Max +2.0)

The position of the spin must be held for the defined amount of rotation indicated in the criteria of each spin. Spins on a static pole must be in a fixed position for a rotation of 360°, and spins on a spinning pole must be in a fixed position for a rotation of 720°. The transition in and out of the spin will not count towards the required minimum rotation.

Strength elements (Max +2.0)

Strength refers to strength of the arms, core, and legs. In order to display the highest LOD to the judges, the athlete should perform both upper body and core strength elements and combinations. Holding and controlling a strength element such as a flag for two (2) seconds or more will display a higher LOD.

DOUBLES - OVERALL BONUS POINTS (AWARDED ONE TIME):

Note: All explanations in singles above apply to doubles. The LOD of each partner will be averaged for a final score.

Climbs (Max +2.0)

The climbs of both partners will be taken into account and averaged.

Flexibility elements (Max +2.0)

The flexibility of both partners will be taken into account and averaged.

Pole-based floor partner elements (Max +2.0)

See glossary for definition.

Flying partner elements (Max +2.0)

See glossary for definition.

Pole Transitions (Max +2.0)

The transitions of both partners will be taken into account and averaged.

Strength elements (Max +2.0)

The strength of both partners will be taken into account and averaged.

Synchronised parallel / interlocking and balance elements (Max +2.0)

See glossary for definition.

ADDITIONAL BONUS POINTS (DOUBLES ONLY):

Doubles will be awarded bonus points for:

- Both partners show they can catch and fly equally in the routine. **+1.0**

Technical Deductions

A maximum of 25.0 points can be deducted in technical deductions. This section is to deduct points for poor execution on all elements (including compulsory). Judges are also asked to deduct points for loss of balance, falls, and failing to perform a required element. The number of points deducted is dependent on the level of infringement. Movements are broken down into the following sections:

SINGLES/ DOUBLES - SINGULAR DEDUCTIONS (DEDUCTED PER TIME):

Drying hands on costume, body, pole or floor and/or adjusting hair or costume

Drying or wiping hands on costume, body, pole or floor and/or wiping hair away from face or neck, pulling at or fixing costume. **-1.0**

Fall

A definition of a fall is a sudden rapid uncontrolled drop onto the floor. This can be from any position on or off the pole. **-3.0**

Lack of synchronicity of element (Doubles)

Lack of synchronicity of an element refers to the partners executing an element uncoordinated and not in time with each other. **-0.5**

Poor execution and incorrect lines

Execution of pole elements must have the following:

- *Knee and toe alignment* – The knee and toe should be aligned. There should be a straight line from the kneecap to the big toe. The foot and toe should be pointed. The toes should not be clenched or showing tension. No unnecessary grabbing or gripping the pole with toes. **-0.2**
- *Clean lines* – The legs and arms should be correctly positioned and at full extension, feet and toes should be pointed. Fingers and toes should not show tension and feet should not be flexed unless performing an aerial walk or if it is a choreography choice. **-0.2**

- *Extension* – Legs, arms, back, neck, wrist and torso line should be fully lengthened. The shoulders and/or back should not be rounded and the head should be high showing no strain. **-0.2**
- *Posture* – Correct body alignment should be used on and off the pole. All body movements must be controlled. **-0.2**

Poor presentation of the element

This refers to elements executed with poor positioning or a poor angle to the judges so the element cannot be seen fully. This also refers to elements presented showing an unfavourable part of the body. **-0.5**

Poor transitions in and out of elements and on and off the pole

A poor transition is when an athlete fails to execute the entry and exits of elements smoothly. e.g. an abrupt uncontrolled entry/exit not performed with ease and grace. Transitions should appear effortless. **-0.5**

Slip or loss of balance

A definition of a slip or loss of balance is when an athlete performs a movement and they temporarily and unintentionally lose control of their equilibrium or positioning of their body or part of their body on or off the pole. This must be only for a brief moment and the athlete is able to correct their positioning almost instantly. A slip that ends up on the floor will be considered to be a fall (see Fall). **-1.0**

SINGLES/ DOUBLES - OVERALL DEDUCTIONS (DEDUCTED ONE TIME):

Failing to spin on a static pole / Failing to spin with momentum on the spinning pole (Singles only)

The athlete will be penalised for not spinning on the static pole a minimum of one time (see definition of spin) and not spinning with momentum on the spinning pole a minimum of one time during their routine. The athlete should be able to perform spins on both poles in both an inverted and upright position. (see definition on momentum). **-2.0 / -2.0**

Lack of synchronicity (Doubles)

The athletes will incur deduction points if they fail to perform their routine synchronised for a minimum of 70% of their routine. Either on one pole together, both on their own pole or on the floor. **-3.0**

Not using both poles equally

Singles and doubles athletes should be equally skilled on both static and spinning pole and this should be reflected in an equal use of both poles, not favouring one or the other pole. For doubles they must also work simultaneously on two separate poles in a synchronised manner. **-2.0**

Using less than the full height of the pole

All athletes will incur a deduction if they fail to use the full height of the pole, a minimum of two (2) times during their routine on either pole. For doubles only one of the partners needs use the full height of the pole a minimum of two (2) times on either pole. Pre-Novice and Novice athletes only need to reach 50% of the height of the pole twice. **-2.0**

Artistic and Choreography Presentation

A maximum of 20.0 points can be awarded in artistic and choreography presentation. This section is to judge the athlete's artistic presentation, interpretation and stage performance. Artistic presentation is the way in which the athlete expresses and presents him or herself to the judges. The judges will assess the athlete's ability to convey emotion and expression through movement. They should be confident, engaging, entertaining and show a high level of stage presence in each element of their performance on and off the pole. The costume, music, and performance should be reflective of each other. The athlete should create an original performance and display a unique style. The overall performance should flow seamlessly and effortlessly ensuring that highs and lows (shades) are demonstrated. Choreography presentation is defined by all movements performed around the pole, stage area, or stage surface, but not in contact with the pole. The judges will assess the athlete's ability to perform dance and acrobatic choreography that is performed with imagination, flow, and flair.

All work where the athlete is not in contact with the pole, must be limited to a maximum of 40 seconds for the total length of the routine. Note: see Head Judges penalties.

SINGLES/ DOUBLES - ARTISTIC BONUSSES:

The level of creativity refers to the overall routine on and off the pole.

Please note: Athletes will be awarded points based on the overall majority of the routine.

0 = poor	Almost non-existent, less than 20% of routine
0.5 = slight	A small amount, between 20% -40% of routine
1 = good	Fair amount, between 40% - 60% of routine
1.5 = very good	A large amount, between 60% - 80% of routine
2 = extreme	Over 80% of routine

Balance (Max +2.0)

Balance refers to the athlete's ability to create a well-balanced routine that has equal amount of various elements. The athlete should create a balanced routine of different types of tricks e.g. flexibility, strength, spins, dynamic movements, acrobatic moves, stage work and transitions, integrating these into a choreography with stage performance and artistic content, using both spinning and static poles equally.

Confidence (Max +2.0)

Confidence refers to the athlete's level of confidence in his or her routine. The athlete should not show nerves, but rather carry him/herself with confidence and be engaging, command the stage and the audience's attention, making their whole routine look believable.

Flow (Max +2.0)

Flow refers to the athlete's ability to create a seamless and effortless performance. The athlete should show a flow off the pole, between poles, from floor to pole, from pole to floor, and from floor to standing or from standing to floor. The sequences, tricks, transitions, choreography and/or gymnastics and acrobatic movements should flow in a seamless, smooth, natural, flawless, and graceful way. Movement in and out of elements should continue to the next element faultlessly. The routine should not look disjointed in any way. An athlete will be marked down if they perform elements and wait for applause.

Interpretation (Max +2.0)

Interpretation refers to the athlete's ability to interpret the music, their facial expressions, their emotions, choreography and the creation of a character or story. The athlete should create choreography that shows the light, shade, feeling, and emotion of the music. They should connect with the music and show expression through their costume, body, and facial expressions. They need to show they can work their choreography to the beat and phrase of the music and melody.

Originality of the overall presentation (Max +2.0)

This refers to the originality and creativity of the overall performance of tricks and combinations, elements and original movements on and off the pole and the originality of choreography throughout the entire routine. The athlete should create original combinations of tricks and create new themes in choreography. Judges are not just looking for just one or two unique tricks and combinations but for overall originality in all components of the routine.

Originality of Elements (Max +2.0)

This refers to the originality and creativity of the overall performance of tricks, elements and movements on the pole throughout the entire routine. Athletes will be marked down if elements, tricks and movements become repetitive (for example, if the same climbs, JO or RG is used consistently instead of a variety of elements, tricks and movements).

Originality of transitions in and out of elements (Max +2.0)

This refers to the originality of all transitions, entrances, and exits of tricks and combinations in the entire routine. The athlete should create new and original movements for their transitions in and out of tricks and on and off the pole.

Stage presence and charisma (Max +2.0)

The athlete should capture the attention of the spectators. He or she should be in total control of their performance and carry themselves with an impressive style or manner, which is both engaging and charismatic.

SINGLES/ DOUBLES - CHOREOGRAPHY BONUSES:

Originality of Choreography and Composition of whole routine (Max +2.0)

The level of originality of choreography and composition of the whole routine refers to the level of creativity of movements on and off the pole. Choreography is the art of composing dance, planning and arranging the movements, steps and patterns. The judges are looking for originality in the composition of the choreography, i.e. how it was put together.

Originality of Floor work (Max +2.0)

The level of originality of the floor work refers to a choreographed combination of dance steps and movements executed on the floor with no contact with the pole. This includes but is not limited to complex dance choreography, musicality, creativity and fluidity. The athlete should create movements that work with the beat of the music, which are reflective of their routine and are engaging and entertaining.

SINGLES/ DOUBLES - SINGULAR DEDUCTIONS (DEDUCTED PER TIME):

Causing distraction by uttering vocals

The definition of vocals are talking, cueing, grunting, whooping, cheering, and mouthing words as it causes a distraction. **-1.0**

Costume malfunction or distraction

The definition of a costume malfunction is when a part of the costume accidentally falls down, falls off, becomes revealing, or distracting to the athlete's performance. This should not be confused with the wilful removal of clothing, which is a direct violation of the IPSF rule of non-removal of clothing and can result in instant disqualification from the competition. **-1.0**

No logical beginning or end to the routine and/or and the routine starting before or ending after the music

It is important that the athlete edits their music so that it corresponds with both the start and finish of the choreography. There should be a logical beginning and end to the routine that fits to the music. Athletes must begin and end their performance in a position on the stage, visible to be seen by the judges. They should start their routine when the music starts and stop when the music ends. **-1.0**

Touching the rigging or truss system during the routine

It is strictly prohibited to touch or use the rigging or truss system during the routine. Athletes must only have contact with the pole and floor. **-1.0**

SINGLES/ DOUBLES - OVERALL DEDUCTIONS (DEDUCTED ONE TIME)

Putting no effort or thought into the costume

The athlete must compete in a costume suitable for competition and not for training. This requires taking the style, cut and decoration into consideration when choosing a costume for competition. **-1.0**

Compulsory

All athletes must perform the allocated number of compulsory elements. A technical value of between + 0.1 and +1.0 will be awarded if the minimum requirements have been met, e.g. position held for two seconds, correct split/body angle. It is the responsibility of the athlete to execute the compulsory element clearly to the judges. If a compulsory element is on the border, it will not be awarded. Elements with a value of +0.1 are easier than those with a value of +1.0. Extra points will be given if the athlete performs any of the compulsory bonuses on the compulsory elements. The technical value of compulsory elements permitted is dependent on both age category and competitive division. Compulsory elements must not be repeated (i.e. individual elements may only be used once). Repetitions of the same compulsory element will not be awarded, but will result in a deduction for incorrect form, and will count as a missing element. Compulsory elements must also be held in a fixed position, unless specified otherwise. See category breakdown below.

Elite

Senior, Junior and Master

Athletes must select 11 elements:

- four (4) flexibility elements
- four (4) strength elements
- one (1) spin for a spinning pole
- one (1) spin for a static pole
- one (1) aerial dead lift

Novice*

Athletes must select 9 elements:

- three (3) flexibility elements
- three (3) strength elements
- one (1) spin for a spinning pole
- one (1) spin for a static pole
- one (1) dead lift

Doubles

Athletes must select 11 elements:

- three (3) synchronised partner elements, broken down as follows:
 - one (1) synchronised parallel element
 - one (1) synchronised interlocking element
 - one (1) synchronised balance-based element
- two (2) balance partner elements, broken down as follows:
 - one (1) balance based partner element
 - one (1) balance strength partner element
- three (3) flying partner elements, athletes must include:
 - one (1) one-partner contact flying element
 - one (1) both partner contact flying element
 - one (1) athlete's choice of flying element
- one (1) partner supported element
- one (1) pole-based floor element
- one (1) synchronised aerial dead lift

***Please Note: no Pre-Novice Category.**

Professional

Senior and Master

Athletes must select 11 elements:

- four (4) flexibility elements
- four (4) strength elements
- one (1) spin for a spinning pole
- one (1) spin for a static pole
- one (1) aerial dead lift

Doubles

Athletes must select 11 elements:

- three (3) synchronised partner elements, broken down as follows:
 - one (1) synchronised parallel element
 - one (1) synchronised interlocking element
 - one (1) synchronised balance-based element
- two (2) balance partner elements, broken down as follows:
 - one (1) balance based partner element
 - one (1) balance strength partner element
- three (3) flying partner elements, athletes must include:
 - one (1) one-partner contact flying element
 - one (1) both partner contact flying element
 - one (1) athlete's choice of flying element
- one (1) partner supported element
- one (1) pole-based floor element
- one (1) synchronised aerial dead lift

***Please Note: no Pre-Novice Category, Novice or Junior category.**

Amateur

Senior, Junior, Pre-Novice, Novice and Master

Athletes must select 9 elements:

- three (3) flexibility elements
- three (3) strength elements
- one (1) spin for a spinning pole
- one (1) spin for a static pole
- one (1) dead lift

Doubles

Athletes must select 9 elements:

- three (3) synchronised partner elements to include:
 - one (1) synchronised parallel element
 - one (1) synchronised interlocking element
 - one (1) synchronised balance-based element
- one (1) balance partner element
- two (2) flying partner elements, athletes must choose:
 - one (1) one-partner contact flying element
 - one (1) both partner contact flying element
- one (1) partner supported element
- one (1) pole-based floor element
- one (1) synchronised dead lift

CATEGORY BREAKDOWN

Senior, Master and Doubles:

Elite athletes must choose compulsory elements with a technical value of between +0.5 and +1.0

*Elite athletes must choose an aerial dead lift with a fourth or higher point value.

Professional athletes must choose compulsory elements with a technical value of between +0.3 and +0.8

Amateur athletes must choose compulsory elements with a technical value of between +0.1 and +0.5

Please note: Master 50+ category in all divisions will be allotted a 20° tolerance on all body and split angles.

Novice & Junior:

Elite athletes must choose compulsory elements with a technical value of between +0.3 and +0.8.

Amateur athletes must choose compulsory elements with a technical value of between +0.1 and +0.5.

Please note: professional category does not apply to Novice or Junior athletes.

Please note: athletes must not choose the same element twice, even if executed at different angles e.g. **F6** (splits 160°)/**F24** (splits 180°). Same applies to body tolerances e. g. **FLR5** (20° tolerance) /**FLR9** (no tolerance)

Pre-Novice:

Amateur athletes must choose compulsory elements with a technical value of between +0.1 and +0.5.

Please note: elite and professional category does not apply to Pre-Novice athletes.

ELITE DIVISION COMPULSORY POINT REQUIREMENTS

Senior must have a total value of from 7.7 to 11.0 points on their compulsory form

Master must have a total value of from 6.6 to 11.0 points on their compulsory form

Junior must have a total value of from 5.5 to 8.8 points on their compulsory form

Novice must have a total value of from 4.4 to 7.2 points their compulsory form

PROFESSIONAL DIVISION COMPULSORY POINT REQUIREMENT

Professional athletes must have a total value of from 5.5 to 8.8 points on their compulsory form

AMATEUR DIVISION COMPULSORY POINT REQUIREMENTS

Amateur athletes must have a total value of from 1.1 to 4.5 points on their compulsory form

*Compulsory point requirements do not apply to doubles in all competitive divisions.

Please note: Compulsory point requirements do not include compulsory bonus points.

Please note: Should compulsory point requirements not be adhered to, or should the maximum / minimum score be outside of the prescribed range, this will result in a -3 deduction being applied.

Deductions

An athlete may incur the following deductions:

- Failing to perform one of their chosen compulsory elements or if the element is not recognisable as the compulsory element. **-3.0**
- Failing to meet the minimum point requirements. **-3.0**
- Exceeding the maximum points allowed for the points requirements. **-3.0**
- Filling in the compulsory form incorrectly prior to competition (see example forms at the end of the Code of Points) **-1.0**
- Failing to execute the compulsory element in order of sequence as listed on the compulsory form.* **-1.0**

*If two elements that are in immediate succession on the form are switched (e.g. the athlete performs element 1, then element 3, then element 2) the two elements that were reversed in order will receive a score of 0 and a penalty of -1 will be given for reversing the order of the two elements. The -1.0 penalty will be given per switch. If an element is included in the routine but not in the correct order, and the element is more than one place off from where it should be in the order of the program it shall be considered a missed element, and will receive a score of -3.0.

The following will result in a compulsory element not being recognised:

- *Failing to hold a compulsory element:* The athlete will NOT be awarded points if he/she fails to hold the position of a compulsory element for the required two (2) seconds, according to the minimum requirements in the description under 'criteria'.
- *Failing to execute the required split and/or body angle:* The athlete will NOT be awarded points if he/she fails to execute the compulsory element at the required split and/or body angle, according to the minimum requirements in the description under 'criteria'.
- *Failing to hold a spin for the duration indicated in the criteria:* The athlete will NOT be awarded points if he/she fails to hold the position of a compulsory element according to the minimum requirements in the description under 'criteria'.
- *Failing to meet further minimum requirements:* The athlete will NOT be awarded points if he/she fails to meet any further minimum requirements listed in the description under 'criteria'.

COMPULSORY BONUS POINTS:

Each compulsory bonus can only be awarded a maximum of two (2) times. Any bonus filled in over the allotted maximum will be disregarded. Compulsory bonuses will only be awarded if the compulsory elements meet minimum requirements. Compulsory bonuses are as follows:

Singles

CBS1: Combining compulsory elements on spinning pole (Max +2.0)

Combining two (2) or more compulsory elements and making each separate element rotate a full 360°. The transition from the first to the second element must be direct. See glossary for definition of a spin. **+1.0**

*Note: compulsory bonuses do NOT apply to compulsory spins or dead lifts

**Note: when combining three (3) compulsory elements for this bonus each separate element must rotate a full 360°. See how to fill in the compulsory score form under "description of bonuses".

***Note: Variations of the same element names cannot be combined for compulsory bonuses. e.g. dragon tail split to dragon tail fang or iron x to iron x passé.

CBS2: Combining compulsory elements on static pole and making them spin (Max +4.0)

Combining two (2) compulsory elements and making them spin a full 360° rotation. The transition from the first to the second element must be direct. The second element must still be in a spinning rotation and meet minimum requirement to be awarded this bonus. See glossary for definition of a spin. **+2.0**

*Note: compulsory bonuses do NOT apply to compulsory spins or dead lifts

**Note: when combining three (3) compulsory elements for this bonus the first and second element must rotate a full 360° and the second and third elements must rotate a full 360°. See how to fill in the compulsory score form under "description of bonuses".

CBS3: Performing a single compulsory element on a static pole and making it spin (Max +1.0)

See glossary for definition of a spin. **+0.5**

*Note: compulsory bonuses do NOT apply to compulsory spins or dead lifts

Doubles

CBD1: Combination of two compulsory elements without making contact with the floor, both partners must change position (Max 2.0 pts)

The transition from the first element to the second element must be direct. Both partners must change their positions. See definition on changing position in glossary. **+1.0**

*Note: compulsory bonuses do NOT apply to dead lifts

CBD2: Performing a single flying partner compulsory element with momentum on a spinning pole (Max 2.0 pts)

This flying partner element must rotate a full 360° rotation to be awarded this bonus. **+1.0**

*Note: compulsory bonuses do NOT apply to dead lifts

CBD3: Performing a synchronised compulsory element on one static pole and making it spin (Max 2.0 pts)

Both partners are to perform this element in synchronicity and with a full 360° rotation. See definition on spins in glossary. **+1.0**

*Note: Compulsory bonuses do NOT apply to dead lifts

Compulsory Minimum Requirement Definitions

The inside arm or leg is closest to the pole. The outside arm or leg is furthest away from the pole.

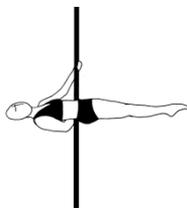
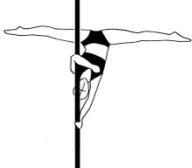
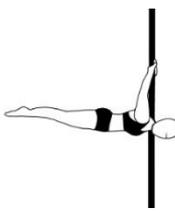
Body positions:

- Inside leg/foot/arm/hand and outside leg/foot/arm/hand
- Front, behind, backwards and forwards

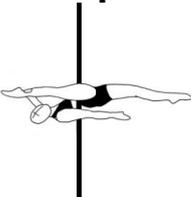
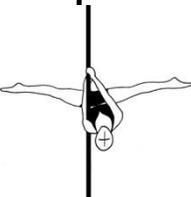
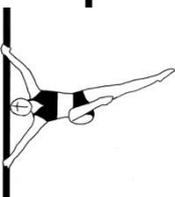
Hand positions – thumbs up, cup grip

	Thumbs Up In this position, the thumb goes around the pole on the opposite side to the other fingers.		Cup Grip In cup grip position, the thumb is on the same side as the rest of the fingers of the hand.
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Arm positions & Hand grips:

	<p>Basic grip Both hands on the pole in a thumbs up position (Hand Grip)</p>		<p>Underarm grip Pole is gripped using one underarm. (Arm Grip)</p>
	<p>Wide basic grip (Hand Grip)</p>		<p>Forearm grip One hand and forearm grips the pole, the other hand is in a fixed position of choice. (Hand Grip)</p>
	<p>Cup grip Hand in a thumb down position, fingers and thumb on the same side of the pole (Hand Grip)</p>		<p>Split arm position hand grip of choice (Arm Position)</p>
	<p>Twisted grip One wrist wraps around the pole, other hand in fixed position of choice (Hand Grip)</p>		<p>Back support Outside arm is supporting the body behind the back, the inside arm is in contact with the pole with the hand only (Arm Position)</p>
	<p>Elbow grip Crook of elbow; other hand in fixed position of choice (Hand Grip)</p>		<p>Wrap grip arm position – forearm against the pole hand grip of choice (Arm Position)</p>
	<p>Flag Grip One elbow is bent and the pole is gripped by the underarm and hand. The other hand is in a fixed position of choice. (Hand Grip)</p>		<p>Iguana arm position Arm position behind the body, Grip: Basic grip (Arm Position)</p>
			<p>Cross Grip Arms are crossed and extended. (Arm Position)</p>

Leg positions:

	Attitude (both legs are bent at 90° and parallel to the ground)		Pike (both legs stretched in front of the body, hips at an angle)
	Chair (both legs bent at a 90° angle and closed)		Ring (when one leg is bent backward towards the head, either touching the head, or over the head)
	Diamond (The legs form a triangle with the knees apart and toes touching)		Split (legs in a split position of the given degree)
	Fang (both legs bent backwards, feet to back of head)		Straddle (both legs stretched in a box split position)
	Passé (one leg bent at 90° while the other leg is straight)		Tuck (knees tucked in to the chest)

Compulsory Code Key

F = Flexibility element

S = Strength element

ST = Spin on a static pole

SP = Spin on a spinning pole

DL = Dead lift / Aerial dead lift

SYN = Synchronised partner element

BLN = Balance partner element

FLY = Flying partner element

PSE = Partner supported element

FLR = Floor based partner element

Prohibited movements and penalties:

- All types of lifts and balances with extended arms and where the lifting partner is in an upright standing position are prohibited. All lifts where the partner is lifted and held above shoulder level are prohibited.
- All lifts using the pole as an aid and fixing the lifting position are prohibited. These lifts are only allowed if used as a transition onto the pole without fixing a position.
- Throwing a partner into the air and catching him or her with no contact with the pole is prohibited.
- All work, where the athlete is not in contact with the pole, must be limited to a maximum of 40 seconds of the total length of the performance.
- Twisting saltos and two or more consecutive saltos are prohibited, both on and off the pole.
- No rotation movements including jumps, pivots and pirouettes with more than 720° on one point are allowed.
- For an additional list of prohibited movements, refer to addendum 1.

Penalty: if the above rules are not adhered to, a penalty of -5 will be given by the head judge for each time and no difficulty value will be awarded.

Head Judge Penalties:

An athlete can get penalties by the decision of the Head Judge during the competition for the following infringements:

Criteria	Limitations	Penalty
Exceeding maximum time permitted without contact with the pole	40 seconds	-5
Throwing a partner in to the air	Catching him/her with no partner contact to the pole	-5 per time
Lifts and balances with extended arms	Lifting partner in an upright position	-5 per time
Prohibited elements	On and off the pole	-5 per time
Compulsory forms/Technical bonus forms submitted past given deadline	Between 1 – 5 days late	-1 per day per form
	Over 5 days late but more than 48 hours before competition date	-5 per form
	Forms received within 48 hours of competition date	Disqualification for either form
Music submitted past given deadline	All music submitted late up to 48 hours before competition date	-1 per day
	Music received within 48 hours of competition date	Disqualification
Music not in accordance with Rules and Regulations	See Rules	-3
Providing false or inaccurate information on the application form	False or inaccurate piece of information provided	-5 per time
	False information about age, division or category	Disqualification
Arriving late to the stage when announced	Up to 60 seconds late	-1
	Athlete doesn't arrive within 1 minute	Disqualification

Performance time	5 seconds or less outside permitted time	-3
	More than 5 seconds outside permitted time	-5
Disruptions	Athletes caught being cued from off-stage during their performance	-1
	Athletes and/or their coaches/representatives approaching the Judges' table and/or room or obstructing judges' view at any point during the competition	-3
Not starting or ending routine on stage	Not starting or ending routine on stage	-1 per time
Grip aids	Applying grip aid directly on the pole	- 5
	Using prohibited grips aids	Disqualification
Presence of jewellery and props in accordance to Rules and Regulations	Presence of jewellery/piercings (excluding stud earrings/plain coloured plugs)	-3
	Use of a prop or item which assists in the performance	-5
Inappropriate choreography, costume, hair and makeup in accordance with Rules and Regulations	- Hair covering the face - Costume not in accordance with the rules	-1
	- Promotional words, logos, religious connotations, negative connotations - Wearing a mask, using body paint on one part of the body e. g. leg	-3
	- Provocative costume (including fabrics such as leather and latex) - Use of body paint on several parts of body or provocative choreography	-5
	- Use of body paint on all of body - Aggressively provocative choreography and lewd behaviour	Disqualification
Tracksuits	- Tracksuits not in accordance with the rules	-1
	- Not having a tracksuit - Not wearing tracksuits while awaiting results at the designated area or during the medals ceremony.	-5
Overall rule infringements	- Using obscene gestures, profanity, or disrespectful language privately or publicly to any sporting participant	-10
	- Attempting to strike or striking an official, competitor, spectator or other sporting official intentionally engaging in or inciting other athletes and/or spectators to participate in abusive or violent action - Using drugs (except for medical purposes), alcohol consumption before or while competing - Exhibiting nudity before, during, or after the competition. - Multiple or severe infringements of the rules and regulations	Disqualification

Injury during a routine

If in the opinion of the head judge, medical attention is required, the head judge must stop the programme if the athlete has not done so already. If the athlete is able to continue within one minute they must continue immediately from the point of interruption or, if that is not possible, allow a period of up to ten seconds before the continuation. If an athlete is unable to complete the programme, no scores are to be awarded and the athlete will be considered as withdrawn. The same applies to the situation when an athlete has been given the opportunity to continue the programme from the point of interruption and once more is unable to complete the programme. Only one interruption is permitted.

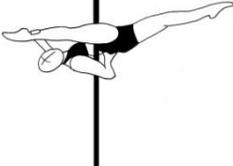
No restarts of the whole programme are allowed, except for deficient music.

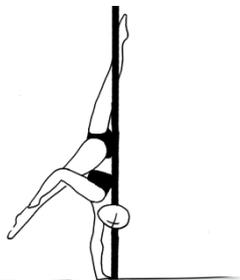
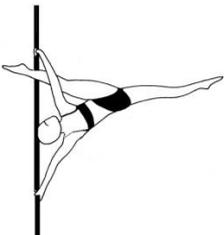


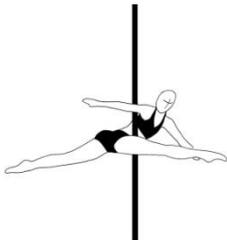
Compulsory Singles

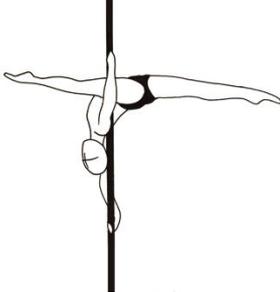
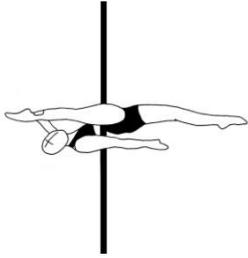
Please note that the drawings are to be used only as a guide.
It is important to follow the minimum requirements under criteria.

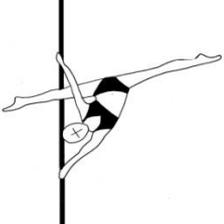
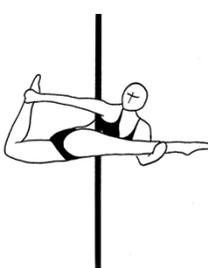
<i>FLEXIBILITY ELEMENTS</i>				
Code No.	Name	Element	Tech. Value	Criteria
F1	Inside leg hang		0.1	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside leg, side of torso, back of the arm - Arm position/grip is: arms in fixed position of choice, no hands have contact to the pole - Leg position is: inside leg is wrapped, outside leg is in attitude - Body position is: inverted - Angle of split is: minimum of 160°
F2	Side pole straddle base		0.1	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, the arch of both feet - Arm position/grip is: basic or cup grip - Leg position is: both legs are fully extended in straddle position with lower foot floor based and the arch of the upper foot is in contact with the pole - Body position is: torso is extended away from the pole - Angle of split is: minimum of 160°
F3	Ballerina sit attitude		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside underarm, side of torso, inside leg - Arm position/grip is: inside arm holds outside foot, outside arm is in fixed position of choice with no contact with the pole - Leg position is: inside leg is wrapped, outside leg is extended in attitude - Body position is: upright - Angle of split is: minimum of 160°
F4	Inside leg hang		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside leg, side of torso, back of the arm - Arm position/grip is: arms in fixed position of choice, no hands have contact to the pole - Leg position is: inside leg is wrapped, outside leg is in attitude - Body position is: inverted - Angle of split is: minimum of 180°

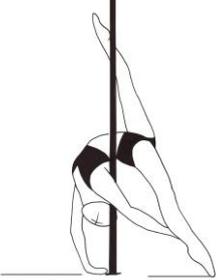
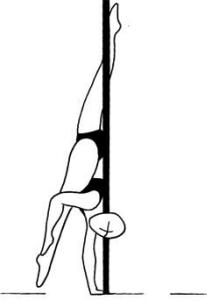
Code No.	Name	Element	Tech. Value	Criteria
F5	Side pole straddle base		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, both legs - Arm position/grip is: basic or cup grip - Leg position is: both legs are fully extended in straddle position with lower foot floor based and the arch of the upper foot is in contact with the pole - Body position is: torso is extended away from the pole - Angle of split is: minimum of 180°
F6	Hip hold split		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: thigh of inside leg, side of torso, back of inside arm - Arm position/grip is: inside arm has contact with the pole. No hands have contact with the pole - Leg position is: both legs are fully extended in split position - Body position is: parallel to the floor - Angle of split is: minimum of 160°
F7	Pole straddle		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum or 2 seconds - Points of contact are: hands, legs, ankles (not the arch of the foot) - Arm position/grip is: basic or cup grip - Leg position is: both legs are fully extended in straddle position - Body position is: upper body must be at a 90° angle to the pole - Angle of split is: a minimum of 160°
F8	Front split on pole		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: legs, hands, forearms - Arm position/grip is: basic grip - Leg position is: both legs are fully extended in split position - Body position is: upright - Angle of split is: minimum of 180°
F9	Allegra passé		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside arm hand, thigh of inside leg, outside arm, side/ lower back - Arm position/grip is: inside hand grips pole, above the inside leg, outside arm is extended and hand is holding the outside foot - Leg position is: split position with inside leg fully extended, outside leg in attitude - Body position is: back arch - Angle of split is: a minimum of 160°
F10	Bridge		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, inner thighs - Arm position/grip is: basic grip, arms are fully extended - Leg position is: both legs are fully extended and closed - Body position is: back arched with hips and both legs parallel to the floor - Body position: inverted

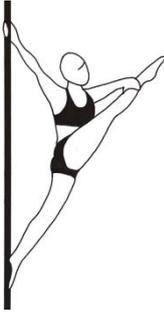
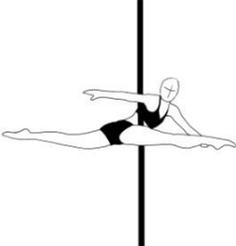
Code No.	Name	Element	Tech. Value	Criteria
F11	Capezio passé		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm of back arm, back, thigh of inside leg - Arm position/grip is: no hands have contact with the pole, the same arm holds back leg and is fully extended, the opposite arm holds front leg - Leg position is: split position with front leg fully extended, back leg bent - Body position is: upright - Angle of split is: a minimum of 160°
F12	Cross bow elbow hold		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: ankles (not the arch of the foot), elbows, torso - Arm position/grip is: elbow grip - Leg position is: both legs fully extended in straddle position - Body position is: upper body must be at a 90° angle to the pole
F13	Handstand vertical split		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: back, one leg (in its' entirety) - Arm position/grip is: only one hand has contact with the floor, the other is holding the ankle of the front leg, floor-based arm is fully extended - Leg position is: both legs are fully extended in split position - Body position is: inverted handstand, with a straight back - Angle of split is: a minimum of 160°
F14	Inverted front split		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both legs and both hands - Arm position/grip is: basic or cup grip - Leg position is: both legs are fully extended in split position - Body position is: inverted - Angle of split is: a minimum of 180°
F15	Pole straddle		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: ankles (not the arch of the foot), legs, hands - Arm position/grip is: basic or cup grip - Leg position is: both legs are fully extended in straddle position - Body position is: upper body must be at 90° angle to the pole - Angle of split is: a minimum of 180°
F16	Split grip leg through split		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, one ankle - Arm position/grip is: grip of choice, both arms fully extended - Leg position is: both legs are fully extended in split position - Body position is: inverted - Angle of split is: a minimum of 160°

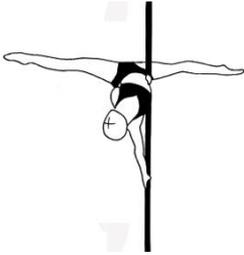
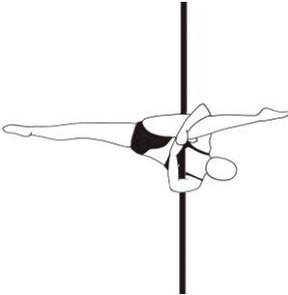
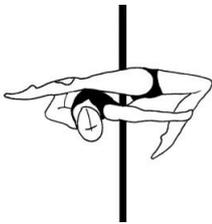
Code No.	Name	Element	Tech. Value	Criteria
F17	Superman crescent		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, inner thighs - Arm position/grip is: basic or cup grip - Leg position is: both legs are fully extended and closed - Body position is: back arch with hips and both legs parallel to the floor
F18	Underarm hold pike		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm and/or hand, torso - Arm position/grip is: underarm and/or hand - Leg position is: both legs are fully extended and parallel to the pole with feet above the head - Body position is: upper body is upright
F19	Yogini		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm, side of torso - Arm position/grip is: underarm, hands holding legs at the ankle - Leg position is: both legs are bent and thighs are parallel to the floor, feet should be at a higher level than the shoulders - Body position is: upper body is upright, hips facing the floor
F20	Allegra passé		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside arm hand, thigh of inside leg, outside arm - Arm position/grip is: inside hand grips pole above the inside leg, outside arm is extended and holding the outside foot - Leg position is: inside leg is fully extended, outside leg is in attitude - Body position is: back arch - Angle of split is: a minimum of 180°
F21	Chopsticks		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm, side of torso, upper thigh - Arm position/grip is: underarm or bicep of inside arm has contact with the pole. Inside arm is fully extended. Outside arm holding ankle of inside leg. No hand contact with the pole - Leg position is: both legs are fully extended in split position - Body position is: upright - Angle of split is: a minimum of 160°
F22	Front split		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both legs, feet and both hands - Arm position/grip is: basic or cup grip - Leg position is: both legs are fully extended in split position with both feet in contact with the pole - Body position is: upper body (torso and head) must be at a 90° angle to the pole - Angle of split is: a minimum of 180°

Code No.	Name	Element	Tech. Value	Criteria
F23	Handspring Split		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: hands, inner forearm of inside arm, back shoulder of inside arm, inner thigh of inside leg - Arm position: split arm position: Inside forearm wraps around inside leg and holds the pole. Outside hand holds pole above head - Grip: grip of choice. - Leg position is: both legs are fully extended in split position - Body position: inverted - Angle of split is: a minimum of 180°
F24	Hip hold split		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: thigh of inside leg, side of torso, back of inside arm - Arm position/grip is: underarm or bicep of inside arm has contact with the pole. Inside arm is fully extended. Outside arm holding ankle of inside leg. No hand contact with the pole - Leg position is: both legs are fully extended in split position - Body position is: parallel to the floor - Angle of split is: minimum of 180°
F25	Inside leg hang back split		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside leg, side of torso, shoulder - Arm position/grip is: no hands have contact with the pole, arms are fully extended above the head in ring position and holding foot of outside leg - Leg position is: inside leg is wrapped, both legs are bent - Body position is: inverted - Angle of split is: a minimum of 160°
F26	Inverted split		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside arm, inside leg, foot of outside leg - Arm position is: outside arm in fixed position of choice. No hand contact with the pole - Grip is: elbow grip - Leg position is: both legs are fully extended in split position - Body position is: inverted - Angle of split is: a minimum of 160°
F27	Lux		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, inside leg, hips - Arm position/grip is: arms are fully extended in split grip - Leg position is: legs are in position of choice, on the same side of the pole as the body - Body position is: upright, upper body is in back arch

Code No.	Name	Element	Tech. Value	Criteria
F28	Split grip leg through split		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands and one calf - Arm position/grip is: split grip - Leg position is: both legs are fully extended in split position - Body position is: inverted - Angle of split is: a minimum of 180°
F29	Allegra		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside arm hand, thigh of inside leg, outside arm - Arm position/grip is: inside hand grips pole above the inside leg, outside arm is extended and holding the outside foot - Leg position is: both legs are fully extended in split position - Body position is: back arch - Angle of split is: a minimum of 180°
F30	Brass Monkey Split		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside armpit and hand, outside elbow - Arm position/grip is: outside hand has no contact with the pole and is holding the opposite leg - Grip is: flag grip - Leg position is: both legs are fully extended in split position and parallel to the pole - Body position is: inverted - Angle of split is: a minimum of 180°
F31	Capezio passé		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm of back arm, back, thigh of inside leg - Arm position/grip is: no hands have contact with the pole, the same arm holds back leg and is fully extended, the opposite arm holds front leg - Leg position is: split position with front leg fully extended and the back leg bent - Body position is: upright - Angle of split is: a minimum of 180°
F32	Chopstick passé		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside underarm, side of torso, thigh of inside leg - Arm position/grip is: underarm or bicep of inside arm has contact with the pole. Inside arm is fully extended and holding foot or ankle opposite leg. Outside arm holding ankle of inside leg. No hand contact with the pole - Leg position is: split position with inside leg fully extended and the back leg bent, the line of the legs is parallel to the floor - Body position is: upright - Angle of split is: a minimum of 180°

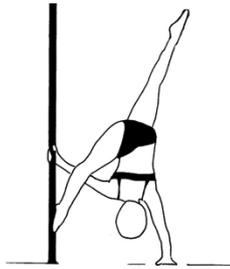
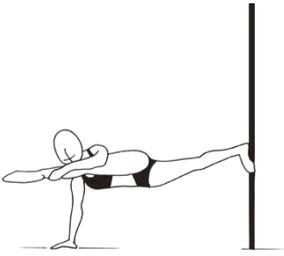
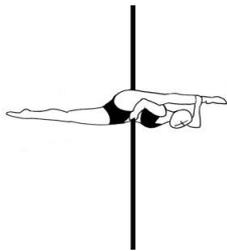
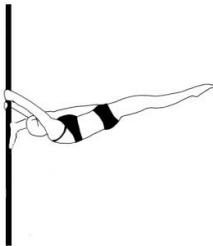
Code No.	Name	Element	Tech. Value	Criteria
F33	Cocoon		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: crook of knee, thigh, torso - Arm position/grip is: arms are fully extended above the head in ring position and holding back leg - Leg position is: split position with front leg gripping the pole at the knee, back leg is fully extended - Body position is: inverted, back arch - Angle of split is: a minimum of 160°
F34	Handstand hip hold split		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: side of torso, outside ankle, back of inside shoulder - Arm position/grip is: arms are fully extended, inside hand holding the inside leg at the shin level (between knee and ankle). Outside hand has contact with the floor. - Leg position is: both legs are fully extended in split position. inside foot has contact with the floor - Body position is: one-handed back bend - Angle of split is: a minimum of 180°
F35	Handstand vertical split		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: back, one leg (in its' entirety) - Arm position/grip is: only one hand has contact with the floor, the other is holding the ankle of the front leg, floor based arm is fully extended - Leg position is: both legs are fully extended in split position - Body position is: inverted handstand, with a straight back - Angle of split is: a minimum of 180°
F36	Yogini		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm, side of torso - Arm position/grip is: underarm. hands holding legs at the knee - Leg position is: both legs are fully extended with feet above the head - Body position is: upper body is upright, hips facing the floor
F37	Inverted front split		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both legs and both hands - Arm position/grip is: basic or cup grip - Leg position is: both legs are fully extended in split position with both feet in contact with the pole - Body position is: upper body must be at a 90° angle to the pole and facing downwards - Angle of split is: a minimum of 180°

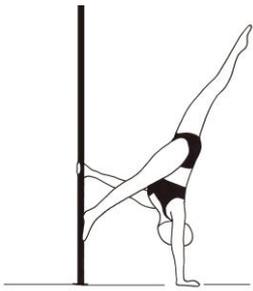
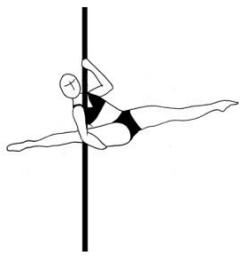
Code No.	Name	Element	Tech. Value	Criteria
F38	One hand flying split		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand, foot of the opposite leg - Arm position: inside arm fully extended and holds the pole. Outside hand holds opposite foot. - Leg position is: in a split / oversplit; Front leg has no contact with the pole, and both legs are fully extended. - Body position: upright, facing away from the pole - Angle of split is: a minimum of 180°
F39	Back split to pole ring position		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both legs and both hands - Arm position/grip is: basic or cup grip - Leg position is: split position with front leg fully extended, back leg bent, foot must touch head - Body position is: back arch - Angle of split is: a minimum of 180°
F40	Bird of paradise inverted		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: thigh, side of torso, back, outside arm - Arm position/grip is: both arms are bent and above the head, hands are clasped behind the head - Leg position is: both legs are fully extended in a diagonal split - Body position is: inverted - Angle of split is: a minimum of 180°
F41	Capezio split		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm of back arm, back, thigh of inside leg - Arm position/grip is: no hands to have contact with the pole, the inside arm holds back ankle and is fully extended. The outside arm holds front leg, - Leg position is: both legs are fully extended in split position - Body position is: upright - Angle of split is: a minimum of 180°
F42	Chopsticks		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm, side of torso, upper thigh - Arm position/grip is: underarm or bicep of inside arm has contact with the pole. Inside arm is fully extended. Outside arm holding ankle of inside leg. No hand contact with the pole - Leg position is: both legs fully extended in split position and parallel to floor - Body position is: upright - Angle of split is: a minimum of 180°

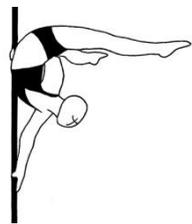
Code No.	Name	Element	Tech. Value	- Criteria
F43	Dragon tail split		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, side of torso, upper thigh - Arm position/grip is: inside arm is fully extended and in contact with the pole, outside arm holds the pole behind the back - Leg position is: both legs fully extended in side split position and parallel to floor - Body position is: inverted - Angle of split is: a minimum of 180°
F44	Elbow Bracket Split		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: crook of elbow of one arm, hand of other arm - Arm position: upper arm holds pole in the crook of the elbow, and holds upper leg. Lower arm is fully extended and holds the pole - Grip: elbow grip. - Leg position is: both legs extended in split position - Body position: upright, facing the pole - Angle of split is: minimum of 180°
F45	Elbow hold frontal split		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: shoulder, neck, elbow - Arm position/grip is: no hands have contact with the pole, elbow grip hand holding ankle of opposite leg, free arm is in fixed position of choice and has no contact with the pole - Leg position is: both legs fully extended in a frontal split position - Body position is: upright - Angle of split is: a minimum of 180°
F46	Hip hold split elbow grip		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact: inside thigh, torso/back, lower arm/elbow. Upper arm has no contact with the pole - Arm position/grip is: both arms are bent, hands are clasped behind the inside leg and back - Leg position is: both legs are fully extended in a horizontal split position - Body position is: inverted - Angle of split: minimum 180°
F47	Hip hold split passé		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside leg thigh, side of torso, back of inside arm - Arm position/grip is: underarm or bicep of inside arm has contact with the pole. Inside arm is fully extended and holding foot or ankle opposite leg. Outside arm holding ankle of inside leg. No hand contact with the pole - Leg position is: split position with front leg fully extended, back leg bent - Body position is: parallel to the floor - Angle of split is: a minimum of 180°

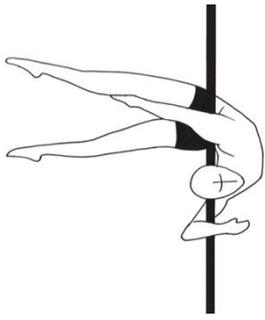
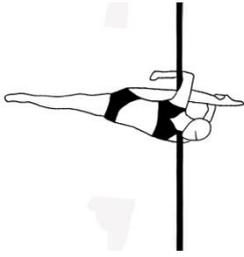
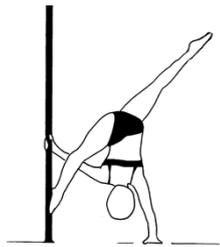
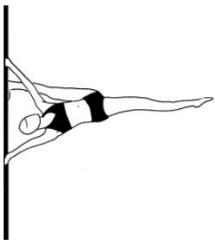
Code No.	Name	Element	Tech. Value	Criteria
F48	Inside leg hang back split		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside leg, side of torso, shoulder, one arm - Arm position/grip is: no hands have contact with the pole, arms are fully extended above the head in ring position and holding foot of outside leg - Leg position is: both legs are bent, back foot is over the head - Body position is: inverted - Angle of split is: a minimum of 180°
F49	Inverted split		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both legs, inside arm - Arm position is: outside arm in fixed position of choice. No hand contact with the pole. inside arm wraps around pole and leg - Grip is: elbow grip - Leg position is: both legs are fully extended in split position in alignment with the pole - Body position is: inverted - Angle of split is: a minimum of 180°
F50	Oversplit on pole		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: foot of front leg, buttocks, back leg, both hands - Arm position/grip is: basic or cup grip - Leg position is: split position with front leg bent, back leg fully extended - Body position is: inverted, back arch - Angle of split is: a minimum of 190°
F51	Pegasus split facing upwards		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: lower forearm, lower hand, neck, shoulders, upper elbow - Arm position/grip is: arm holding upper leg is in an elbow grip, lower arm holds pole in forearm grip - Leg position is: both legs are fully extended in a diagonal split - Body position is: upper body is facing upwards - Angle of split is: a minimum of 180°
F52	Split grip leg through frontal split		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands and thigh of inside leg - Arm position/grip is: split grip - Leg position is: both legs are fully extended in split position - Body position is: upper body (torso and head) is parallel to the floor - Angle of split is: a minimum of 180°
F53	Superman V		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both thighs, one arm - Arm position/grip is: both arms are fully extended, same hand holds same leg at shin level (between ankle and knee), no hands have contact with the pole - Leg position is: back leg is fully extended, other leg is in passé - Body position is: upright V-shape must be formed

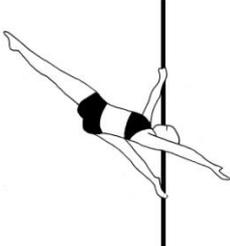
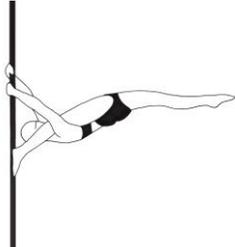
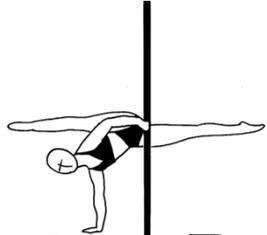
Code No.	Name	Element	Tech. Value	Criteria
F54	Underarm hold split		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm of inside arm, ankles to the pole (not the arch of the foot) - Arm position is: no hand contact with the pole. Both arms should be extended. - Grip is: underarm grip - Leg position is: both legs are fully extended in straddle position - Body position is: upper body (torso and head) must be at a 90° angle to the pole, chest facing upwards
F55	Bird of paradise upright		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: crook of outside elbow, thigh of front leg, side of torso, back, back of neck - Arm position/grip is: both arms are bent, hands are clasped behind the head - Leg position is: both legs are fully extended in a diagonal split position - Body position is: upright - Angle of split is: a minimum of 180°
F56	Cocoon		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: crook of knee, thigh, torso - Arm position/grip is: arms are fully extended above the head in ring position and holding back leg - Leg position is: split position with front leg gripping the pole at the knee, back leg fully extended - Body position is: inverted, back arch - Angle of split is: a minimum of 180°
F57	Dragon tail fang		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands - Arm position/grip is: inside arm is fully extended and in contact with the pole, outside arm holds the pole behind the back - Leg position is: fang position with both legs bent back, toes touch the shoulder or the crown of head - Body position is: inverted
F58	Eagle		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: front leg, side of torso, back of shoulder - Arm position/grip is: no hands have contact with the pole, arms are fully extended and hands are holding foot/ankle of back leg - Leg position is: front leg is wrapped, back leg and foot must be stretched over the head or in a ring position - Body position is: upright - Angle of split is: a minimum of 180°

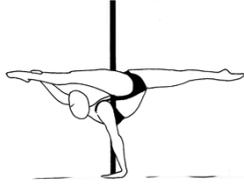
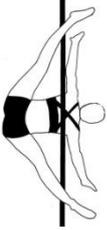
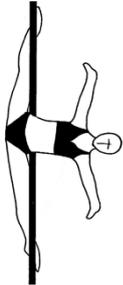
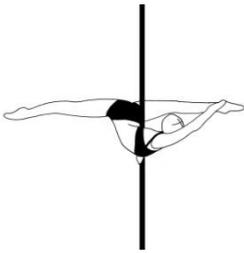
Code No.	Name	Element	Tech. Value	Criteria
F59	Floor K		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand and sole of one foot - Arm position/grip is: arms are fully extended, inside hand has contact with the pole, back of arm has contact with the inside leg. Outside hand has contact with the floor. - Leg position is: both legs are fully extended in split position - Body position is: one-handed inverted handstand - Angle of split is: a minimum of 160° - Starting position: with a minimum of one foot on the floor
F60	Floor balance split		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: arch of one foot - Arm position: hand of bottom arm is in contact with the floor, top arm holds onto same leg - Leg position is: both legs are extended in a split position, in a straight line, and only the foot of one leg in contact with the pole - Body position: torso and front leg 90° with the pole - Angle of split: minimum 180°
F61	Machine gun		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand, side of torso, one thigh - Arm position is: both arms are bent, one hand holds pole, other hand holds opposite leg extended to the front at the ankle or calf - Grip is: of choice - Leg position is: both legs are fully extended in split position, in a straight line - Body position is: parallel to the floor - Angle of split is: a minimum of 180°
F62	Pegasus split facing floor		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: thigh of back leg, elbow of back arm, back of shoulders/neck, forearm and hand of lower arm - Arm position is: top arm is holding the thigh of the back leg around the pole, bottom arm is in holding onto the pole - Grip is: top arm is in elbow grip, bottom arm is in forearm grip - Leg position is: both legs are fully extended in a frontal split position - Body position is: torso is facing the floor - Angle of split is: a minimum of 180°
F63	Russian split		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: sole of one foot, both hands - Arm position/grip is: basic or cup grip - Leg position is: both legs are fully extended in split position. Leg with contact with the pole is parallel to the floor, no tolerance. - Body position is: horizontal, facing upwards. - Angle of split is: a minimum of 160°

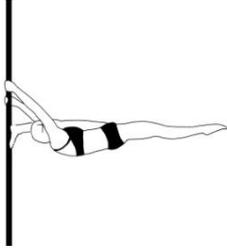
Code No.	Name	Element	Tech. Value	Criteria
F64	Russian split elbow lock		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside elbow and the sole of one foot - Arm position/grip is: both arms are bent and hands are clasped, only top arm has contact with the pole - Grip is: elbow grip - Leg position is: both legs are fully extended, split angle is at a 45° angle to the floor - Body position is: inverted, full body is at a 45° angle to the floor - Angle of split is: a minimum of 180°
F65	Twisted Floor K		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact: one hand and sole of opposite foot - Arm position: arms are fully extended, one hand has contact with the pole, the other hand has contact with the floor. - Grip is: basic or cup grip - Leg position is: both legs are fully extended in a split position - Body position is: one-handed handstand, facing the pole - Angle of split: minimum 180° - Starting position: with a minimum of one foot on the floor
F66	Underarm split		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: hand of outside arm, underarm of inside arm, thigh of one leg - Arm position/grip is: hand of outside arm holds pole, both arms are bent, opposite arm has contact with the pole in underarm, and wraps around leg to hold onto the body - Leg position is: both legs are fully extended, parallel to the floor with a 20° tolerance - Angle of split is: a minimum of 180°
F67	Vertical jade		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: hand of outside arm, underarm of inside arm, backside, one leg - Arm position is: outside arm is holding the pole around the upper and opposite foot, inside arm is around the pole and leg, with the underarm in contact with the pole - Grip is: inside arm: underarm grip outside arm: basic or cup grip - Leg position is: both legs are fully extended, lower foot should be holding pole from behind - Body position is: upright - Angle of split is: a minimum of 180°

Code No.	Name	Element	Tech. Value	Criteria
F68	Vertical Split Passé		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside of both arms, back of neck, shoulders - Arm position: upper hand holds opposite foot, bottom hand holds opposite, lower foot. Both arms wrapped around the pole. - Grip: upper arm in elbow grip - Leg position is: legs are in split position. Upper leg is bent in passé, bottom leg is fully extended. - Body position: upper body is parallel to the floor, chest facing downwards. - Angle of split is: a minimum of 180°
F69	Back elbow vertical split		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: neck, upper back and one elbow - Arm position/grip is: elbow holds pole behind the back, other hand holds opposite leg - Grip is: elbow grip - Leg position is: both legs are fully extended in split position and parallel to the pole - Body position is: inverted - Angle of split is: a minimum of 180°
F70	Back split		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, full length of both legs - Arm position is: both hands hold the pole behind the legs - Grip is: split grip - Leg position is: both legs are fully extended in split position - Body position is: upper body is in a back arch - Angle of split is: a minimum of 180°
F71	Back split overhead hold on pole		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, both legs - Arm position/grip is: both arms are fully extended and hands hold the pole above the head at ankle/calf height - Leg position is: both legs are fully extended in split position - Body position is: upright with back arch - Angle of split is: a minimum of 180°
F72	Dragon tail back bend		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands - Arm position/grip is: inside arm is fully extended and in contact with the pole, outside arm holds the pole behind the back - Leg position is: both legs are fully extended, open, and both legs parallel to the floor and each other - Body position is: inverted, hips parallel to the floor

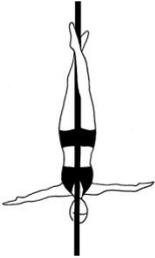
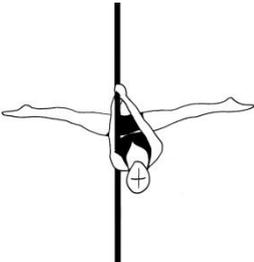
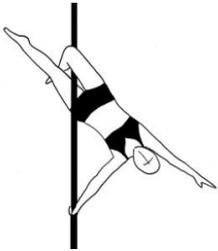
Code No.	Name	Element	Tech. Value	Criteria
F73	Elbow Grip Horizontal Back Bend		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both arms, upper back, back of the head. - Arm position: top arm is in underarm grip, hand is holding onto top leg; bottom arm is wrapped around pole at elbow. No hands in contact with the pole. - Grip is: underarm grip (top arm) and elbow grip (bottom arm) - Leg position is: both legs are fully extended - Body position is: body is wrapped around the pole with a back arch position.
F74	Elbow hold split		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: neck, upper back, upper elbow - Arm position is: top arm is in elbow grip, other arm holds opposite leg behind pole - Grip is: elbow grip - Leg position is: both legs are fully extended and parallel to the floor in split position - Body position is: parallel to the floor - Angle of split is: a minimum of 180°
F75	Floor K		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand and sole of one foot - Arm position/grip is: arms are fully extended, inside hand has contact with the pole, back of arm has contact with the inside leg. Outside hand has contact with the floor - Leg position is: both legs are fully extended in split position - Body position is: one-handed inverted handstand - Angle of split is: a minimum of 180° - Starting position: with a minimum of one foot on the floor
F76	Half back split on pole		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, upper leg, pelvis, thigh of the lower leg - Arm position/grip is: both arms are fully extended and hold the pole above the head at ankle height - Leg position is: back leg is extended, lower leg is in passé - Body position is: upright - Angle of split is: a minimum of 180°
F77	Handspring split on pole		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one foot, both hands - Arm position/grip is: grip of choice, both arms fully extended - Leg position is: both legs are fully extended in split position, the line of the legs is parallel to the floor, the entire sole of the foot must be on the pole - Body position is: inverted - Angle of split is: a minimum of 180°

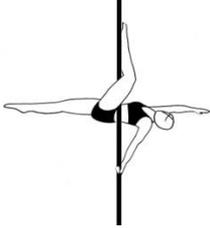
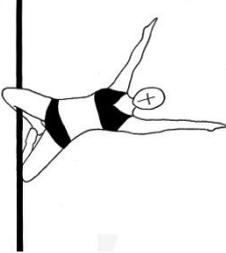
Code No.	Name	Element	Tech. Value	Criteria
F78	Rainbow Marchenko back bend scissor		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm, hand of inside arm, side of torso, and thighs - Arm position: inside arm is in flag grip, outside arm is fully extended and holding the inside leg at ankle/calf - Grip is: flag grip - Leg position is: both legs are fully extended on the same side of the pole - Body position is: inverted, chest is facing downwards
F79	Flying K		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside hand, inside foot - Arm position/grip is: both arms are fully extended, one hand is holding the pole, the other is fixed position of choice with no contact with the pole - Leg position is: both legs are fully extended in split position - Body position is: downward diagonal - Angle of split is: a minimum of 180°
F80	Russian split horizontal		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: sole of one foot, both hands - Arm position/grip is: basic or cup grip - Leg position is: both legs are fully extended in split position. Back leg is parallel to the floor, no tolerance - Body position is: parallel to the floor, with 20° tolerance - Angle of split is: a minimum of 180°
F81	Wenson split		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand - Arm position/grip is: one hand has contact with the floor and the arm is fully extended, other hand has contact with the pole - Leg position is: both legs are fully extended in split position, line of split is parallel to the floor - Body position is: inverted handstand - Angle of split is: a minimum of 180° - Starting position: with a minimum of one foot on the floor
F82	Vertical Split		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact: hands, forearm of lower arm, outside of lower leg calf, top of foot of lower leg (not the arch of the foot) - Arm position: Upper arm is fully extended, lower forearm wraps around lower leg at the knee and holds the pole. - Grip is: basic grip - Leg position is: both legs are fully extended and parallel to the pole; upper leg has no contact with the pole - Body position is: inverted - Angle of split: minimum 180°

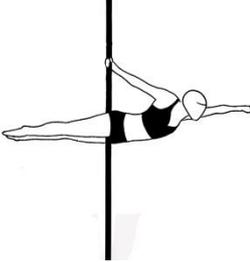
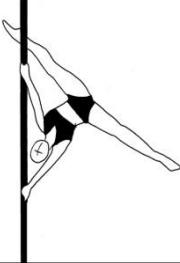
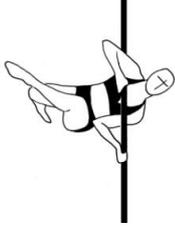
Code No.	Name	Element	Tech. Value	Criteria
F83	Floor based Marchenko		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm of inside arm, side of torso, back of one thigh - Arm position/grip is: both arms are fully extended, inside arm has contact with the floor and is in underarm grip, the outside arm is holding the inside leg at the ankle/calf - Grip is: underarm grip - Leg position is: both legs are fully extended in split position - Body position is: inverted handstand, chest is facing downwards - Angle of split is: a minimum of 180° - Starting position: from the floor
F84	Crossbow		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both ankles, back of shoulders (no neck contact) - Arm position/grip is: both arms are fully extended and open with no hand contact with the pole - Leg position is: both legs are fully extended in straddle position with ankles to the pole (not the arch of the foot) - Body position is: torso is at a 90° angle to the pole
F85	Low back crossbow		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: arch of both feet, lower back/buttocks - Arm position/grip is: both arms are fully extended and open with no hand contact with the pole - Leg position is: both legs are fully extended in straddle position - Body position is: torso is at a 90° angle to the pole
F86	Rainbow Marchenko back bent pencil		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm and hand of inside arm, side of torso, thighs - Arm position is: inside arm is in flag grip, outside arm is fully extended and holding the inside leg at ankle/calf - Grip is: flag grip - Leg position is: both legs are fully extended and parallel to the floor - Body position is: inverted, chest is facing downwards
F87	Rainbow Marchenko split		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: underarm and hand of inside arm, side of torso, back of one thigh - Arm position is: inside arm is in flag grip, outside arm is fully extended and holding the inside leg at ankle/calf - Grip is: flag grip - Leg position is: both legs are fully extended in split position, parallel to the floor - Body position is: inverted, chest is facing downwards - Angle of split is: a minimum of 180°

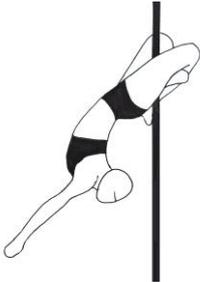
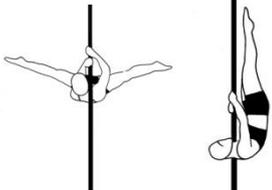
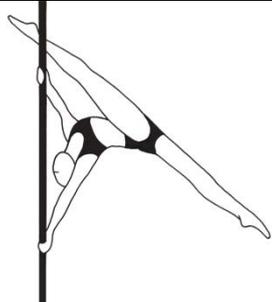
Code No.	Name	Element	Tech. Value	Criteria
F88	Russian split horizontal		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one foot, both hands - Arm position/grip is: basic or cup grip - Leg position is: fully extended in split position, front leg (in contact with pole) parallel to the floor, no tolerance - Body position is: parallel to the floor, no tolerance - Angle of split is: a minimum of 180°
F89	Superman crescent attitude		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both thighs, one calf - Arm position/grip is: arms are fully extended above the head, hands holding top foot - Leg position is: both legs bent in attitude position - Body position is: upright, upper body is in back arch, lower body and hips parallel to the floor
F90	Vertical Marchenko Split		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside of the foot and shin of inside leg, back, glutes (optional), elbow of inside arm - Arm position: outside arm is fully extended holding outside leg - Grip: inside arm in elbow grip. - Leg position is: both legs are fully extended in split position. - Body position is: wrapped around the pole - Angle of split: minimum 180°
F91	Vertical split no hands		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside leg, inside of foot of inside leg, hips/glutes, foot and shin of outside leg - Arm position/grip is: arms in position of choice with no contact to the pole - Leg position is: both legs are fully extended in split position. - Body position is: body must be at a 90° angle to the pole - Angle of split: minimum 180°

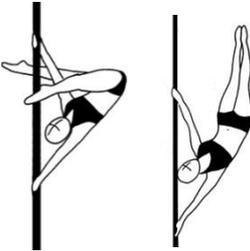
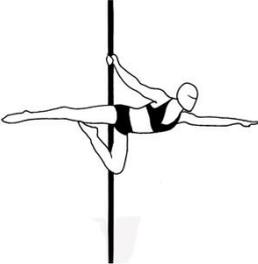
STRENGTH ELEMENTS

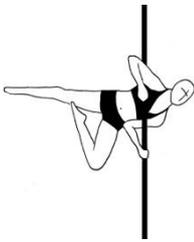
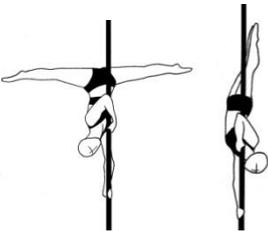
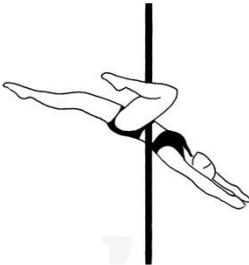
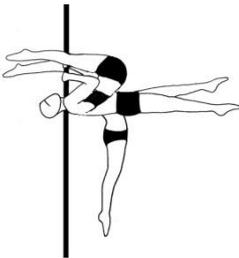
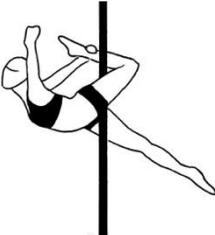
Code No.	Name	Element	Tech. Value	Criteria
S1	Basic invert no hands		0.1	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both legs - Arm position/grip is: fixed position of choice, hands have no contact with the pole - Leg position is: both legs are fully extended and holding the pole - Body position is: inverted
S2	Inverted Straddle		0.1	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, inside arm, torso, one thigh - Arm position is: both arms fully extended, holding the pole - Grip is: basic grip - Leg position is: both legs are fully extended in straddle position - Body position is: inverted
S3	Outside knee hook, passé		0.1	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: hand of inside arm, top of one thigh, opposite knee - Arm position/grip is: Inside arm extended, pushing away from pole, outside arm in fixed position of choice - Leg position is: front leg is around the pole in passé, back leg is fully extended behind - Body position is: inverted and at an angle away from the pole
S4	Pole hug Pencil		0.1	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both elbows, torso - Arm position is: arms wrapped around pole, with the pole in the crook of the elbow - Grip is: elbow grip - Leg position is: both legs are fully extended and closed - Body position is: upright
S5	Split grip cradle Tuck		0.1	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, hips, top of thighs - Arm position/grip is: split grip - Leg position is: tuck position - Body position is: body is at a 90° angle to the pole
S6	Basic brass monkey		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, forearm of outside arm (optional), underarm of inside arm, side of torso, inside leg knee and back of thigh - Arm position/grip is: flag grip - Leg position is: fang position, inside leg hooked on pole - Body position is: inverted

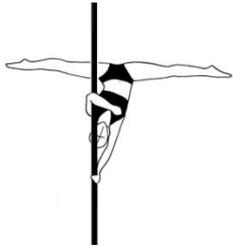
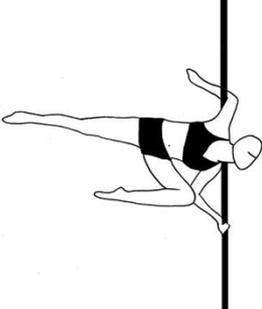
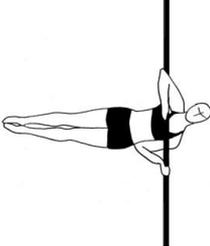
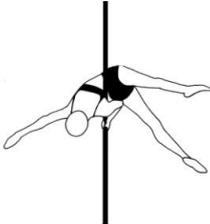
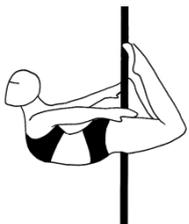
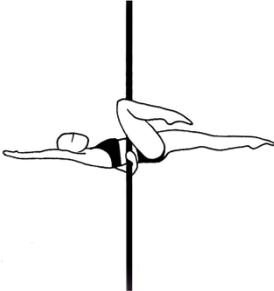
Code No.	Name	Element	Tech. Value	Criteria
S7	Butterfly split grip		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, one leg, (torso optional) - Arm position/grip is: split grip - Leg position is: both legs are bent, one leg is hooked on pole - Body position is: inverted
S8	Cupid		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside knee of inside leg, foot of outside leg - Arm position/grip is: both arms are in fixed position of choice with no contact with the pole - Leg position is: inside leg is hooked to the pole at the knee, outside leg is fully extended with the sole of the foot in contact with the pole - Body position is: upright, diagonal to the pole
S9	Inside leg hang flatline		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: hand of inside arm, side of torso, inside leg - Arm position/grip is: Inside arm extended, pushing away from pole, outside arm in fixed position of choice with no contact with the pole - Leg position is: inside leg is hooked to the pole, outside leg is fully extended and parallel to the floor - Body position is: parallel to the floor
S10	Knee hold		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both knees - Arm position/grip is: both arms are in fixed position of choice with no contact with the pole - Leg position is: both legs are bent, upper knee holds around the pole, lower knee pushes against the pole, feet may touch each other - Body position is: extended away from the pole
S11	Layback crossed knee release		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both thighs, calf of one leg - Arm position/grip is: both arms are in fixed position of choice with no contact with the pole - Leg position is: one leg is fully extended, other leg is bent around the pole and crossed in front of the other leg - Body position is: inverted layback

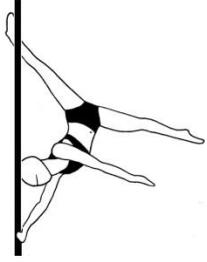
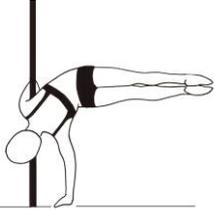
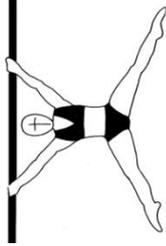
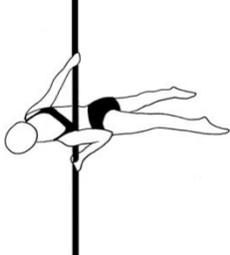
Code No.	Name	Element	Tech. Value	Criteria
S12	Outside knee hang back passé		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: outside leg, side of torso, back of inside arm shoulder - Arm position/grip is: arms in fixed position of choice with no contact with the pole - Leg position is: outside leg is bent and wrapped around the pole, inside leg is fully extended and parallel to the floor - Body position is: inverted
S13	Pole straddle split grip		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands - Arm position is: both arms are fully extended, - Grip is: split grip - Leg position is: both legs are fully extended in straddle position - Body position is: upright
S14	Basic superman		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both inner thighs, one hand - Arm position/grip is: both arms are fully extended, only one hand holds pole - Leg position is: both legs are fully extended and closed - Body position is: hips and legs are parallel to the floor
S15	Butterfly extension		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands and one heel - Arm position is: both arms are fully extended - Grip is: split grip - Leg position is: both legs are fully extended in split position - Body position is: inverted
S16	Flag grip side attitude		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both arms, both hands, and front of chest - Arm position/grip is: flag grip - Leg position is: both legs are in attitude position - Body position is: parallel to the floor
S17	Layback crossed ankle release		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both inner thighs - Arm position/grip is: arms in fixed position of choice with no contact with the pole - Leg position is: both legs are fully extended and closed with ankles crossed - Body position is: inverted, layback

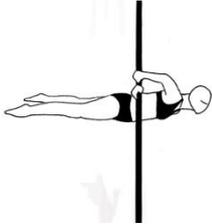
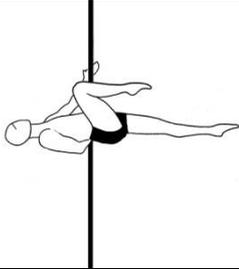
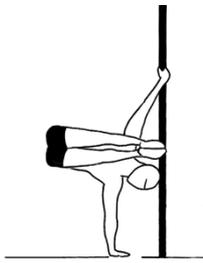
Code No.	Name	Element	Tech. Value	Criteria
S18	Remi layback		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: crook of top knee and top of bottom legs' foot - Arm position: both arms fully extended - Leg position is: legs are crossed around the pole: one leg grips the pole in the crook of the knee and while the foot of the other leg is in contact with the pole - Body position: inverted, facing away from the pole
S19	Shoulder mount pencil/straddle		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, one shoulder, (neck optional) - Arm position is: arms are bent - Grip is: grip of choice - Leg position is: straddle or pencil - Body position is: horizontal if ending in straddle, vertical and inverted if ending in pencil
S20	Split grip hang		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands - Arm position/grip is: both arms are fully extended - Grip is: grip of choice - Leg position is: both legs are fully extended and closed - Body position is: chest and hips are facing away from the pole
S21	Underarm hold hang		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside underarm - Arm position/grip is: arms in fixed position of choice with no contact with the pole - Grip is: underarm grip - Leg position is: legs in position of choice, without contact with the pole - Body position is: upright
S22	Back support tuck		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside arm, side of torso, hand of outside arm - Arm position/grip is: back support - Leg position is: knees on chest - Body position is: parallel to the floor
S23	Butterfly Split		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands and one heel - Arm position/grip is: both arms are fully extended in cup grip position - Leg position is: both legs are fully extended in split position - Body position is: inverted. Heel of leg opposite to the top hand is on the pole, creating a twist in the hips

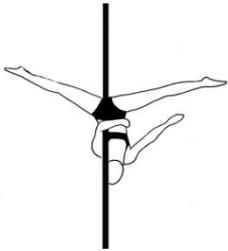
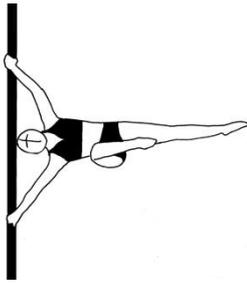
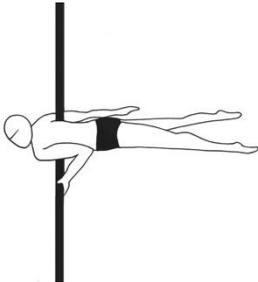
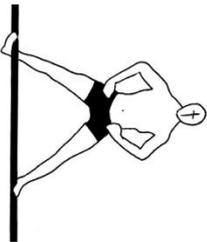
Code No.	Name	Element	Tech. Value	Criteria
S24	Butterfly twist one hand		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand, one leg, torso (but no hip contact) - Arm position/grip is: both arms are fully extended; one hand holds the opposite foot, while the other hand holds the pole - Leg position is: both legs are bent, one is hooked around the pole in the back of the knee, the other is extended to the back, being held by the opposite hand - Body position is: inverted
S25	Flag grip side straddle		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both arms, both hands, chest - Arm position/grip is: flag grip - Leg position is: both legs are fully extended in straddle position - Body position is: upper body is parallel to the floor
S26	Handspring straddle/pencil (grip of choice)		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands - Arm position/grip is: hand grip of choice - Leg position is: both legs are fully extended - Body position is: inverted
S27	Russian Layback		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: hands, crook of knee and back of thigh - Arm position: both arms fully extended and holding the pole above the head - Grip: basic grip - Leg position is: one leg grips the pole in the crook of the knee and along the back of the thigh, the other leg is crossed over the first leg - Body position: inverted, facing away from the pole
S28	Superman one side		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand, inside knee, both upper thighs - Arm position/grip is: one hand is holding the pole; the other arm is fully extended. - Leg position is: inside leg is in passé, outside leg is fully extended, both legs are on same side of the pole - Body position is: hips and one leg are parallel to the floor

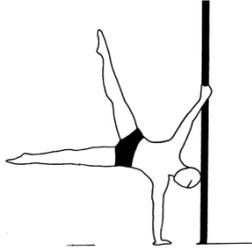
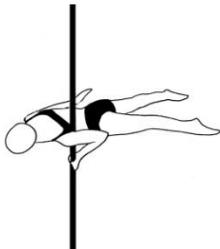
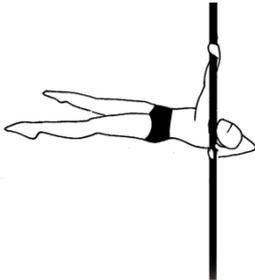
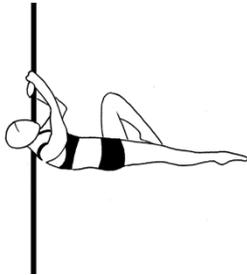
Code No.	Name	Element	Tech. Value	Criteria
S29	Back support Split		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: back/side (no hip contact), outside hand and inside arm - Arm position: inside arm holds inside leg around the pole - Grip is: back support grip - Leg position is: both legs are fully extended with inside arm holding the calf of the inside leg - Body position is: upright
S30	Flag grip side passé		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both arms, both hands, chest - Arm position/grip is: flag grip - Leg position is: upper leg is fully extended, lower leg is in passé - Body position is: upper body and leg are parallel to the floor
S31	Forearm grip inverted straddle/pencil		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: torso, inside forearm, outside hand - Arm position/grip is: forearm grip - Leg position is: both legs are fully extended in either straddle or pencil position - Body position is: inverted
S32	Hiphold half split		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside waist, hip, inside leg - Arm position/grip is: arms in fixed position of choice with no contact with the pole - Leg position is: outside leg is fully extended, inside leg is in passé, position is held through pressure of the inside leg against the pole, and is not hooked at the knee - Body position is: angled, head downwards towards the floor
S33	Shouldermount plank straddle lower or lift		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds in the final position - Points of contact are: both hands, one shoulder, (neck optional) - Arm position is: arms are bent - Grip is: grip of choice - Leg position is: final position is both legs are fully extended - Body position is: body is at a 90° angle to the pole, body completes a controlled lift or lower into position without momentum
S34	Superpassé		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: thigh of one leg, inside thigh and calf of other leg - Arm position/grip is: one arm is extended with the hand holding the opposite leg (which is wrapped around the pole), other arm is in fixed position of choice - Leg position is: one leg is fully extended, other leg is bent around the pole - Body position is: upper body (hips to shoulders) parallel to the floor

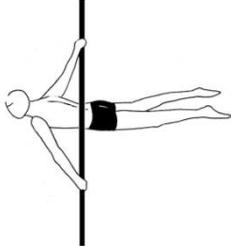
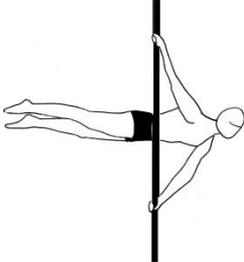
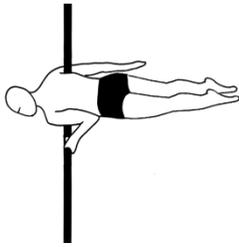
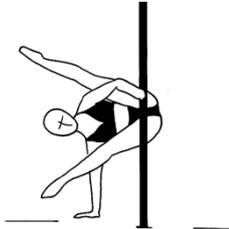
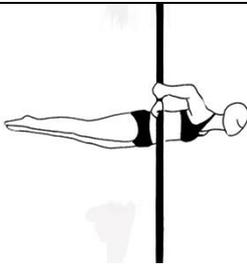
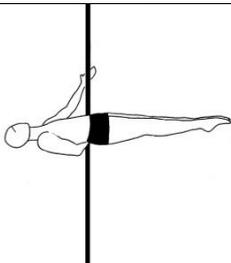
Code No.	Name	Element	Tech. Value	Criteria
S35	Elbow grip straddle		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand and one elbow - Arm position/grip is: one arm is fully extended and holding the pole above the head, other arm is in elbow grip - Leg position is: both legs are fully extended in straddle position - Body position is: inverted
S36	Elbow hold passé		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: upper elbow, lower hand and back of neck - Arm position/grip is: top arm is in elbow grip, bottom arm is bent and holding the pole - Grip is: elbow grip (in upper arm) - Leg position is: upper leg is fully extended and parallel to the floor - Body position is: upper body is parallel to the floor
S37	Flag grip pencil		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both arms, both hands, chest - Arm position/grip is: flag grip - Leg position is: both legs are fully extended and closed - Body position is: body is at a 90° angle to the pole
S38	Janeiro		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one arm, back - Arm position is: outside hand has no contact with the pole and is in a fixed position - Grip is: flag grip - Leg position is: both legs are fully extended and open - Body position is: back is to the pole and hip is on the elbow
S39	No hands superman		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside thighs, feet - Arm position/grip is: arms in fixed position of choice with no contact with the pole - Leg position is: both legs are bent and holding pole at the inner thigh and feet, legs are not crossed, hips and thighs are parallel to the floor - Body position is: upper body is in a back arched position
S40	Back support plank thigh hold		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside leg, side of waist, one hand - Arm position is: outside arm is in back support grip, inside arm is in fixed position of choice with no contact with the pole - Grip is: back support - Leg position is: outside leg is fully extended, inside leg is in passé and has contact with the pole - Body position is: body, inside arm and outside leg are parallel to the floor

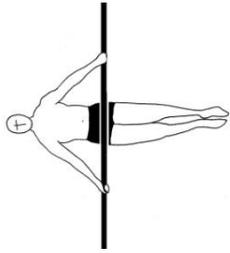
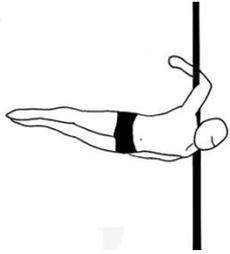
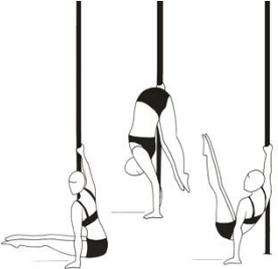
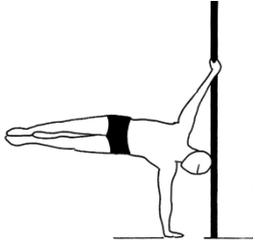
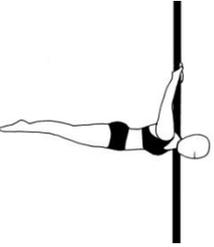
Code No.	Name	Element	Tech. Value	Criteria
S41	Butterfly extended twist one hand		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand, opposite foot - Arm position/grip is: one arm is extended and holding the pole above the head, the other arm is in fixed position of choice with no contact with the pole - Leg position is: both legs are fully extended, one foot has contact with the pole, opposite leg is extended away from the pole - Body position is: inverted
S42	Forearm handstand flag		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside forearm and hand, side of chest - Arm position/grip is: outside arm is fully extended in contact with the floor; inside arm is in forearm grip - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: facing downwards
S43	Iron X		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands - Arm position is: both arms are fully extended - Grip is: grip of choice, excluding cup grip - Leg position is: both legs are fully extended in straddle position, hips are naturally aligned to body position, legs are even - Body position is: full torso (head to hips) is at a 90° angle to the pole and facing in the same direction
S44	Janeiro plank		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, inside arm, side of torso - Arm position is: Inside arm is in flag grip, outside arm is in fixed position of choice with contact with the pole above the body - Grip is: flag grip - Leg position is: both legs are fully extended and open - Body position is: body is facing downwards and is at a 90° angle to the pole
S45	Shoulder stand floor based straddle		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand, one shoulder, (neck optional) - Arm position is: top arm is bent and in contact with the pole, bottom arm is fully extended and in contact with the floor. - Grip is: top hand in cup grip position - Leg position is: both legs are fully extended in straddle position, parallel to the floor - Body position is: inverted - Starting position: with a minimum of one foot on the floor, deadlift (without any momentum) into a shoulder stand floor based straddle

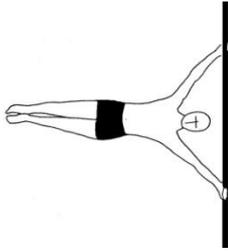
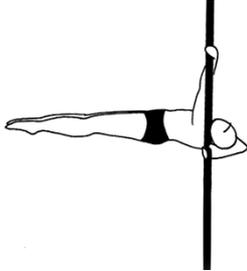
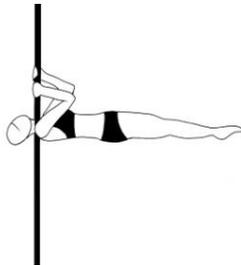
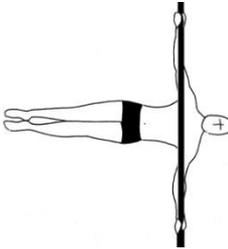
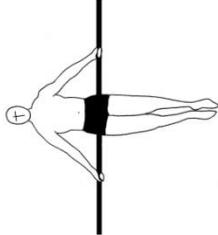
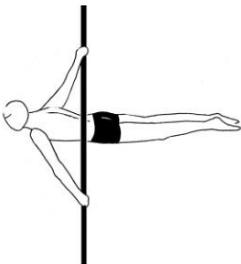
Code No.	Name	Element	Tech. Value	Criteria
S46	Back grip plank straddle		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: hands, side of waist - Arm position is: arms are bent, holding the pole behind the back - Grip is: basic grip - Leg position is: both legs are fully extended and open - Body position is: parallel to the floor
S47	Back support plank outside leg passé		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, waist, forearm has no contact with the pole. - Grip is: back support - Leg position is: inside leg is fully extended, outside leg is in passé - Body position is: back and full length of the body is at a 90° angle to the pole
S48	Cross grip tulip		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands only - Arm position is: both arms fully extended, and crossed over each other - Grip is: cross grip - Leg position is: both legs are fully extended in straddle position - Body position is: legs, pelvis and body are on the same side of the pole without any contact to the pole or hands, upper body is at a 90° angle to the pole
S49	Elbow/neck hold straddle		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both elbows and back of neck - Arm position is: both elbows are around the pole (wrapping from behind the pole) on either side of the head - Grip is: elbow grip (both arms) - Leg position is: both legs are fully extended in straddle position, hips are naturally aligned to body position, legs are even - Body position is: torso is at a 90° angle to the pole
S50	Handstand plank jack knife		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand, top of head optional - Arm position/grip is: both arms are fully extended; top arm is in contact with the pole, bottom arm is in contact with the floor. - Leg position is: legs are in a closed pike position and feet are above head - Body position is: legs are parallel to the floor - Starting position: on the floor

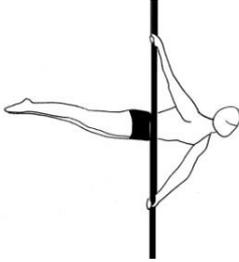
Code No.	Name	Element	Tech. Value	Criteria
S51	Iguana elbow hold straddle no hands		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one shoulder, one elbow, back/shoulder - Arm position is: one arm is holding the pole behind the body at the elbow, the other arm is in a fixed position of choice with no contact with the pole - Grip is: elbow grip - Leg position is: both legs are fully extended in straddle position, and on same side of the pole as the body - Body position is: inverted
S52	Iron flag bottom leg passé		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands - Arm position is: both arms are fully extended - Grip is: grip of choice - Leg position is: upper leg is fully extended, lower leg is in passé - Body position is: full torso (head to hips) and upper leg at a 90° angle to the pole and facing in the same direction, with a tolerance of not more of 20°
S53	Underarm flag plank open legs		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand, and the underarm of the opposite arm - Arm position/grip is: Inside arm is extended and in contact with the pole at the underarm, outside arm is bent and the hand is in contact with the pole - Grip is: Inside arm in underarm grip, outside arm in flag grip - Leg position is: both legs are fully extended and open - Body position is: body and both legs facing downwards at 90° to the pole
S54	X pose		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both feet - Arm position/grip is: arms in fixed position of choice with no contact with the pole - Leg position is: both legs are fully extended - Body position is: torso is at 90° to the pole
S55	Cupgrip X		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands - Arm position is: bottom arm is fully extended; top arm may be extended or bent. - Grip is: Top hand in cup grip - Leg position is: both legs are fully extended in straddle position, hips are naturally aligned to body position, legs are even - Body position is: full torso (head to hips) is at a 90° angle to the pole and facing in the same direction

Code No.	Name	Element	Tech. Value	Criteria
S56	Handstand plank side split		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand, top of head (optional) - Arm position/grip is: both arms are fully extended; top arm is in contact with the pole, bottom arm is in contact with the floor. - Leg position is: both legs are fully extended and open in side split position - Body position is: body angle and lower leg are parallel to the floor - Starting position: on the floor
S57	Iguana airwalk		0.9	<ul style="list-style-type: none"> - Hold the position: walk a minimum of 2 seconds - Points of contact are: hands, neck, shoulder - Arm position/grip is: both arms are fully extended, holding the pole behind the back in iguana position - Grip is: basic grip - Leg position is: walking motion - Body position is: starting position is inverted, final position is parallel to the floor - Starting position: From an inverted vertical position perform a slow and steady descent to a 90° angle to the pole
S58	Janeiro plank one hand		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside arm, side of torso - Arm position is: Inside arm is bent with underarm and hand on the pole, outside arm is in fixed position of choice with no contact with the pole - Grip is: flag grip - Leg position is: both legs are fully extended and open - Body position is: body is facing downwards at 90° to the pole
S59	One shoulder side plank legs open		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside arm, hand of outside arm, shoulder - Arm position/grip is: inside arm is fully extended and in contact with the pole, outside arm is bent with the hand holding the pole behind the head - Leg position is: both legs are fully extended and open - Body position is: body is at 90° to the pole
S60	Shoulder mount plank passé hold		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, one shoulder - Arm position is: arms are bent - Grip is: grip of choice - Leg position is: one leg is fully extended, other leg is in passé at a 90° to the pole - Body position is: body and extended leg are at 90° to the pole - Starting position: from an aerial shoulder mount, deadlift or lower into plank

Code No.	Name	Element	Tech. Value	Criteria
S61	Split grip reverse plank legs open		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, side of waist - Arm position is: both arms are fully extended, inside arm is at the bottom, outside arm is at the top - Grip is: split grip (reverse) - Leg position is: both legs are fully extended and open - Body position is: body is facing downwards at 90° to the pole
S62	Split grip side plank legs open		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, side of waist - Arm position is: both arms are fully extended, inside arm is at the top, outside arm is at the bottom - Grip is: split grip - Leg position is: both legs are fully extended and open - Body position is: body is facing downwards at 90° to the pole
S63	Underarm flag plank closed legs		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand one underarm - Arm position/grip is: inside arm is extended and in contact with the pole at the underarm, outside arm is bent and the hand is in contact with the pole - Grip is: inside arm in underarm grip - Leg position is: both legs are fully extended, hips and legs are closed - Body position is: body and both legs are facing downwards at 90° to the pole
S64	Wenson straddle		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand - Arm position/grip is: top arm is slightly bent and in contact with the pole, bottom arm is fully extended and in contact with the floor - Leg position is: both legs are fully extended in straddle position (with no contact to the pole or floor) - Body position is: upper body is parallel to the floor - Starting position: from the floor
S65	Back grip plank		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, inside waist - Arm position/grip is: arms are bent, holding the pole behind the back - Grip is: basic grip - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: body is at 90° to the pole
S66	Back support plank		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, waist, forearm has no contact with the pole - Grip is: back support grip - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: body is at 90° to the pole

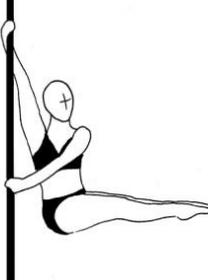
Code No.	Name	Element	Tech. Value	Criteria
S67	Cupgrip plank		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, hips - Arm position is: both arms are fully extended - Grip is: cup grip - Leg position is: both legs are fully extended, hips and legs are closed - Body position is: body is at 90° to the pole
S68	Elbow plank		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: outside elbow, neck - Arm position is: top arm is in contact with the pole at the crook of the elbow, lower arm is fully extended next to the body and not in contact with the pole - Grip is: elbow grip - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: body is at 90° to the pole
S69	Floor based clock		1.0	<ul style="list-style-type: none"> - Points of contact are: one hand - Arm position/grip is: both arms are fully extended; top arm is in contact with the pole, bottom arm is in contact with the floor. - Leg position is: both legs are fully extended and closed - Body position is: rotating - Starting position: in a starting fixed position of choice with one hand on the pole and one hand on the floor, perform a complete 360° rotation of the body to return to the starting position
S70	Handstand plank		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: one hand, (top of head optional) - Arm position/grip is: both arms are fully extended; top arm is in contact with the pole, bottom arm is in contact with the floor - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: entire body is at 90° to the pole - Starting position: from the floor
S71	Iguana horizontal		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds in the final position - Points of contact are: both hands, one shoulder, (neck optional) - Arm position/grip is: both arms are fully extended, holding the pole behind the back in iguana position - Grip is: basic grip - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: entire body is at 90° to the pole - Starting position: from an aerial position, deadlift or lower to a 90° horizontal angle to the pole, parallel to the floor

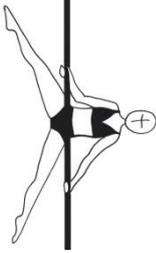
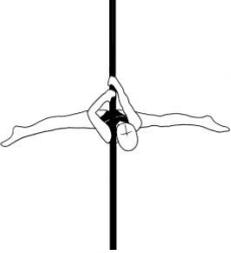
Code No.	Name	Element	Tech. Value	Criteria
S72	Iron pencil		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands - Arm position/grip is: both arms are fully extended - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: entire body (from head to feet) is at 90° to the pole and facing in the same direction
S73	One shoulder side plank legs closed		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: inside arm, hand of outside arm, shoulder, (neck optional) - Arm position/grip is: inside arm is fully extended and in contact with the pole, outside arm is bent with the hand holding the pole behind the head - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: entire body is at 90° to the pole
S74	Shoulder mount horizontal		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, one shoulder, (neck optional) - Arm position is: arms are bent - Grip is: cup grip or basic grip - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: back and legs are at 90° to the pole - Starting position: from an aerial shoulder mount position, deadlift or lower into plank
S75	Split grip flag		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both arms, both hands, chest - Arm position is: both arms are fully extended - Grip is: split grip - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: entire body is at 90° to the pole
S76	Split grip leg through plank		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, lower part of the glutes have contact with the pole - Arm position is: both arms are fully extended - Grip is: split grip - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: entire body (head to feet) is straight and at 90° to the pole
S77	Split grip reverse plank		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, inside lower torso - Arm position is: both arms are fully extended, inside arm is at the bottom, outside arm is at the top - Grip is: split grip (reverse) - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: entire body is facing downwards, at 90° to the pole

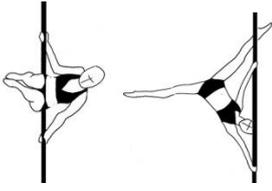
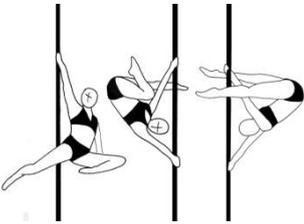
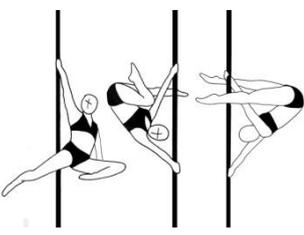
Code No.	Name	Element	Tech. Value	Criteria
S78	Split grip side plank		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 2 seconds - Points of contact are: both hands, inside lower torso - Arm position is: both arms are fully extended, inside arm is at the top, outside arm is at the bottom - Grip is: split grip - Leg position is: both legs are fully extended, parallel to the floor, hips and legs are closed - Body position is: entire body is facing downwards at 90° to the pole

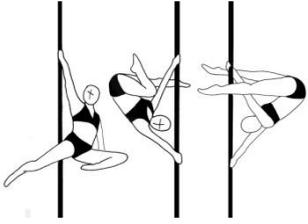
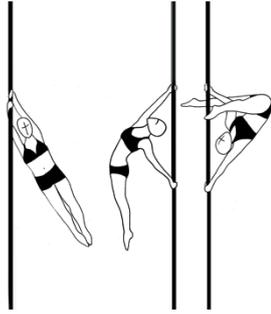
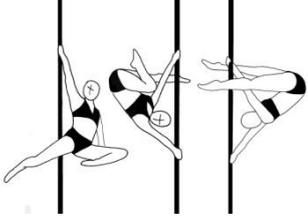
SPINS ON STATIC POLE

Code No.	Name	Element	Tech. Value	Criteria
ST1	Back hook spin		0.1	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands, inside of knee of inside leg, back of inside thigh - Grip is: wide basic grip - Leg position is: diamond - Body position is: upright
ST2	Fireman spin crossed ankle		0.1	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands, both ankles - Grip is: wide basic grip - Leg position is: both legs are bent and are in contact with the pole at the ankles - Body position is: upright
ST3	Front hook spin		0.1	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands, inside knee, and back of inside thigh - Grip is: wide basic grip - Leg position is: diamond - Body position is: upright
ST4	Attitude spin outside heel on pole		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands, one heel of foot - Grip is: split grip - Leg position is: legs are in attitude position, parallel to floor - Body position is: upright
ST5	Chair spin		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands - Grip is: wide basic grip - Leg position is: chair position at 90° angle - Body position is: upright
ST6	Forwards attitude spin		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands - Grip is: wide basic grip - Leg position is: legs are in attitude position, parallel to floor - Body position is: upright
ST7	Back spin attitude		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: outside hand, inside forearm and hand - Grip is: forearm grip - Leg position is: legs are in attitude position, parallel to floor - Body position is: upright

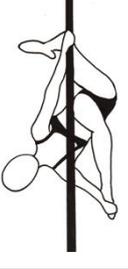
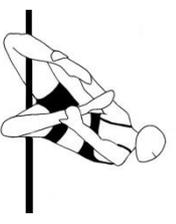
Code No.	Name	Element	Tech. Value	Criteria
ST8	Body spiral reverse grab attitude		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation in the final position - Points of contact are: both hands - Arm position is: reverse spin starting with one arm on the pole into a split grip - Grip is: split grip - Leg position is: legs are in attitude in the final position - Body position is: upright at an angle away from the pole
ST9	Carousel fang		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands - Grip is: grip of choice - Leg position is: diamond - Body position is: upright
ST10	Chairspin pike both legs stretched		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands - Arm position is: both arms extended - Grip is: grip of choice - Leg position is: both legs fully extended and closed in pike position, parallel to floor - Body position is: upright
ST11	Cradle spin split grip tuck		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands, hips, and tops of thighs - Grip is: split grip - Leg position is: tucked around the pole - Body position is: 90° to the pole
ST12	Knee hook spin Passé		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands, back of one knee, one thigh - Arm position is: inside arm extended and holds the pole above the inside knee, outside hand in fixed position of choice - Grip is: basic grip - Leg position is: inside leg is bent in front of pole, outside leg is fully extended behind pole - Body position is: upright
ST13	Body spiral attitude one hand		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: inside arm and hand, back - Arm position is: inside hand has contact with the pole - Grip is: underarm grip - Leg position is: both legs are in attitude - Body position is: upright

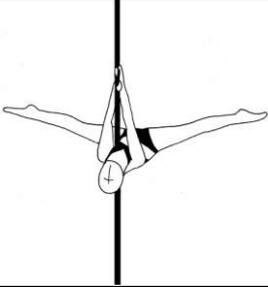
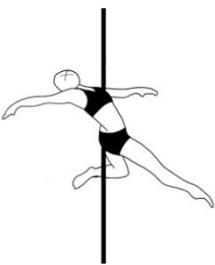
Code No.	Name	Element	Tech. Value	Criteria
ST14	Cradle spin split grip straddle		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands, hips - Grip is: split grip - Leg position is: both legs are fully extended in straddle position - Body position is: upper body is parallel to the floor
ST15	Reverse grab pencil		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands, both arms, back of shoulders - Arm position is: reverse spin starting with one arm on the pole into a twisted grip hand position - Grip is: twisted grip - Leg position is: both legs finish in a fully extended pencil position - Body position is: extended in a pencil position at an angle away from the pole
ST16	Split grip straddle		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands - Grip is: split grip - Leg position is: both legs are fully extended in straddle position above the hips - Body position is: upright
ST17	Reverse grab straddle into pencil		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands - Arm position is: reverse spin starting with one arm on the pole into a split grip - Grip is: split grip - Leg position is: both legs are fully extended in straddle position, then pencil - Body position is: upright, angle away from pole
ST18	Spinning into a shoulder mount straddle		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands, one shoulder - Arm position is: arms are bent - Grip is: grip of choice - Leg position is: both legs are fully extended in straddle position, parallel to floor - Body position is: parallel to floor
ST19	Cup grip spin pencil		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands - Arm position/grip is: top arm fully extended, bottom arm may be slightly bent - Grip is: both hands in cup grip - Leg position is: both legs fully extended and closed - Body position is: extended in a pencil position at an angle away from the pole

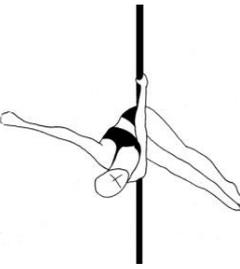
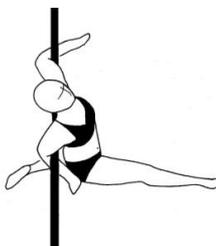
Code No.	Name	Element	Tech. Value	Criteria
ST20	Cradle spin into extended butterfly	 The diagram shows two stages of a cradle spin into an extended butterfly. In the first stage, a gymnast is in a cradle spin position on a pole. In the second stage, she has transitioned into an extended butterfly position, with her legs spread wide and arms extended.	0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands, hips, top of thighs, transitioning to both hands, one ankle - Grip is: split grip - Leg position is: tuck position followed by split position - Body position is: criteria of cradle spin and butterfly extension apply
ST21	Double reverse grab body spiral 1	 The diagram shows a gymnast performing a double reverse grab body spiral 1. She starts with one hand on the pole, performs a reverse spin, re-grips the pole with the other hand, and repeats the reverse spin without touching the floor.	0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands - Arm position is: reverse spin starting with one hand on the pole, hand re-grips the pole and reverse spin is repeated without making contact with the floor - Grip is: split grip (second time only) - Leg position is: legs in fixed position of choice - Body position is: upright at an angle away from the pole
ST22	Phoenix spin 1	 The diagram shows three stages of a phoenix spin 1. It starts with a reverse spin, transitions into a twisted grip handspring, and finishes in an inverted position.	0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands - Arm position is: reverse spin starting with one arm on the pole into a twisted grip handspring without making contact with the floor - Grip is: twisted grip - Leg position is: legs finish in a fixed position of choice - Body position is: body moves into inverted position after handspring
ST23	Double reverse grab body spiral 2	 The diagram shows a gymnast performing a double reverse grab body spiral 2. She starts with one hand on the pole, performs a reverse spin, re-grips the pole with the other hand, and repeats the reverse spin without touching the floor.	0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands - Arm position is: reverse spin starting with one hand on the pole, hand re-grips the pole and reverse spin is repeated without making contact with the floor - Grip is: split grip (both times) - Leg position is: legs in fixed position of choice - Body position is: upright at an angle away from the pole
ST24	Double reverse grab into phoenix	 The diagram shows three stages of a double reverse grab into phoenix. It starts with a double reverse grab, transitions into a twisted grip dead lift handspring, and finishes in an inverted position.	0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands - Arm position is: criteria for double reverse grab body spiral 1 applies, finishing in a twisted grip dead lift handspring without making contact with the floor - Grip is: twisted grip - Leg position is: fixed leg position of choice - Body position is: upright transitioning to inverted

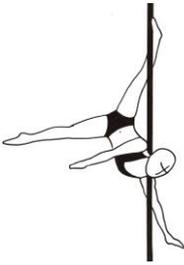
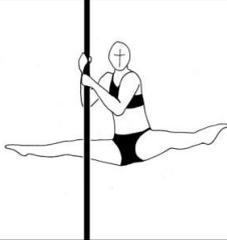
Code No.	Name	Element	Tech. Value	Criteria
ST25	Phoenix spin 2		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 360° rotation - Points of contact are: both hands - Arm position is: reverse spin starting with one hand on the pole into a twisted grip dead lift handspring without making contact with the floor - Grip is: twisted grip - Leg position is: legs finish in a fixed leg position of choice - Body position is: back is to the pole for the reverse spin, body moves into inverted position after handspring without changing direction (i.e. turning back), hips must face upwards.
ST26	Chinese grip phoenix		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands - Arm position is: starts with both hands in cup grip, lower hand re-grips the pole while continuing to spin in cup grip, dead lift without making contact with the floor - Grip is: cup grip - Leg position is: spin begins in pencil, and finishes in a fixed leg position of choice - Body position is: pencil position for spin, inverted for final position
ST27	Double reverse grab into phoenix		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands - Arm position is: criteria for double reverse grab body spiral 2 applies, finishing in a twisted grip dead lift handspring without making contact with the floor - Grip is: twisted grip - Leg position is: fixed leg position of choice - Body position is: upright transitioning to inverted

SPINS ON SPINNING POLE

Code No.	Name	Element	Tech. Value	Criteria
SP1	Fireman spin chair		0.1	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands, both knees - Grip is: wide basic grip - Leg position is: thighs are parallel to the floor and legs closed - Body position is: upright
SP2	Helix Spin		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° - Points of contact are: crook of knee of outside leg, inside arm, waist - Arm position: Inside hand holds pole from behind outside knee, outside hand holds inside foot - Leg position is: outside leg grips the pole in the crook of the knee, inside leg is bent - Body position: inverted
SP3	Outside knee hang closed fang		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: one knee and one thigh - Arm position/grip is: both hands hold both feet - Leg position is: fang position - Body position is: inverted - Starting position: with a minimum of one foot on the floor
SP4	Pencil forearm grip		0.2	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands, one forearm - Arm position is: one arm in forearm grip, other arm fully extended and in contact with the pole above the other hand. - Grip is: forearm grip - Leg position is: both legs are fully extended and closed in pencil position - Body position is: upright
SP5	Ballerina passé		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: inner thighs, one hand, inner arm, side of torso, back - Arm position/grip is: inner arm is wrapped around the pole behind the body, outer arm is bent holding the pole at the level of the head or higher - Leg position is: seated position with legs bent and tucked to one side of the pole - Body position is: upright
SP6	Carousel spin elbow grip		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: one elbow and one hand - Arm position is: upper elbow holds the pole, lower arm is fully extended and in contact with the pole - Grip is: elbow grip - Leg position is: diamond - Body position is: upright

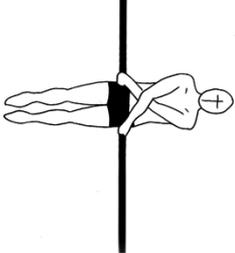
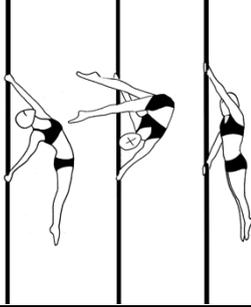
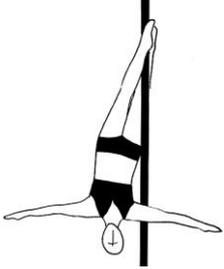
Code No.	Name	Element	Tech. Value	Criteria
SP7	Inverted straddle		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands, side of torso - Arm position/grip is: basic grip - Leg position is: both legs are fully extended in straddle position, parallel to floor - Body position is: inverted
SP8	Seated side tuck		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: inner thighs - Arm position/grip is: arms wrap tucked legs - Leg position is: tuck, with pole between inner thighs in a seated position - Body position is: body is at a 90° angle to the pole
SP9	Underarm hold		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: inside underarm, inner upper thigh, inside knee, outside foot - Arm position is: arms in fixed position of choice with no hand contact with the pole. Only inside arm has contact with the pole - Grip is: underarm grip - Leg position is: one leg is fully extended along the pole, the other knee is bent - Body position is: upright
SP10	Vortex spin		0.3	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° - Points of contact are: crook of elbow of inside arm, inner thigh of inside leg, calf of outside leg - Arm position: hands are clasped above and behind the head. Crook of inside elbow is in contact with the pole. - Grip is: elbow grip. - Leg position is: both legs are fully extended - Body position: upright
SP11	Body spiral no hands		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: inside underarm, inside knee and back of thigh - Arm position/grip is: arms in fixed position of choice with no hand contact with the pole. Only inside arm has contact with the pole - Grip is: underarm grip - Leg position is: outside leg is fully extended, inside leg wraps the pole at knee - Body position is: upright with back lean
SP12	Craddle spin tuck no hands		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: hips, torso, top of thighs - Arm position/grip is: arms are wrapped around legs - Leg position is: tucked - Body position is: body is at a 90° angle to the pole

Code No.	Name	Element	Tech. Value	Criteria
SP13	Inverted bodyspiral outside leg stretched behind pole.		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: inside arm and hand, outside elbow, side of torso, back - Arm position/grip is: inside arm is holding pole, elbow of outside arm is in contact with the pole - Leg position is: inside leg is in passé in front of pole, outside leg is fully extended behind the pole - Body position is: inverted
SP14	Inverted thigh hold tuck		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: inner thighs, front of torso - Arm position/grip is: arms wrap around the legs with no contact with the pole - Leg position is: inverted tuck - Body position is: inverted with the back facing downwards
SP15	Outside knee hang closed fang		0.4	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: one knee and one thigh - Arm position/grip is: both hands hold both feet - Leg position is: fang position - Body position is: inverted - Starting position: on the pole
SP16	Craddle spin pike no hands legs fully stretched		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: hips, torso, thighs - Arm position/grip is: both arms are wrapped around the legs with no contact with the pole - Leg position is: both legs are fully extended and closed in pike position - Body position is: wrapped around the pole and parallel to the floor
SP17	Craddle spin one handed pike		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: one hand and arm, hips, torso - Arm position/grip is: inside arm is fully extended and holding pole, outside arm is in a fixed position of choice with no contact with the pole - Leg position is: both legs are fully extended and closed in a pike position - Body position is: wrapped around the pole
SP18	Elbow spin attitude		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: crook of both elbows, shoulder blades - Arm position is: both elbows hold the pole, with no hand contact with the pole - Grip is: elbow grip - Leg position is: both legs in attitude, parallel to the floor - Body position is: back is to the pole, body is horizontal

Code No.	Name	Element	Tech. Value	Criteria
SP19	Iguana fang		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands, one shoulder, thighs/ glutes optional - Arm position: iguana arm position - Grip is: basic grip - Leg position is: both legs are bent in fang position - Body position is: inverted, back arch
SP20	Pencil spin basic grip		0.5	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands - Arm position/grip is: basic grip - Leg position is: both legs are fully extended and closed in pencil position - Body position is: upright
SP21	Butterfly extended twist no hands		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 720 degrees - Points of contact are: one foot, opposite shoulder and neck, back (optional) - Arm position/grip is: same arm as shoulder which is on pole is extended, the other arm is in fixed position of choice with no contact with the pole - Leg position is: both legs are fully extended, one foot has contact with the pole, opposite leg is extended away from the pole - Body position is: inverted
SP22	Icarus Spin		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° - Points of contact are: crook of the knee of the inside leg, back of shoulder of inside arm, back of neck - Arm position: back of the shoulder of inside arm on pole. Outside arm in position of choice with no contact with the pole. - Leg position is: inside leg grips pole in the crook of the knee, outside leg in position of choice - Body position: upright
SP23	Straddle spin 2 hands up		0.6	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands - Arm position/grip is: basic grip - Leg position is: both legs are fully extended in straddle position, parallel to the floor or higher than hips - Body position is: upright
SP24	Elbow attitude spin		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: inside elbow - Arm position is: one arm in elbow grip, other arm is in fixed position of choice with no contact with the pole - Grip is: elbow grip - Leg position is: front leg is in attitude, back leg is fully extended - Body position is: upright at an angle away from the pole

Code No.	Name	Element	Tech. Value	Criteria
SP25	Hand based split spin		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° - Points of contact are: both arms and hands, one foot, upper back - Arm position: upper arm is fully extended and holds the pole, lower arm wraps around the pole. - Leg position is: lower foot steps on lower hand, upper leg in position of choice - Body position: 90° to the pole, torso facing away from the pole
SP26	Parallel split spin		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands - Arm position is: both arms are fully extended - Grip is: wide basic grip - Leg position is: both legs are fully extended in split position, parallel to the pole - Body position is: upright
SP27	Tuck through spin pike		0.7	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands, back of both legs - Arm position is: arms have no contact with the legs - Grip is: split grip, - Leg position is: both legs are fully extended in a closed pike position - Body position is: body and legs are in front of the pole at a 90° angle to the pole
SP28	Cradle spin no hands		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: hips and tops of thighs - Arm position/grip is: arms have no contact with the body or the pole - Leg position is: tucked (legs closed) - Body position is: body is at a 90° angle to the pole
SP29	Cupgrip pencil		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands - Arm position is: top arm fully extended, bottom arm slightly bent - Grip is: both hands are in a cup grip position - Leg position is: both legs are fully extended in pencil position - Body position is: upright at an angle away from the pole
SP30	Reverse butterfly extension		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: inside arm, shoulder and the inside ankle - Arm position/grip is: both arms are fully extended, with inside arm holding the pole, and the outside arm holding the outside leg - Leg position is: both legs are fully extended in split position - Body position is: inverted

Code No.	Name	Element	Tech. Value	Criteria
SP31	Titanic support		0.8	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: one leg, one shoulder/side of neck (optional), glutes - Arm position/grip is: both arms are fully extended back, and have no contact with the pole - Leg position is: both legs are fully extended - Body position is: upright, upper body in back arch
SP32	Cross bow 2 hands on pole		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands - Arm position/grip is: split grip - Leg position is: both legs are fully extended in straddle position with no contact with the pole - Body position is: 90° angle to the pole
SP33	Elbow Grip Vertical Split		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° - Points of contact are: both calves (knees and thighs optional), top ankle and bottom foot, elbow, inside arm - Arm position: inside arm wraps around pole at elbow, outside arm in position of choice with no contact with the pole. - Grip is: elbow grip - Leg position is: both legs are fully extended in split position - Body position is: inverted
SP34	Inverted split spin		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: underarm of inside arm, one leg, one foot, lower back - Arm position is: both arms are holding the ankle of the front leg - Grip is: inside underarm grip - Leg position is: both legs are fully extended in split position - Body position is: inverted
SP35	One handed spin		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: one hand - Arm position/grip is: inside arm is extended and in contact with the pole, outside arm in a fixed position of choice with no contact with the pole - Leg position is: both legs are fully extended and closed in pencil position - Body position is: upright, away from the pole, parallel to the pole
SP36	Supported sailor		0.9	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both ankles, one shin and one calf, one hand - Arm position/grip is: inside arm fully extended and in contact with the pole, outside arm in a fixed position of choice with no contact with the pole - Leg position is: fully extended and closed - Body position is: inverted and extended

Code No.	Name	Element	Tech. Value	Criteria
SP37	Crossed hands plank		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: hip flexors and both hands - Arm position/grip is: cross grip - Leg position is: both legs are fully extended and closed, parallel to the floor - Body position is: 90° angle to the pole
SP38	One Handed Parallel Split Spin		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: only one hand - Arm position is: inside arm is fully extended and in contact with the pole, outside arm is bent, holding the opposite leg above the head - Grip is: basic grip - Leg position is: both legs are fully extended in split position, parallel to the pole - Body position is: upright, away from the pole, parallel to the pole
SP39	Pole based clock		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands - Arm position/grip is: split grip - Leg position is: starting in an upright position, legs and hips make a circular rotation (fan kick/flair) passing through an inverted position with the hips above the head, ending in pike position (jack knife) over the head for 2 times - Body position is: upright/inverted
SP40	Sailor		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: triceps, both ankles, one shin and one calf - Arm position/grip is: inside arm is fully extended, and the triceps has contact with the pole; outside arm is in fixed position of choice with no contact with the pole. - Leg position is: fully extended and closed - Body position is: inverted and extended
SP41	Split grip contortion spin		1.0	<ul style="list-style-type: none"> - Hold the position: a minimum of 720° rotation - Points of contact are: both hands, shin of top leg, crook of the knee of the bottom leg - Arm position: upper hand holds pole above shin of upper leg, Lower hand holds pole below the lower thigh - Grip is: split grip. - Leg position is: lower leg must be extended, with shin of the top leg is in contact with the pole - Body position: upright, facing away from the pole

DEADLIFTS - CRITERIA:

DEAD LIFT

A dead lift is defined by the starting position of the body. The feet must touch the floor before going into the dead lift. The body should extend away from the pole before moving into the dead lift.

The pole should NOT be used to assist the dead lift and the legs should not be used to create momentum or a swinging/kicking motion. The dead lift must end in a fully inverted position. A dead lift can be performed on either the static or spinning pole.

Lowest point value is for a dead lift (from the floor) with bent legs

Second point value is for a dead lift (from the floor) with both legs extended

Third point value is for a dead lift (from the floor) with both legs extended and closed

AERIAL DEAD LIFT

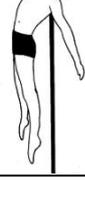
An aerial dead lift is defined by the starting position of the body. No parts of the body must be in contact with the floor. The body should be fixed and suspended away from the pole before moving into the aerial dead lift. The pole should NOT be used to assist the dead lift and the legs should not be used to create momentum or a swing motion. A dead lift must end in a fully inverted position. A dead lift can be performed on either the static or spinning pole and can be performed from a static position or from a spin.

Fourth point value is for an aerial dead lift with bent legs

Fifth point value is for an aerial dead lift with both legs extended

Sixth point value is for an aerial dead lift with both legs extended and closed

DEAD LIFTS

Code No.	Name	Element	Tech. Value	Criteria
DL1	Dead lift from shoulder mount grip		0.2 0.3 0.4 0.5 0.6 0.8	- Points of contact are: both hands, one shoulder - Arm position/grip is: both hands grip of choice
DL2	Dead lift from twist grip		0.2 0.3 0.4 0.5 0.6 0.8	- Points of contact are: both hands - Arm position/grip is: twisted grip
DL3	Dead lift from flag grip		0.2 0.3 0.4 0.5 0.6 0.8	- Points of contact are: inside arm, outside hand - Arm position/grip is: flag grip - Body position is: body is facing downwards
DL4	Dead lift from forearm handspring		0.2 0.3 0.4 0.5 0.6 0.8	- Points of contact are: bottom forearm, top hand - Arm position/grip is: forearm grip - Starting position is: upright
DL5	Dead lift from iguana grip		0.2 0.3 0.4 0.5 0.6 0.8	- Points of contact are: both hands, back - Arm position is: both arms are fully extended and holding the pole in an inverted position behind the back - Grip is: basic grip
DL6	Dead lift from neck hold		0.3 0.4 0.5 0.6 0.7 0.9	- Points of Contact: neck, both arms - Arm position is: both arms are fully extended - Grip is: twisted grip
DL7	Dead lift from cup grip		0.4 0.5 0.6 0.7 0.8 1.0	- Points of contact are: both hands - Arm position/grip is: cup grip
DL8	Dead lift from elbow hold		0.4 0.5 0.6 0.7 0.8 1.0	- Points of contact: one elbow, upper back, neck, shoulder - Arm position is: top arm is in elbow grip, bottom arm is in fixed position of choice with no contact with the pole. - Grip is: elbow grip

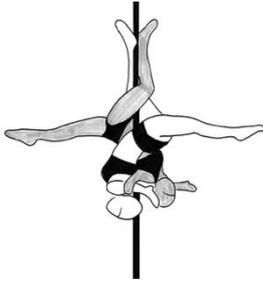


COMPULSORY DOUBLES

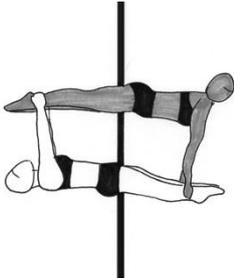
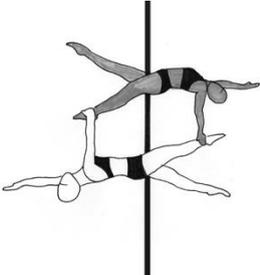
Please note that the drawings are to be used only as a guide.
It is important to follow the minimum requirements under criteria.

<i>SYNCHRONISED PARALLEL ELEMENTS</i>				
Code No.	Name	Element	Tech. Value	Criteria
SYN1	Different direction to the pole OR Horizontal position OR Vertical to the pole OR Mirror image		0.1/ 1.0	<ul style="list-style-type: none"> - Hold the position for 2 seconds - This element must be a Flexibility or Strength element chosen from the singles compulsory elements. The same element must be used for all except mirror image. - Partners must be parallel to each other. - In the event that the mirror image version of SYN 1 is performed, where two parallel elements consist of different elements, the Technical Value of the element with the lower value will apply.

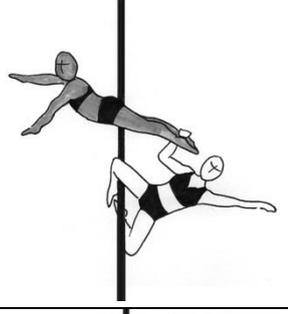
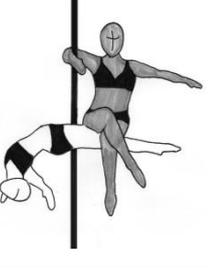
SYNCHRONISED INTERLOCKING ELEMENTS

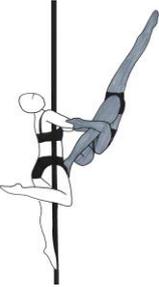
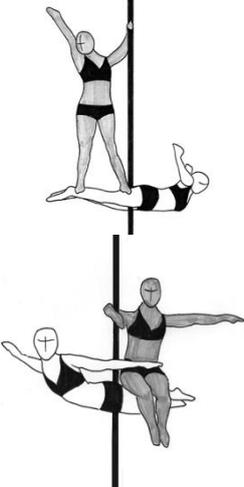
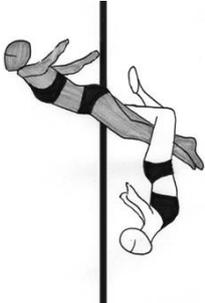
Code No.	Name	Element	Tech. Value	Criteria
SYN2	Floor based Position		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Partners locked together in a synchronised interlocking inverted floor based position - Legs can be in a fixed position of choice - Partners must be in a mirror image of each other
SYN3	Inverted aerial position		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Partners locked together in a synchronised interlocking inverted aerial position on the pole - Legs/body/arms can be in a fixed position of choice - Partners must be in a mirror image of each other
SYN4	Upright aerial position		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Partners locked together in a synchronised interlocking upright aerial position on the pole - Legs/body/arms can be in a fixed position of choice - Partners must be in a mirror image of each other

SYNCHRONISED BALANCE BASED PARTNER ELEMENTS

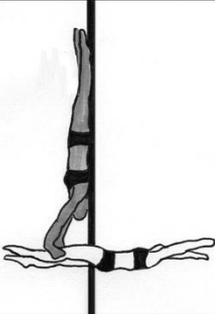
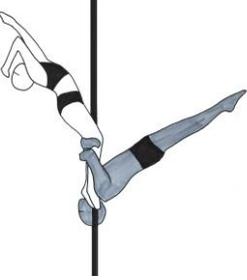
Code No.	Name	Element	Tech. Value	Criteria
SYN5	Balance in upright position		0.4	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An upright element with partners facing each other based on balance and cannot be performed without one or the other partner - Partners are in a mirror image of each other
SYN6	Balance facing each other		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element facing each other based on balance and cannot be performed without one or the other partner
SYN7	Balance in same direction		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element based on balance and cannot be performed without one or the other partner - Partners are facing the same direction
SYN8	Balance facing away from each other		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners facing away from each other based on balance and cannot be performed without one or the other partner

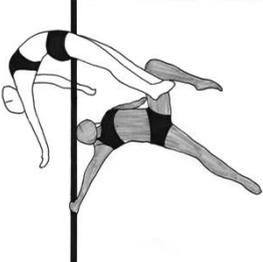
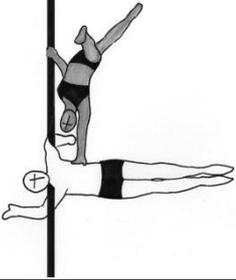
BALANCE BASED PARTNER ELEMENTS

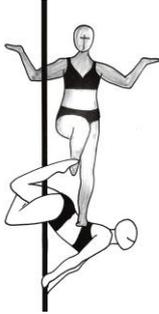
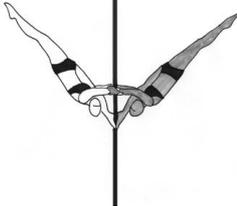
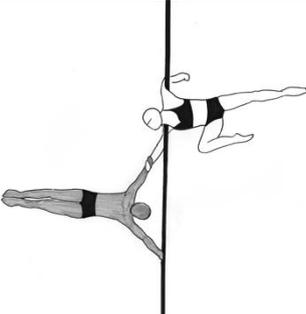
Code No.	Name	Element	Tech. Value	Criteria
BLN1	Seated Balance		0.2	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - A balance element with partners positioned in different directions. - The upper partner is in an upright seated position. - The lower partner is in an inverted position, mirroring the top partner. - Both partners must have contact with the pole.
BLN2	Standing Balance		0.4	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - An element with partners positioned in different directions. - Both partners have contact with the pole. - The lower partner performs an upright position of choice with no contact with the floor. - The other partner is in inverted handstand position balancing on the lower partner.
BLN3	Superman and knee hold position		0.4	<ul style="list-style-type: none"> - Hold the position for 2 seconds - A balance element with partners positioned in different directions - The upper partner is in a superman position holding with the legs only, hips and legs are parallel to the floor - The lower partner is in a knee hold position supports the upper with hand - Both partners must have contact with the pole
BLN4	Layback position 1		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds - A balance element with partners positioned in different directions - The upper partner is in a layback position holding with the legs only - The lower partner is in an upright fixed position of choice holding pole with one hand only, supports the upper partner with other hand - Both partners must have contact with the pole
BLN5	Shoulder mount position		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds - A balance element with partners positioned in different directions - The lower partner is holding the upper partner by pushing him/her up by the hips with his/her legs - Both partners should be fully extended. - Both partners must have contact with the pole
BLN6	Layback position 2		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - A balance element with partners positioned in different directions - The lower partner is in a layback position holding with the legs only - The upper partner is either standing or seated on the lower partner holding the pole with one hand or elbow only - Both partners must have contact with the pole

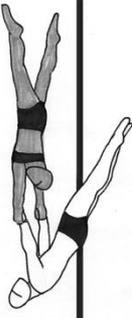
Code No.	Name	Element	Tech. Value	Criteria
BLN7	Russian Split Balance		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - A balance element with partners positioned in different directions. - The supporting partner is in an underarm hold (see SP9 for minimum requirements - spin not required) - The supported partner is in a Russian split position, with a minimum split angle of 180° degrees (body does not have to be parallel) - the Russian split is to be performed against the supporting partners' body. - Only the supporting partner has contact with the pole.
BLN8	Superman position 1		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - A balance element with partners positioned in different directions - The lower partner is in a superman position holding with the legs only, hips and legs are parallel to the floor - The upper partner is either standing or seated on the lower partner holding the pole with one hand or elbow only - Both partners must have contact with the pole
BLN9	Superman position 2		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - A balance element with partners positioned in different directions - The upper partner is in a superman position holding with the legs only - The lower partner is in inverted position holding the upper partner with the legs only and has no contact with the pole - Only the upper partner has contact with the pole

BALANCE STRENGTH PARTNER ELEMENTS

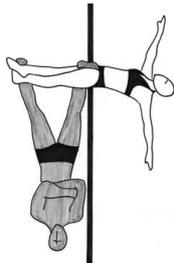
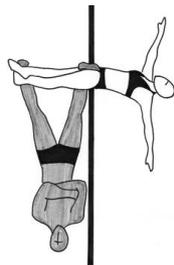
Code No.	Name	Element	Tech. Value	Criteria
BLN10	Handstand position		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners positioned in different directions - The lower partner is in a horizontal position facing upwards holding with the thighs only with a 40° tolerance on the body angle, the upper partner is in an inverted handstand position with the body leaning against the pole - No hand/arm contact with the pole
BLN11	Hanging balance		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds - A balance element with partners positioned in different directions - The upper partner is holding the lower partner at the shoulder. - The lower partner has contact with the pole only with feet. - Both partners should be fully extended. - Both partners must have contact with the pole
BLN12	Pencil hug balance		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - A balance element with partners positioned in different directions. - The upper partner is in an upright position with the back arched. Only legs have contact with the pole (no hip contact). - The lower partner performs a Pole Hug Pencil position (S4 - see the minimum requirements) - the lower partner supports and holds the upper partner at knee level with elbows/arms. - Both partners must have contact with the pole.
BLN13	Shouldermount plank balance		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - A balance element with partners positioned in different directions. - The upper partner is in an upright position with the back is arched. Only legs have with the pole (no hip contact). - The lower partner performs a shouldermount plank (with arms around partner) with a 45 degree angle to the pole. - Both partners must have contact with the pole.
BLN14	Titanic balance 1		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners positioned in different directions - The lower partner performs a titanic position with hand contact, where the one leg, glutes, one foot and hands can be in contact with the pole. - The other partner is in inverted handstand position balancing on the lower partner and only one hand is in contact with the pole.

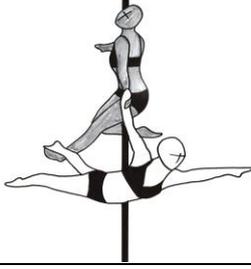
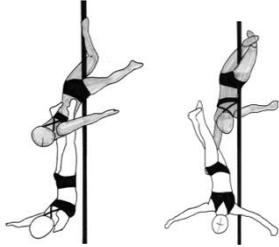
Code No.	Name	Element	Tech. Value	Criteria
BLN15	Handstand plank position		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners positioned in different directions - The lower partner is in a horizontal plank position facing upwards holding with the thighs only, the upper partner is in an inverted handstand position with the body leaning against the pole - No hand/arm contact with the pole
BLN16	Titanic Balance 2		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners positioned in different directions - The lower partner performs a titanic position, where the one leg, glutes, one foot are in contact with the pole; hands and/or neck/shoulder may be in contact with the pole. - The other partner is in inverted handstand position balancing on the shoulder of lower partner and only one hand is in contact with the pole (with forearm / elbow contact optional).
BLN17	Iron X position 1		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners positioned in different directions - The lower partner performs an iron x (see minimum requirements), upper body is parallel to the floor, the upper partner is in upright fixed position of choice - Both partners must only have contact with the pole with their hands
BLN18	Layback arch balance		0.8	<ul style="list-style-type: none"> - Hold the position 2 seconds - Upper partner is in layback position with no hand contact with the pole - Lower partner must perform any strength element and have only one point of contact with the pole - Both partners may have contact with the pole
BLN19	Strength hold balance		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners positioned in different directions - The lower partner performs any strength element, where the body is parallel to the floor. - The upper partner is in inverted handstand position balancing on the lower partner with hand/arm contact with the pole.

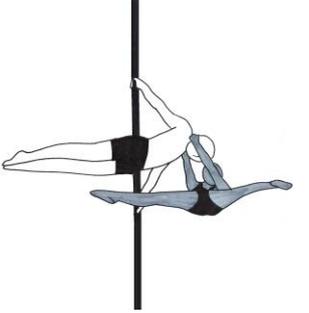
Code No.	Name	Element	Tech. Value	Criteria
BLN20	Thigh/outside knee hang support		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners positioned in different directions - The lower partner performs a supported thigh /outside knee hang with both hands on the pole and arms are extended - The upper partner is in upright fixed position of choice with no contact with the pole and is balanced on the lower partner - Only the lower partner must have contact with the pole
BLN21	Vertical Jade balance		0.9	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - An element with partners positioned in different directions. - Both partners have contact with the pole. - The lower partner performs a Vertical Jade. Criteria for Vertical Jade applies. - The other partner is in inverted handstand position balancing on the lower partner's upper foot, and only has contact with the pole with one hand.
BLN22	Chest balance		1.0	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - Supported partner is a chest stand position, balanced on the supporting partner, and only has contact with the pole their hands. - Supporting partner in an upright position with no hand or foot contact with the pole.
BLN23	Double Russian split		1.0	<ul style="list-style-type: none"> - Hold the position for two seconds - Both partners perform a Russian split - Only feet have contact with the pole - Both partners are holding hands only, not the pole
BLN24	Elbow grip/Iron Pencil		1.0	<ul style="list-style-type: none"> - Hold the position 2 seconds - Both partners balance each other by holding hands - Upper partner executes an elbow grip flag (see minimum criteria for elbow grip flag) - Lower partner executes iron pencil (see minimum requirements for iron pencil, where the top hand is holding onto the upper partner instead of the pole)
BLN25	Iron X position 2		1.0	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners positioned in different directions - The lower partner performs an iron x (see minimum requirements for an iron x), where the upper body is parallel to the floor, the upper partner is in upright fixed position of choice with no contact with the pole - Only the lower partner must have contact with the pole

Code No.	Name	Element	Tech. Value	Criteria
BLN26	Layback balance element, partner upright position		1.0	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners positioned in different directions - One of the partners is in a layback position and has contact with the pole with the legs only - The other partner is in inverted handstand position and has no contact with the pole - Both partners have fully extended arms and legs

FLYING PARTNER ELEMENTS – ONLY ONE PARTNER CAN HAVE CONTACT WITH THE POLE

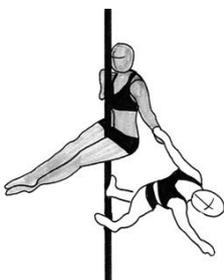
Code No.	Name	Element	Tech. Value	Criteria
FLY1	Seated position 1		0.3	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Catching partner is in a seated position - One hand or elbow has contact with the pole - Flying partner must be in an upright fixed position of choice - Only one partner has contact with the pole
FLY2	Horizontal inverted position		0.4	<ul style="list-style-type: none"> - Hold the position 2 seconds - An element with partners positioned in different directions - The catching partner is in horizontal position facing upwards holding with the thighs only with a 40° tolerance on the body - The flying partner is in an inverted flying fixed position of choice holding the upper partner with one or two feet only - Only one partner has contact with the pole
FLY3	Seated position 2		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Only one partner has contact with the pole - Catching partner is in a seated position - Flying partner must be in an inverted fixed position of choice. - Only the catching partner has contact with the pole.
FLY4	Seated position 3		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Catching partner is in a seated position - One hand or elbow has contact with the pole - Flying partner must be in an inverted fixed position of choice - Only one partner has contact with the pole
FLY5	Horizontal plank inverted position		0.7	<ul style="list-style-type: none"> - Hold the position 2 seconds - An element with partners positioned in different directions - The catching partner is horizontal plank position facing upwards holding with the thighs only - The flying partner is in an inverted flying fixed position of choice holding the upper partner with one or two feet only - Only one partner has contact with the pole
FLY6	Thigh/outside knee hang 1		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Catching partner is in an inverted thigh / outside knee hold position - Flying partner may be in an upright fixed position of choice - Only one partner has contact to the pole

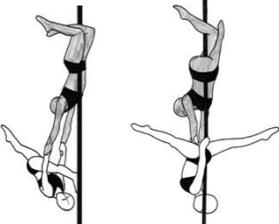
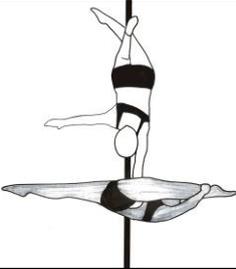
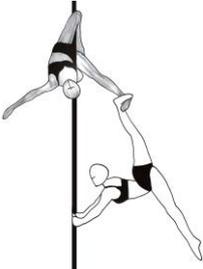
Code No.	Name	Element	Tech. Value	Criteria
FLY7	Inside knee hang 1		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Catching partner is in an inverted inside knee hang - Flying partner holds outside leg of catching partner and must be in an inverted fixed position of choice or must at least have the feet lifted above the head - Only one partner has contact with the pole
FLY8	Seated position 4		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - Catching partner is in a seated position. - One hand or elbow has contact with the pole. - Flying partner must be in a horizontal fixed position of choice. - Only one partner has contact with the pole.
FLY9	Only hands holding		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - Catching partner is holding with hands and inside underarm - Flying partner must be in a fixed position of choice - Only one partner has contact with the pole
FLY10	Thigh/outside knee hang 2		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Catching partner is in an inverted thigh / outside knee hang position - Flying partner must be in an inverted fixed position of choice or must at least have feet lifted above the head - Only one partner has contact with the pole
FLY11	Split hang		0.9	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Catching partner is in a split position of choice - Angle of split is: a minimum of 180° - Flying partner holds leg of catching partner and must be in an inverted fixed position of choice or must at least have the feet lifted above the head - Only one partner has contact with the pole
FLY12	Split grip reverse plank hang 1		1.0	<ul style="list-style-type: none"> - Hold the position 2 seconds - An element with partners positioned in different directions - The catching partner is in a split grip reverse plank position (refer to minimum requirements) - The flying partner is in an upright fixed position of choice - Only one partner has contact with the pole

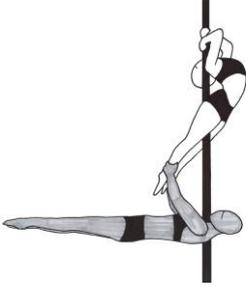
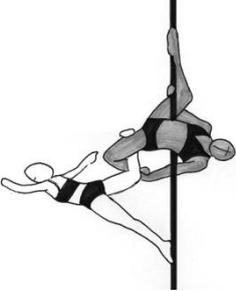
Code No.	Name	Element	Tech. Value	Criteria
FLY13	Split grip reverse plank hang 2		1.0	<ul style="list-style-type: none"> - Hold the position 2 seconds - An element with partners positioned in different directions - The catching partner is in a split grip reverse plank position (refer to minimum requirements) - Flying partner must be in a horizontal split fixed position of choice - Angle of split is: a minimum of 180° - Only one partner has contact with the pole

FLYING PARTNER ELEMENTS – BOTH PARTNERS MUST HAVE CONTACT WITH THE POLE

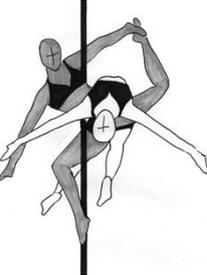
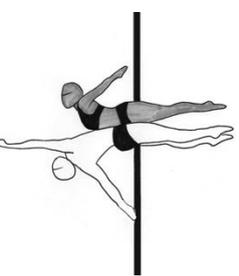
Code No.	Name	Element	Tech. Value	Criteria
FLY14	Seated position		0.2	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners have contact with the pole - Catching partner is in a seated position - Flying partner must be in an inverted fixed position of choice.
FLY15	Inverted thigh hold		0.4	<ul style="list-style-type: none"> - Hold the position 2 seconds - Catching partner is in an inverted thigh outside knee hold position - Flying partner is in a layback position with one leg extended and other leg in passé - Flying partner must not have legs crossed - Both partners have no hand contact with the pole
FLY16	Allegra hang 1		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds - The upper partner is in an allegra position. - The lower partner must have only one point of contact with one hand on the pole. - Both partners must have contact with the pole. - Minimum split angle for allegra: 160°
FLY17	Remi hang		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners have contact with the pole - Catching partner is in remi layback position holding the legs of the flying partner - The flying partner must be in a fixed position of choice and has contact with the pole at least with the hands
FLY18	Allegra hang 2		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - The upper partner is in an allegra position. - The lower partner must have only one point of contact with one hand on the pole. - Both partners must have contact with the pole. - Minimum split angle for Allegra: 180°
FLY19	Janeiro hang		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners have contact with the pole - Catching partner is in a Janeiro position, holding the leg of the flying partner - Flying partner hangs on catching partner's lower leg in a fixed position of choice with only one hand in contact with the pole

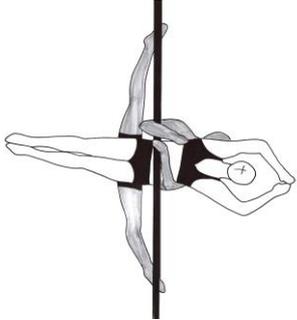
Code No.	Name	Element	Tech. Value	Criteria
FLY20	Janeiro Superman hang		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners have contact with the pole. - Catching partner performs a janeiro. - Flying partner performs a superman crescent with no hand contact with the pole, holding the catching partner's lower leg. - Criteria of janeiro and superman crescent apply
FLY21	Thigh/outside knee hang 3		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners have contact with the pole - Catching partner in an inverted thigh / outside knee hang position holding flying partner's leg - Flying partner must be in an upright position of choice, no hand contact with the pole
FLY22	Seated position		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Catching partner is in a seated position - One hand or elbow has contact with the pole - Flying partner must be in a horizontal fixed position of choice - Both partners have contact with the pole
FLY23	Allegra hang		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - The upper partner is in an allegra position. - The lower partner must have only one point of contact with one hand on the pole. - Both partners must have contact with the pole. - Minimum split angle for allegra:180°
FLY24	Outside knee hang		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Catching partner is in an inverted outside knee hang position - Flying partner must be in an inverted fixed position of choice - Both partners have contact with the pole
FLY25	Seated position 5		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners have contact with the pole - Catching partner is in a seated position - The flying partner must be in a fixed position of choice

Code No.	Name	Element	Tech. Value	Criteria
FLY26	Thigh/outside knee hang 4		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners have contact with the pole - Catching partner in an inverted thigh / outside knee hang position - Flying partner must be in an inverted fixed split position of choice
FLY27	Titanic hang 1		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Catching partner performs a titanic position, where the legs, and glutes can be in contact with the pole. no hand/arm and feet contact with the pole. - Flying partner holds the legs/feet of catching partner and must be in an inverted fixed position of choice or must at least have the feet lifted above the head - Both partners may have contact with the pole
FLY28	Layback position		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners have contact with the pole - Catching partner is in a layback position - The flying partner must be in a fixed position of choice
FLY29	Only hands holding split		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners have contact with the pole - Catching partner is holding with hands and inside underarm. - Flying partner must be in a horizontal split fixed position of choice - Angle of split is: a minimum of 180°
FLY30	Thigh/outside knee hang 5		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners have contact with the pole and each other - Catching partner is in an inverted thigh / outside knee hang position - Flying partner must be in a horizontal split fixed position of choice - Angle of split is: a minimum of 180°
FLY31	Thigh/outside knee hang 6		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - The upper partner is in an inverted thigh / outside knee hold position. - The lower partner must only have contact with hands on the pole. - Partners must use one foot to be in contact with each other. - Both partners must have contact with the pole.

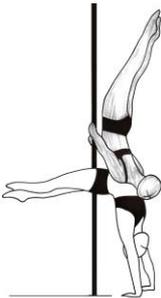
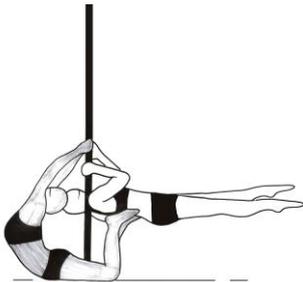
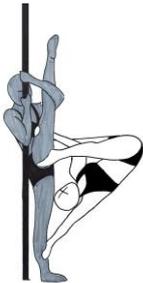
Code No.	Name	Element	Tech. Value	Criteria
FLY32	Titanic hang 2		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Catching partner performs a titanic position, where the legs, hands and glutes can be in contact with the pole. no feet contact with the pole. - Flying partner holds the legs/feet of catching partner and must be in a horizontal fixed position of choice and must be at 90° to the pole - Both partners may have contact with the pole
FLY33	Inside knee hang 2		0.9	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners have contact with the pole - Catching partner is in an inverted inside knee hang - Flying partner must be in fixed position of choice with only one foot in contact with the pole
FLY34	Thigh/outside knee hang 7		0.9	<ul style="list-style-type: none"> - Hold the position for 2 seconds - The upper partner is in an inverted thigh / outside knee hold position. - The lower partner must only have contact with the pole on their shoulder (neck contact is optional). - Partners must use one foot to be in contact with each other. - Both partners must have contact with the pole.

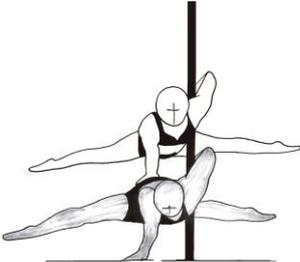
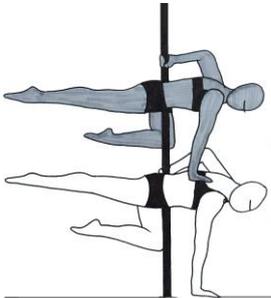
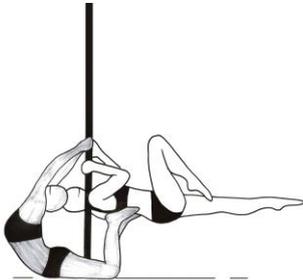
PARTNER SUPPORTED ELEMENTS

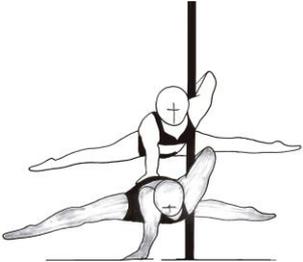
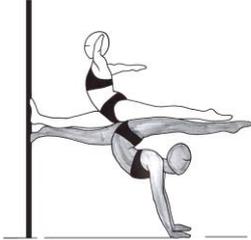
Code No.	Name	Element	Tech. Value	Criteria
PSE1	Upright hanging support		0.3	<ul style="list-style-type: none"> - Hold the position for 2 seconds - One of the partners is holding on to the pole in an upright position with soles on the pole and extended legs - Supported partner has contact with the pole only with one hand and is positioned on the supporting partner - Both partners must have contact with the pole
PSE2	Seated support		0.4	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners are upright - One partner is seated on the pole and supporting the other partner - Only seated partner has contact with the pole
PSE3	Upright standing support		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Supported partner is in an inverted position - Both partners must have contact with the pole
PSE4	Ballerina support		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Supporting partner is in a ballerina position - Supported partner must be in a fixed position of choice - Only one partner has contact with the pole
PSE5	Horizontal support		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - Both partners are holding on to the pole in lying position. - The supporting partner has hand contact with the pole, the supported partner has no hand contact with the pole.
PSE6	Upright hanging support		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - One of the partners is holding on to the pole in an upright position. - Supported partner has no contact with the pole and is positioned on the supporting partner - Only one partner has contact with the pole

Code No.	Name	Element	Tech. Value	Criteria
PSE7	Hanging on two hands support 1		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - One of the partners is holding on to the pole with the hands only in an upright position - Supported partner is facing the pole and is in contact with the pole without holding on with legs or arms, and is held only by the pressure from the supporting partner
PSE8	Hanging on two hands support 2		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - One of the partners is holding to the pole with the hands only in an upright position - Supported partner has the back to the pole without arm or hand contact and is held only by the pressure from the supporting partner
PSE9	Hanging from one hand support		1.0	<ul style="list-style-type: none"> - Hold the position for 2 seconds - One of the partners is holding the pole with only one hand in an upright position. - Supported partner is facing the pole and is in contact with the pole without holding with legs or arms - The supported partner is held only by the pressure from the holding partner
PSE10	Straddle support		1.0	<ul style="list-style-type: none"> - Hold the position for 2 seconds - One of the partners is holding the pole in a straddle position with upper elbow, lower hand, forearm and soles of the feet. upper body must be at a 90° angle to the pole. - Supported partner is facing the pole, legs and body must be at a 90° angle to the pole and fully extended. - The supported partner is held only by the pressure from the supporting partner with no arm or hand contact.

POLE BASED FLOOR PARTNER ELEMENTS

Code No.	Name	Element	Tech. Value	Criteria
FLR1	Upright handstand balance		0.3	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - An element with partners positioned in different directions. - Both partners have contact with the pole. - The lower partner performs an upright position of choice with contact with the floor. - The other partner is in inverted handstand position balancing on the lower partner.
FLR2	Bridge balance		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners positioned in different directions. - The lower partner performs a floor based bridge (refer to minimum requirements), where the legs are parallel to the floor. The other partner is in an inverted cheststand position balancing on the lower partner and only hand contact with the pole. - The lower partner has contact with the pole with thighs only and with the floor with hands only.
FLR3	Floor arch plank balance 1		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners positioned in different directions - The lower partner is in a superman crescent (refer to minimum requirements) on the floor with bent legs, the other partner performs a shoulder mount straddle (see minimum requirements) balancing on the lower partners' feet. - The lower partner has contact with the floor with the hips and thighs.
FLR4	Standing inverted balance		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An interlocking strength element with one partner in contact with the pole and floor - The balancing partner can be in an inverted fixed position of choice, without contact with the floor - The standing partner must be in an upright position of choice with contact with the floor and the pole - Angle of split is: a minimum of 160°

Code No.	Name	Element	Tech. Value	Criteria
FLR5	Straddle plank balance 1		0.5	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - Partners perform the same strength element: - The lower partner performs a floor based balance element only one hand and side of torso in contact with the pole, and only one point of contact with the floor. - The upper partner must perform the same element balancing on the lower partner and only one hand and side of torso in contact with the pole, and only one point of contact with the lower partner. - Partners must be parallel to the floor and each other with a 20 degree tolerance, and facing the same direction.
FLR6	Passé plank balance		0.6	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - Partners perform the same strength element: - The lower partner performs a floor based balance element only one hand, inside leg and side of torso in contact with the pole. - The upper partner must perform the same element balancing on the lower partner and only one hand and side of torso in contact with the pole. - Partners must be parallel to the floor and to each other, and facing the same direction.
FLR7	Floor arch plank balance 2		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An element with partners positioned in different directions - The lower partner is in a superman crescent (refer to minimum requirements) on the floor with bent legs, the other partner performs a shoulder mount plank passé or horizontal (see minimum requirements) balancing on the lower partners' feet. - The lower partner has contact with the floor with the hips and thighs.
FLR8	Standing horizontal balance		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds - An interlocking strength element with one partner in contact with the pole and floor - The balancing partner can be in an inverted fixed position of choice, without contact with the floor - The standing partner must perform a vertical split element and be contact with the pole - Angle of split is: a minimum of 180°

Code No.	Name	Element	Tech. Value	Criteria
FLR9	Straddle plank balance 2		0.7	<ul style="list-style-type: none"> - Hold the position for 2 seconds. - Partners perform the same strength element: - The lower partner performs a floor based balance element only one hand and side of torso in contact with the pole, and only one point of contact with the floor. - The upper partner must perform the same element balancing on the lower partner and only one hand and side of torso in contact with the pole, and only one point of contact with the lower partner. - Partners must be parallel to the floor and to each other, and facing the same direction.
FLR10	Split balance		0.8	<ul style="list-style-type: none"> - Hold the position for 2 seconds - A handstand element based on balance and cannot be performed without one or the other partner - Supporting partner is in a handstand position, with legs in a 180° split. Only point of contact with the pole is one foot. - Supported partner is in a split position on top of the supporting partner. Only point of contact with the pole is one foot.

ELEMENT COMBINATIONS EXCLUDED FROM COMPULSORY BONUSES

Code No.	Not to be combined with	Code No.	Not to be combined with	Code No.	Not to be combined with	Code No.	Not to be combined with
F1	F4 F25 F48	F41	F11 F31	S7	S15 S23 S24	S44	S38 S58
F2	F5 F7 F15	F42	F21 F32	S11	S17 F10	S46	S65
F4	F1 F25 F48	F43	F57 F72	S14	S39	S47	S22 S29 S40 S66
F5	F2 F7 F15	F47	F6 F24	S15	S7 S23 S24	S52	S26 S43 S55 S72
F6	F24 F47	F48	F1 F4 F25	S16	S25 S30 S37	S52	S63
F7	F5 F2 F15	F49	F26	S17	S11 F10	S55	S26 S43 S52 S72
F8	F22	F53	F89 S34	S19	S33 S60 S74	S57	S71
F9	F20 F29	F56	F33	S22	S29 S40 S47 S66	S58	S38 S44
F10	S11 S17	F57	F43 F72	S23	S7 S15 S24	S59	S73
F11	F31 F41	F63	F80 F88	S24	S7 S15 S23	S60	S19 S33 S74
F15	F2 F5 F7	F71	F76	S25	S16 S30 S37	S61	S77
F19	F36	F72	F43 F57	S26	S43 S52 S55 S72 F77	S62	S78
F20	F9 F29	F76	F71	S29	S22 S40 S47 S66	S63	S52
F21	F32 F42	F77	S26	S30	S16 S25 S37	S65	S46
F22	F8	F78	F86 F87	S33	S19 S60 S74	S66	S22 S29 S40 S47
F24	F6 F47	F80	F63 F88	S34	F53 F89	S68	S36
F25	F1 F4 F48	F84	F85	S36	S68	S71	S57
F26	F49	F85	F84	S37	S16 S25 S30	S72	S26 S43 S52 S55
F29	F9 F20	F86	F78 F87	S38	S44 S58	S73	S59
F31	F11 F41	F87	F78 F86	S39	S14	S74	S19 S33 S60
F32	F21 F42	F88	F63 F80	S40	S22 S29 S47 S66	S77	S61
F33	F56	F89	F53 S34	S43	S26 S52 S55 S72	S78	S62
F36	F19						

Compulsory Score Form

Instructions on how to fill in the compulsory score form: a deduction of -1 is made for each form filled in incorrectly. Please note: form should be typed in Word, using black print.

Division:

Insert division the athlete is competing in from the following options: Amateur, Professional and Elite.

Category:

Insert category the athlete is competing in from the following options: Senior, Master (40+ / 50+), Doubles, Junior, Novice or Pre-Novice, and Men, Women, Mixed, Men/Men, Women/Women, or Women/Men.

Date:

Insert the date of submission of the form. If a new form is submitted, the new submission date must be inserted.

Federation:

Insert the IPSF-endorsed National Federation the athlete is representing. In the event that an IPSF-endorsed National Federation has yet to be established, leave this field blank.

Element No:

This refers to the compulsory elements an athlete(s) must perform in their routine.

Element No. 1 = first compulsory element performed in routine.

Element No. 2 = second compulsory element performed in routine, etc.

Element Code No:

It is important to list the element codes as in the Code of Points in the correct order of sequence as executed in their routine. If an athlete chooses to combine two compulsory elements, they should write this in the same box. The one performed first in the combination, should be listed first. In this case it is important to leave the next line blank before filling in the next compulsory element in order for the number of compulsory elements to correspond correctly to the element no. (See example score forms).

Doubles: Code No. SYN1 is to be written together with the Code No. of the chosen singles compulsory element e.g. SYN1/F45

Judges will always look for the element by the element code. This also applies if the wrong element name is written.

Element Name:

It is important to fill in the Element Name as it appears in the Code of Points. This must correspond exactly to the Code No. If the element name does not correctly correspond to the element number written on the form, the element number indicated is the element that will be judged, and the athlete will receive a penalty for not filling out the form correctly.

Compulsory Bonus Code (if applicable):

Athletes should complete this section should they choose to perform a compulsory bonus.

Example of filling in three (3) compulsory elements as a bonus:

Element Code No: F57 + F28 + F50

Element Name: Dragon tail fang + Split grip leg through split + Oversplit on pole

Description of Bonuses: CBS1

Technical Value: 0.8 + 0.5 + 0.7

Technical Value (T.V.) on Bonuses: +1 +1

Bonus elements must be written on the same line. An element line must be left blank when a bonus is included (see element nos. 8/9 on the singles compulsory form below).

Technical Value:

The athlete(s) must fill in the technical value of the compulsory element found in the Code of Points. It is important for the athlete to fill in the correct technical value corresponding to the element they have chosen. If an athlete chooses to combine two compulsory elements, they should write the technical value in the same box. The one performed first in the combination, should be listed first.

*Doubles: the Technical Value of Code No. SYN1, is to be taken from the chosen singles compulsory element e.g. SYN1/F44 = Technical Value of +0.7

Technical Value (T.V.) on Bonuses:

The athlete must fill in the technical value of compulsory bonuses found in the Code of Points, should they choose to perform a bonus on a compulsory element or combination of compulsory elements. It is important for the athlete to fill in the correct technical value corresponding to the compulsory bonus chosen.

Coach/Athlete(s) Signature: The form must be signed/typed by the athlete. Should athlete(s) have an IPSF-endorsed coach, his or her signature may be added. In the case of a Pre-Novice, Novice or Junior athlete, if the athlete does not have an IPSF-endorsed coach, the parents' or guardians' signature is required.

EXAMPLE ON HOW TO FILL IN THE COMPULSORY SINGLES SCORE SHEET



COMPULSORY FORM

Please complete form in order of sequence as in routine. Please use black print.

Athletes: Name	Date: 32 December 2049
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Country/Region: Mexico	Federation: FMPS
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Division: Elite	Category: Senior Women	Judge Name :
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Element No	Element Code No	Element Name	Compulsory Bonus Code (if applicable)	Technical Value		Score (Judge only)	Bonus Points (Judge only)	Notes (Judge only)
1	F28	Split grip leg through split		0.5				
2	ST25	Phoenix spin 2		0.9				
3	F21	Chopsticks		0.5				
4	F46	Inside leg hang back split		0.6				
5	SP31	Titanic support		0.8				
6	S74	Shouldermount horizontal	CBS3	1	+0.5			
7	F76	Rainbow marchenko back bend scissor		0.9				
8	S41 + S52 + S57	Butterfly extended twist one hand + Iron flag bottom leg passe + Iguana airwalk	CBS1	0.7 + 0.8 + 0.9	+1 +1			
9								
10								
11	DL2	Dead lift from twist grip		0.6				

Compulsory form not filled in correctly	
Wrong order of sequence	

TOTAL SCORE	
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Athletes' signature :	Coaches signature :
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EXAMPLE ON HOW TO FILL IN THE COMPULSORY DOUBLES SCORE SHEET



COMPULSORY FORM

Please complete form in order of sequence as in routine. Please use black print.

Athletes: Name + Name

Date: 32 December 2049

Country/Region: Japan

Federation: JPSA

Division: Elite

Category: Double Senior (Women/Men)

Judge Name :

Element No	Element Code No	Element Name	Compulsory Bonus Code (if applicable)	Technical Value		Score (Judge only)	Bonus Points (Judge only)	Notes (Judge only)
1	SYN1/S38	Janeiro		0.6				
2	SYN8 + FLY9	Balance facing away from each other + Only hands holding	CBD1	0.7 + 0.8	+1			
3								
4	FLY26	Thigh/Outside Knee Hang 4	CBD2	0.7	+1			
5	PSE4	Ballerina Support		0.6				
6	FLR6	Passé plank balance		0.6				
7	BLN26	Layback Balance element, partner upright position		1.0				
8	SYN4	Upright aerial position		0.6				
9	FLY4	Seated Position 3		0.6				
10	BLN8	Superman Position 1		0.7				
11	DL5	Dead lift from iguana grip		0.8				

Compulsory form not filled in correctly

Wrong order of sequence

TOTAL SCORE

Athletes' signature :

Coaches signature :

Technical Bonus Form

Instructions on how to fill in the technical bonus form: deductions are made for forms filled in incorrectly. Please note: form should be typed in Word, using black print.

Division:

Insert division the athlete is competing in from the following options: Amateur, Professional and Elite.

Category:

Insert category the athlete is competing in from the following options: Senior, Master (40+ / 50+), Doubles, Junior, Novice or Pre-Novice, and Men, Women, Mixed, Men/Men, Women/Women, or Women/Men.

Date:

Insert the date of submission of the form. If a new form is submitted, the new submission date must be inserted.

Federation:

Insert the IPSF-endorsed National Federation the athlete is representing. In the event that an IPSF-endorsed National Federation has yet to be established, leave this field blank.

Order:

This refers to the technical bonuses an athlete chooses to perform in their routine.

Order No. 1 = first technical bonus performed in routine.

Order No. 2 = second technical bonus performed in routine, etc.

Bonus Code:

The athlete(s) must fill in the Bonus Code that correlates with the bonuses they want to perform, as found in the Code of Points. It is important to list them in the correct order of sequence as executed in their routine. If an athlete chooses to combine two or more technical bonuses, they should write this in the same box. Combinations of 2 or 3 technical bonuses can be written on the same row; long sequences of technical bonuses can be written over several rows. The one performed first in the combination, should be listed first. (See example score forms).

* The bonuses and their codes are to be found in the technical bonus section under singular bonuses.

Technical Value:

The athlete(s) must fill in the technical value of the technical bonus. It is important for the athlete to fill in the correct technical value corresponding to the technical bonus they have chosen. If an athlete chooses to combine two or more technical bonuses, they should write the technical value in the same box. The one performed first in the combination, should be listed first.

* The bonuses and their technical values are to be found in the technical bonus section under singular bonuses.

Coach/Athlete(s) Signature: The form must be signed/typed by the athlete. Should athlete(s) have an IPSF-endorsed coach, his or her signature may be added. In the case of a Pre-Novice, Novice or Junior athlete, if the athlete does not have an IPSF-endorsed coach, the parents' or guardians' signature is required.

EXAMPLE ON HOW TO FILL IN THE SINGLES TECHNICAL BONUS SCORE SHEET



SINGLES TECHNICAL BONUS FORM

Please complete form in order of sequence as in routine. Use additional sheets if necessary. Please use black print.

Athlete: Name			Date: 32 December 2049	
Country/Region: Canada			Federation: CPSF	
Division: Amateur		Category: Master 40+ Women		Judge:
Order	Bonus code	Bonus TV	Score (judge only)	Notes (judge only)
1	SP/E/ST	0.5		
2	SP/SP	0.5		
3	JO	0.2		
4	FO	1		
5	FO	1		
6	SP/SP + SP/SP	0.5 + 0.5		
7	D	0.2		
8	DC + DC	0.5 + 0.5		
9	F	1.5		
10	SP/E/ST	0.5		
11	RG + RG	0.2 + 0.2		
12	D	0.2		
13				
14				
15				
Singles bonus total (Maximum +15)		+		
Overall Bonus Points (judges only)				
0 = simple, 0.5 = moderate, 1.0 = difficult, 1.5 = very difficult, 2.0 = extremely difficult				
		Score (judge only)	Notes (judge only)	
Flexibility elements	Max +2			
Strength elements	Max +2			
Spins	Max +2			
Pole transitions	Max +2			
Climbs	Max +2			
Overall bonus total (Maximum +10)		+		
Form filled in incorrectly	-1	-		
TOTAL	Max 25			
Athletes' signature :			Coaches signature :	

EXAMPLE ON HOW TO FILL IN THE DOUBLES TECHNICAL BONUS SCORE SHEET



DOUBLES TECHNICAL BONUS FORM

Please complete form in order of sequence as in routine. Use additional sheets if necessary. Please use black print.

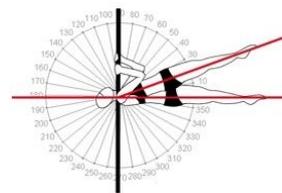
Athlete: Name + Name			Date: 32 December 2049	
Country/Region: UK			Federation: PSUK	
Division: Professional		Category: Doubles Mixed		Judge:
Order	Bonus code	Bonus TV	Score (judge only)	Notes (judge only)
1	D/SYN	0.2		
2	RG/SYN + RG/SYN	0.2 + 0.2		
3	JO/SYN	0.2		
4	AC/SYN + AC/SYN (DC/SYN)	0.5 + 0.5 (0.5)		
5	SP/SYN	0.5		
6	SP/SYN	0.5		
7	PCT	0.4		
8	D/SYN + JO/SYN	0.2 + 0.2		
9	SP/E/ST	0.5		
10	DC/SYN	0.5		
11				
12				
13				
14				
15				
Singles bonus total (Maximum +15)		+		
Overall Bonus Points (judges only)				
0 = simple, 0.5 = moderate, 1.0 = difficult, 1.5 = very difficult, 2.0 = extremely difficult				
			Score (judge only)	Notes (judge only)
Synchronized parallel/ interlocking and balance elements		Max +2		
Flying partner elements		Max +2		
Floor based partner elements		Max +2		
Flexibility elements		Max +2		
Strength elements		Max +2		
Climbs		Max +2		
Pole transitions		Max +2		
Overall bonus total (Maximum +10)			+	
Both partners catch and fly equally in the routine		+1	-	
Form filled in incorrectly		-1	-	
TOTAL		Max 25		
Athletes' signature :			Coaches signature :	

Glossary:

20° (degree) tolerance

The 20° tolerance is only applicable where stated in the minimum requirements. The elements will still be valid if the executed angle/degree of the body varies no more than maximum 20° to the required angle/degree. E.g. If an element with a requirement of a 90° body angle to the pole is executed at a 70° angle, this will still be valid provided all other minimum requirements have been met.

***Please note:** Master 50+ are allotted a 20° tolerance on all angles and splits for compulsory strength and flexibility elements unless a tolerance has already been allotted to the element.



Aerial dead lift (DL)

An aerial dead lift is defined by the starting position of the body. No parts of the body must be in contact with the floor. The body should be suspended away from the pole and the legs parallel to the pole before moving into the aerial dead lift. The pole should NOT be used to assist the dead lift and the legs should not be used to create momentum or a swing motion. A dead lift must end in a fully inverted position. These elements can be performed on either the static or spinning pole and can be performed from a static position or from a spin. For doubles this must be a synchronised aerial dead lift performed by both partners.

Balance based partner elements (Doubles BLN 1 - 9)

Balance based partner elements refer to elements that cannot be performed without both partners and where the partners are in different positions (Exception BLN1). Both partners must be on the same pole in contact with each other.

Balance strength partner elements (Doubles BLN 10 - 26)

Balance strength partner elements refer to elements that cannot be performed without both partners, where the partners are in different positions and one of the partners is in a strength position. Both partners must be on the same pole in contact with each other.

Changing positions (Doubles)

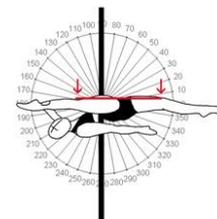
Changing positions refers to changing the whole position of the body on the pole e.g. from an upright to an inverted position, changing sides of the pole, changing directions facing the pole, changing directions vertically and horizontally.

Categories

These are the age categories as defined in the Rules & Regulations.

Correct angle in splits

The angle/degree of a split is measured by the lines formed by the inner thighs in alignment with the hips to the knees.



Dead lift (DL)

A dead lift is defined by the starting position of the body. The feet must touch the floor before going into the dead lift. The body should extend away from the pole before moving into the dead lift. The pole should NOT be used to assist the dead lift and the legs should not be used to create momentum or a swing motion. A dead lift must end in a fully inverted position. Dead lift can be performed either on the static or spinning pole. For doubles this must be a synchronised dead lift performed by both partners.

Division

These are the divisions under which athletes can compete at IPSF endorsed National Pole Sports Championships. These are dependent on skill level and experience.

Dynamic Movement

A movement (pole or floor-based) where the body is in a powerful control of momentum. The athlete must demonstrate a high level of control of centripetal force where at least one part of the body releases from the pole. E.g. drops, acrobatic catches, jump-outs, cartwheels, back flips etc.

Fixed Position

A fixed position is when an element is held without movement, wobbling or slipping of any body parts (for example wrist rotations whilst in an element). The element must be fixed completely, with no movement of the body at all, to be judged.

Floor work

Floor work is defined as all movement performed on the floor. This may include movements where the athlete is in contact with the pole. Floor work is therefore meant only to be used for transition from pole to pole, for presentation and expression of the music and for recovery from performances on the pole. Time on the floor may be used for dance elements and basic gymnastics elements only and should not be a gymnastics performance.

Flying partner elements (Doubles FLY 1 - 34)

This includes partner lifts when one partner is holding the other who is either touching or not touching the pole. In order to display the highest Level of Difficulty (LOD) to the judges, the athletes must perform lifts that consist of difficult strength or flexibility elements.

Full length of the body

The full length of the body encompasses the head, torso, legs and feet.

Holding a position for two seconds

A compulsory element will be counted from the time the athlete is in the required position. The final position must be fixed for two seconds. The transition in and out of the compulsory element will not be counted towards the holding of a position. Please note: this is intended for fair judging, enabling athletes to show correct form, body execution and strength on compulsory elements but not to deter from flow of movement.

Layback

The layback is when only the inner thighs grip the pole with the back towards the pole. The upper torso must be in a lower position than the legs and hips. There is to be no hand contact with the pole.

LOC

LOC refers to the **Level of Creativity** of a routine. An athlete shows creativity by producing or using original and innovative ideas to create their routine. The higher the level of creativity, the more points are awarded for this element.

(0 = Poor, 0.5= Slight, 1 = Good, 1.5 = Very good and 2 = Extreme)

This refers to the extent or amount the particular criteria is found throughout an athlete's routine.

- 0 = Poor, refers to an almost non-existing amount
- 0.5 = Slight, refers to a small amount, less than half of the routine
- 1 = Good, refers to a fair amount, approximately half of the routine
- 1.5 = Very good, refers to a good amount, more than half of the routine
- 2 = Refers to almost the entire routine

LOD

LOD refers to the **Level of Difficulty** of an element. The higher the level of difficulty, the more points are awarded for this element.

LOD under Overall Bonuses

(0 = Simple, 0.5= Moderate, 1.0 = Difficult, 1.5= Very difficult and 2.0 = Extremely Difficult):

This refers to the overall level of a particular type of element throughout an athlete's routine.

- 0 = Simple, refers to elements with a technical value of 0.1 - 0.2
- 0.5 = Moderate, refers to elements with a technical value of 0.3 - 0.4
- 1.0 = Difficult, refers to elements with a technical value of 0.5 - 0.6
- 1.5 = Very difficult, refers to elements with a technical value of 0.7 - 0.8
- 2.0 = Extremely difficult, refers to elements with a technical value of 0.9 - 1.0

Majority

This refers to the main percentage of a certain aspect in an athlete's routine e.g. 70% or more.

Mirror Image

This refers to partners in doubles performing an identical move, as a reflection of each other in a mirror. This could also refer to partners performing elements that are different, but are mirror image elements (specifically referring to SYN1).

Momentum in a spin

Momentum refers to the speed acquired when performing a spin. Good momentum in a spin means the rotation is at a high velocity, which pulls the body away from the pole. Lack of momentum in a spin means the rotation is at a low velocity, leaving the body close to the pole. Momentum for doubles refers to there being a constant rotation without the spin slowing down for a minimum of 720° for it to be considered as momentum in a spin.

Partner supported elements (Doubles PSE 1 - 10)

Partner supported elements refers to elements where one partner is fully supporting the other partner by carrying their weight. Both partners may have contact with the pole, however only one partner is using the pole for support.

Pole-based floor partner elements (Doubles FLR 1 - 10)

This includes partner elements on the floor where either one or both partners are in contact with the floor and each other. At least one partner must be in contact with the pole.

Poor presentation of the element

This refers to elements executed with poor positioning or a poor angle to the judges so the element cannot be seen fully. This also refers to elements presented showing an unfavourable part of the body.

Positioned in different directions (Doubles)

Partners must be on opposite sides of the pole facing in different directions

Spin

The final position of the spin on a static pole must be fixed for a full 360° rotation. The final position of the spin on spinning pole must be fixed for a full 720° rotation. The transition in and out of the compulsory spin will not count towards the required minimum rotation. Spins may be performed in clockwise or anti-clockwise directions. It is also important to note that for spin combinations in the technical bonus section, each spin must be completed correctly to be awarded a bonus.

Synchronisation / synchronicity (Doubles)

Synchronisation / synchronicity refers to the synchronisation of the overall performance. This includes on and off the pole, around the pole and the stage area as well as how well the partners work together throughout the whole performance. Synchronisation also refers to the execution level of the partner tricks or combinations. This can either be both athletes on one pole or on two separate poles performing a mirror image of the trick or combination. In order to display the highest LOD to the judges, the athletes must be in unison in timing, execution, and range of movement.

Synchronised balanced elements (Doubles SYN 5-8)

Synchronised balancing elements refer to elements that cannot be performed without both partners, where both partners are in the same synchronised position.

Synchronised interlocking elements (Doubles SYN 2-4)

Synchronised interlocking elements refer to both partners connecting together through contact by hooking/joining to form a synchronised position on the pole. See definition under synchronisation.

Synchronised parallel elements (Doubles SYN 1)

This element must be chosen from the flexibility or strength elements in the singles section. A synchronised parallel element refers to both partners performing in either the same direction, the opposite direction or as a mirror image on the pole. Both options must be performed at the same angle to the pole. This can either be both athletes on one pole or on two separate poles. See definition under synchronisation.

Throw on to the pole (Doubles)

Both partners must begin on the floor. The catcher must throw the flyer onto the pole with force. There must be a moment when the flying partner is not in contact with the floor, partner or pole before landing on the pole.

Transition

A transition is a linking movement between spins, floor work, stage work, inverts and lifts.

For further details or clarification of any points in this document, please contact tech@polesports.org.

National / Regional Championships

Rules and Regulations



www.polesports.org



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Definitions

Athlete shall refer to the person invited to participate in the competition.

Category shall refer to the age groups and gender in each division.

Competition shall refer to all IPSF endorsed competitions.

Division shall refer to the levels of difficulty within the competition.

Document shall refer to this entire document.

IPSF shall refer to the International Pole Sports Federation.

Organiser shall refer to the organiser of an IPSF endorsed competition.

Routine shall refer to the athlete's programme from the start to the finish and is to include spins, transitions, inverts, holds, poses, tricks, lifts, acrobatics, gymnastics, slides, climbs, catches, drops, splits and floor work.

WPSC shall refer to the World Pole Sports Championships

Eligibility

1. DIVISION

- Elite
- Professional
- Amateur

2. CATEGORIES

Each of the following Elite categories must be opened at national level for WPSC qualification.

- Senior Women
- Senior Men
- Master 40+
- Master 50+
- Doubles Novice
- Doubles Junior
- Doubles Senior (Men/Men)
- Doubles Senior (Women/Men)
- Doubles Senior (Women/women)
- Doubles Mixed
- Junior
- Novice*
- Pre-Novice*

**Pre-Novice & Novice categories: Athletes aged 6 – 9 years old must compete at an amateur level as a Pre-Novice athlete. Athletes aged 10 – 14 years of age may compete at an amateur or elite level as a Novice athlete. A 9-year-old athlete may compete at a Novice Eelite level in regional and national competitions only if they will be 10 years old on the first day of the WPSC.*

The following divisions can be included in all regional and national competitions:

2.1. Amateur

Athletes who have basic experience and who are able to choose elements only with lowest technical values, may apply to participate in the Amateur division. No applicant is allowed to enter the Amateur division if they have:

- Competed in a Professional or Elite division in any past years of any national IPSF competition and/or
- Placed in any of the top 3 places in an Amateur division in the past years of a national IPSF competition and/or
- Is or has been an instructor / teacher / trainer in pole sport / pole dance / pole fitness and/or
- Has received financial compensation for pole performances or promotions.

*Please note: If there are 3 competitors or less in an Amateur division, Amateur athletes may compete in the Amateur category for a second consecutive year.

2.2. Professional

Athletes who have a good amount of experience and who are able to choose elements with higher technical value may apply to compete in the Professional division if they are:

- Students of intermediate/advanced classes and/or
- Are, or have been instructors / teachers / trainers and/or
- Athletes who have competed in a Professional division in any of past years of an national IPSF competition and/or
- Athletes who have placed in any of the top 3 places in an Amateur division in the past years of a national IPSF competition and/or
- Athletes who have received financial compensation for pole performances or promotions.

No applicants are allowed to enter the Professional division who have:

- Competed in Elite division in any of past years of a national IPSF competition and/or
- Placed twice in the top 3 places in a Professional division in previous national IPSF competitions

*Please note: Professional athletes, who place in the top 3, may compete a second year in the same division.

2.3. Elite

The Elite division is for top athletes who are able to choose elements with the highest technical value, and who strive to compete with other top athletes and become a part of their national team to represent their country. Elite athletes are typically:

- Students of advanced classes and/or
- Instructors / teachers / trainers, both past and present and/or
- Athletes who have competed in an Elite division in any previous national IPSF competitions and/or
- Athletes who have placed twice in the top 3 places in a Professional division in the past years of a national IPSF competition.

All open competitions will offer the elite division across all categories. Professional and amateur categories are not available to athletes competing in open competitions.

3. AGE

Age eligibility for each category is determined by the athlete's age at the end of the competitive year, on the first day of the World Pole Sports Championship.

- Pre-Novice – Ages 6-9 on the first day of the WPSC
- Novice - Ages 10-14 on the first day of the WPSC
- Junior - Ages 15-17 on the first day of the WPSC
- Senior - Ages 18-39 on the first day of the WPSC
- Master 40+ - Age 40+ on the first day of the WPSC
- Master 50+ - Age 50+ on the first day of the WPSC
- Doubles – Novice, Junior and Senior rules apply. For mixed aged groups, the minimum age for Elite athletes applies.

**Example: A junior athlete will be 17 years old for the regional and national competitions in his/her country but will be 18 years old by the first day of the WPSC; the athlete must compete in the senior men/women category for both the regional and national competitions to be eligible to compete in the senior women category at WPSC. A junior athlete who competes as an Elite may compete at a Professional level when they turn 18, should they choose to do so, for 1 year.*

4. ATHLETE SELECTION PROCESS

- 4.1. All applicants of national competitions must have citizenship or residency of the country they are competing in except when competing in Open Championships.
- 4.2. Deadlines must be strictly adhered to. If an athlete is late in submitting their application to compete, they will not be allowed to compete. All athletes will be given deductions for late forms and late music.
- 4.3. Athlete participation is by qualification, i.e. preliminaries or regional heats. The selection process can be specified by the Organiser of the national competition.
- 4.4. Athletes must be in the correct age category.
- 4.5. The athlete's running order will be determined by a random draw. This will be recorded by the competition organiser.
- 4.6. All eligible athletes must compete in preliminaries if required to do so to qualify for a place in the finals; athletes will compete once.
- 4.7. An athlete may only restart their performance in the following cases:
 - A technical fault with music.
 - A health and safety fault e.g. a problem with unsafe equipment such as a pole falling or cleaning fluid on the floor. This does not include slippery poles as this is subjective to each athlete.
 - At the discretion of the head judge.

**Please note: If an athlete chooses to continue their performance regardless of the technical fault (for example music), they will not be allowed to restart their performance.*

- 4.8. Athletes are allowed one (1) performance in the preliminaries to win a place in the finals.
- 4.9. The top athletes with the highest scores in each category will go through to the finals.
- 4.10. Number of finalists for all categories*:
 - 10 finalists for all categories.
 - A maximum of 13 athletes is allowed; on the condition this would eliminate the necessity for preliminaries for those categories.

**The exact number of participants will be announced after applications close. All Elite categories must be held to allow athletes in that category to compete for a place in the WPSC; even if only 1 athlete applies.*

- 4.11. Winners are the athletes with the highest scores in their competitive category. Should two athletes have the same final score the athlete with the highest technical deduction points shall be declared the winner. Should two athletes have the same final total technical deduction score, the athlete with the highest score in technical bonus shall be declared the winner.
- 4.12. The title of National Pole Sports Champion 20XX or Open Pole Sports Champion 20XX (if applicable) in all categories will be a lifetime title, unless a sanction has been placed on the athlete.
- 4.13. Athletes who have placed 1st and 2nd in the Elite category in an IPSF endorsed national competition will automatically qualify to the WPSC. The 3rd and 4th placed athlete can be accepted to WPSC as reserve athletes.

- 4.14. Athletes from countries that do not have a national competition are permitted to compete at an open competition to qualify for the WPSC. The two athletes with the highest scores for their country will qualify to the WPSC.

Application Process

5. INITIAL APPLICATION

Failure to comply with the following may result in disqualification from the competition. (See also Head Judges penalties in the Code of Points.)

- 5.1. All qualified athletes must:
- Download an application form from the organisers' website, fill it in, complete, sign and return the application form to the organisers' email address by the deadline. If this is not available on the website, please contact the organiser for an application form. This also applies to athletes entering an open competition.
 - Pay the application fee, which is non-refundable. Application fees and payment details can be found on the application form.
 - Send their music in mp3 format to the email address advised in the application pack by the given deadline (See Head Judges penalties in the Code of points).
 - Send their compulsory form by the deadline given by the organiser. (See Head Judges penalties in the Code of points). Athletes may change their compulsory forms between the preliminaries and the finals. The new forms must be submitted within one hour of the conclusion of the preliminaries or by a time stated by the competition organiser
**Please note: Handwritten forms will not be accepted unless specified by the organiser in the event of form changes between preliminaries and finals. Signatures may be typed.*
 - Should athletes wish for their forms to be checked by the Head Judge for accuracy, there will be an additional cost attached to this. The date for submission of forms for checking will always be two (2) weeks before the final submission of forms for competition.
 - Provide information about their legal gender. A copy of their birth certificate must be submitted upon request.
- 5.2. All applications must be completed in the national language of the host country (or the language determined by the competition organiser to be most relevant). All applications for open competitions should be completed in English.
- 5.3. All athletes should be fit, healthy and not knowingly pregnant. Upon request the athlete may be required to produce documentation from a doctor as confirmation of good health and fitness level. All information will be held confidentially.
- 5.4. All athletes wishing to use grip gloves are required to produce a written letter from their doctor confirming that the athlete suffers from hyperhidrosis (sweaty hands) or similar.
- 5.5. All athletes must disclose if they have been previously disqualified from any IPSF competition.
- 5.6. Athletes may only compete in a National competition if they have citizenship and / or permanent residency in that country. In the case of dual citizenship, athletes may only represent one country in the WPSC. Athletes wishing to change their country of representation must allow for one competitive year to pass before the changeover. Doubles athletes may only represent one country, and both athletes would be required to provide this proof and adhere to these conditions. It is also important to note that, should one of the Doubles athletes have competed for a specific country in the particular year of competition (or the year before that), both athletes must compete under this country.
- 5.7. Applicants under the age of 18 may only apply for the competition by way of written permission signed by a parent or by a legal guardian. Documentation must be provided upon request.
- 5.8. Applications will not be fully processed without meeting all of the above requirements by the given deadlines.

6. MUSIC CHOICE

- 6.1. Athletes have a personal choice of music; this can be a mix of various music and artists.
- 6.2. The music must be instrumental only. Lyrics/words in any language or dialect are not permitted, and no religious connotation is permitted. Vocals may only be permitted if used as an instrumental accompaniment and no words are being sung.
- 6.3. The same music can be used for both the preliminaries and finals.
- 6.4. Music must be submitted by given deadlines or a penalty will apply. If music has not been received 48 hours before the start of the competition, the athlete will be disqualified.
- 6.5. Music must be submitted in MP3 format or the format specified by the competition organiser by the given deadline to the competition organiser, and must be named using the name and category of the athlete.
- 6.6. A copy in CD or USB stick format must be clearly labelled with the athlete's name and category, and submitted at time of registration. Failure to do so may result in the athlete not competing.

7. SCORE SHEETS

- 7.1. Athletes must adhere to the following rules:
 - Athletes must complete compulsory forms and technical bonus forms by the given deadlines.
 - Forms must be completed in black print and typed; handwritten copies will not be accepted unless specified otherwise by the competition organiser.
 - Athletes must sign each form; coaches may also add their signature.
 - A penalty of -1 will be given for each day either form is late up to a maximum of -5 points; after which the athlete will be disqualified.
 - Forms must be completed in black ink, and be typed into the Microsoft Word documents as provided only – any other format will receive a deduction. Signatures are added electronically (and can be typed in).
 - Forms must be submitted to the competition organiser by the given deadlines.

Registration Process

8. ATHLETE REGISTRATION

In the case of an athlete not showing up to registration without a legitimate reason, the athlete will be banned from all IPSF endorsed competitions all over the world for a period of one year. Names of banned athletes will be published on www.polesports.org. Athletes may only cancel participation without being penalised a minimum of 21 working days prior to the competition. Exceptions are made for medical reasons and emergencies in which medical documentation and proof of travel ticket must be provided to the Organiser for confirmation a minimum of one day prior to the competition. Athletes not presenting themselves on the day of registration due to an emergency will have a maximum of seven days after the competition has ended to provide necessary proof of documentation. No exceptions will be made. *See also: IPSF No Show Policy (attached below).*

- 8.1. All athletes must arrive and register at the time designated by the Organiser unless written permission is received.
- 8.2. If in the country of athlete's origin both a passport and an identity card are used, both should be brought with them.
- 8.3. All athletes, including doubles, must provide proof of citizenship, residency or working visa of the country they are competing in (or representing in the case of an Open Championships). Proof must be in the accepted form of the country, e.g. green card, passport, ID card, residency papers, etc.

- 8.4. All athletes must sign a confirmation of the following at the time of registration:
- Rules and Regulations were read and accepted.
 - The IPSF Code of Ethics was read, accepted and the athlete agrees to behave in a manner befitting a professional sports person.
 - All expenses incurred by the athlete are the responsibility of the athlete and not the Organiser.
 - Waive all image rights and agreement that the images can be used for promotion of pole sports around the world by the IPSF and/or National Federations belonging to the IPSF. Athletes will not receive any compensation for photos and videos taken during the event.
 - To be interviewed, filmed and or photographed by the media approved by the Organiser.
 - To take part in anti-doping testing in accordance to the WADA Code.
 - To enter the National or Open Championships at their own risk. Any injuries or accidents that may occur are the responsibility of the athlete and not the Organiser or the IPSF.
 - To respect and follow rehearsal and performance times.
 - To wear their club/regional tracksuit at all times except for during their performance.
 - To be present at the medal ceremony unless a medical emergency has occurred.
- 8.5. In the case of causing disruptions to the competition, athletes may incur penalties or be disqualified in accordance with the published IPSF Rules and Regulations.

Competing

These rules apply to regionals, preliminaries and the finals.

9. PERFORMANCE TIME

Athletes must adhere to the following rules:

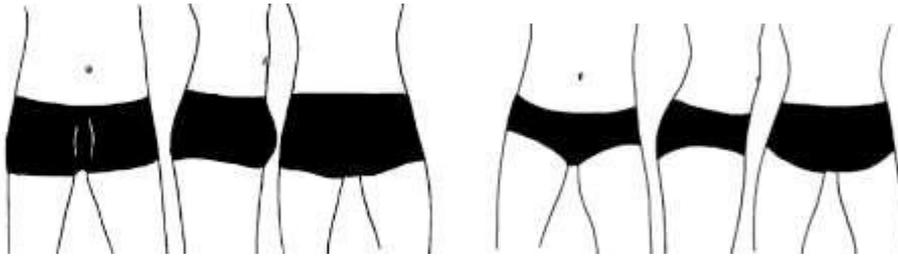
- 9.1. In Senior/Doubles/Master/Junior categories, routines are to last a minimum of three minutes and fifty seconds (3.50) and a maximum of four (4) minutes.
- 9.2. In the Pre-Novice and Novice category routines are to last a minimum of three minutes, twenty seconds (3.20) and a maximum of three minutes, thirty seconds (3.30).
- 9.3. The first note of music indicates the start.
- 9.4. The last note of music indicates the end. The last note should not exceed the allotted time in the given category.
- 9.5. Failure to meet the minimum or exceed the maximum time requirements will be penalised by a -3 deduction.

10. COSTUME

Costumes must be appropriate for competitive athletic sports. They must fully cover the pelvis and gluteal area for all athletes and the breast area for female athletes. Athletes will be penalised by a deduction should they not adhere to the following costume requirements:

- 10.1. Costume must be of a sporting nature.
- 10.2. Costume must be skin tight in order for body alignment to be seen and judged correctly.
- 10.3. A two-piece or a cut away leotard is allowed for all athletes; a one-piece bottom is allowed for men only.
- 10.4. The top must fully cover the breast area for women and show no added or unnecessary cleavage. It should be no less than a crop top with a strap size of no less than ten (10) millimetres in width. A neckline of no lower than eighty (80) millimetres from the lowest part of the collarbone.
- 10.5. Men should wear a vest, crop top, cut away leotard or be bare-chested.
- 10.6. The cut of the bottoms must be no higher than the fold of the hip in front. They must fully cover the gluteal area. There must be no cut-outs – i.e. sections of fabric missing on the bottoms.

- 10.7. Shorts should be no less than sports shorts, leotards or sports knickers that are appropriate attire for competitive sports. Shorts must cover the gluteal crease all the way across the body.



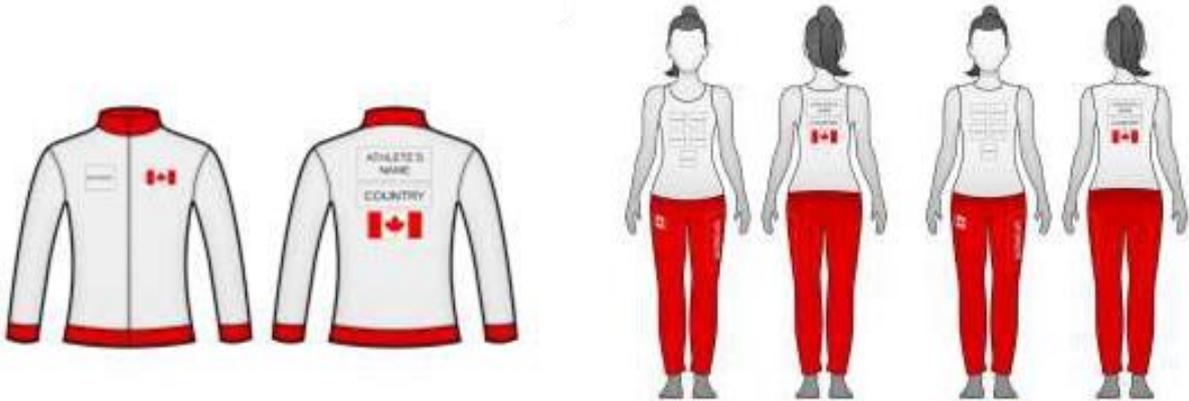
Male shorts

Female shorts

- 10.8. Long shorts or leggings may be worn, provided they are skin tight and the fabric does not add extra grip.
- 10.9. A skirt is allowed for women if it does not fall lower than 3cm below the pelvic area so as not to deter the athlete from having leg grip on the pole. The skirt must sit on the hip and may not protrude outwards. Ballet tutus and tutu like skirts with netting are not permitted.
- 10.10. Clothing that is used for extra grip on the body, hands or feet is forbidden unless medical documentation is provided.
- 10.11. All decorations must be fixed on the costume (non-detachable) and no added accessories and/or props are permitted. Any and all accessories that may jeopardise the safety and/or distract from the performance of the athlete are not permitted. This includes piercings, loose hair-pieces, earrings, bracelets, necklaces and any other jewellery. No neck accessories or wrist bands are allowed.
- 10.12. Medical taping may not be used except for medical tapes in a skin colour. Any joint support must be pre-approved, with medical documentation.
- 10.13. Shoes: the athlete may perform either bare foot or with skin-coloured gymnastic/dance sole protectors. Heels, ballet shoes/slippers and/or slipper-like footwear are not permitted.
- 10.14. Costumes should not include:
- Underwear.
 - Swimwear or bikinis.
 - Transparent clothing that does not cover the breast, pelvis and gluteal area.
 - Leather, latex, PVC or rubber.
 - Jewellery and piercings of any kind; small stud earrings and a small ear plug are permitted.
 - Anything that interferes with the performance or can be considered a health and safety issue.
 - Body paint or oil on any part of the body. (Make up and embellishment may be worn on the face only.)
 - Props such as hats and canes and anything that is not considered attached to the costume.
 - Hoods cannot be attached to costumes.
- 10.15. Additional requirements:
- Costumes for all may include sequins and diamantes; tassels or fringing must be kept to a minimum, must not be longer than 3cm and is only allowed to cover material.
 - Decorations for Youth category (Pre-Novice, Novice and Junior) should be age and costume appropriate.
- 10.16. It is expressly forbidden to perform in anything other than sporting attire and costumes, or any part thereof, must not be intentionally removed. Failure to adhere to these rules may result in disqualification.
- 10.17. Costumes must be free from sponsor logos or lettering / text.

10.18. All athletes should have tracksuits according to the requirements set out by their National Federations:

- Tracksuits must be sports tracksuits and must include: matching trousers, t-shirt/tank top and a jacket.
- Under hot weather conditions it is acceptable to wear the t-shirt or tank top instead of the jacket except during the medals ceremony.
- National Tracksuits for use during WPSC must follow the rules set out in the Rules & Regulations for the WPSC as stated in Addendum 2.
- Trainers must be worn with tracksuits. Bare feet are also permissible.



11. HAIR AND MAKEUP

**Please note: Failure to adhere to the following restrictions will result in a deduction.*

- 11.1. Hair should be pulled back and up away from the face and neck so that full facial features, facial expression and neck alignment are clearly visible to the judges. There should be no distraction by the need to wipe hair away from the face or neck.
- 11.2. Makeup for the Youth category is only to be used to highlight natural features and therefore should only be applied lightly. The one exception to this rule is if the routine is theme orientated.
- 11.3. Make up for adults may be worn to reflect their performance. This may include but is not limited to eyelashes, embellishments and rhinestones. However it is forbidden to wear a mask or body paint of any kind.

12. GRIPS

- 12.1. Any grip product can be used except for the banned list available on the IPSF website. Please be advised that NO products are to be applied to the pole. Grip aids may only be applied to the athlete's body. Please refer to the IPSF website for the full, updated list.
- 12.2. Grip gloves may only be used with medical documentation (as stated above under section 10: Costumes).

13. STAGE

The stage has a minimum of three (3) metres clearance in front, side and behind each pole. There are between 2.90 and 3.10 metres between the poles.

14. POLES

- 14.1. Competition poles are 45mm brass poles, four (4) metres of usable height and made of one piece.
- 14.2. The spinning pole is placed on the right hand side and the static pole on the left hand side of the stage from the spectators' view. All athletes must use the same configuration.
- 14.3. Cleaning of the poles:
 - All poles will be cleaned before each athlete competes by a minimum of two (2) pole cleaners (one or two per pole). Poles will be cleaned in their entirety; first with a grease remover, then with a dry towel/cloth.
 - Athletes are allowed to check the poles before they compete and may ask for a second cleaning.
 - Athletes may clean the poles themselves if they prefer but must use the cleaning products provided by the organiser.
 - Athletes are prohibited from cleaning the poles with their own cleaning products. Exception to the rule being severe allergies, in which medical documentation must be provided.

15. FILMING

- 15.1. All athletes confirm by taking part in the National or Open Championships, that they waive all rights of filming and photography and will not receive any compensation for photos and videos taken during the event. All athletes must agree that their images can be used for advertising, training, promotional and commercial purposes by the IPSF and / or National Federations belonging to the IPSF.
- 15.2. All athletes agree to be interviewed, filmed and or photographed by IPSF approved media.
- 15.3. All athletes must agree to filming/photography at any event in which they appear before, during or after the competition, which is related to the competition (such as workshops, interviews, performances, etc.)
- 15.4. Filming and photography is not permitted in the changing areas unless with express permission of the Organiser.
- 15.5. All photography and footage remains the property of the Organiser.

Judging

16. JUDGES AND JUDGING SYSTEM

- 16.1. Once judging has finished and all immediate appeals and complaints have been processed, no further adjustments will be made to the results.
**See: system of complaints and appeals.*
- 16.2. Scores from preliminaries and finals are not added together.
- 16.3. Judges must be separated from the athletes and spectators at all times.
- 16.4. Judges and athletes will be disqualified if they are found discussing any matters together at any time during the competition.

17. PENALTIES

An athlete can be penalised by the Head Judge during the competition for the following infringements:

**See also: Head Judge Penalties*

- 17.1. Breaking the rules, regulations and code of ethics. Penalties are dependent on the infringement.
- 17.2. Providing false or inaccurate information on the application form. Penalties are dependent on the infringement.
- 17.3. Unsporting or anti-social behaviour.
- 17.4. Failure to meet the minimum or exceed the maximum requirements of the routine time.
- 17.5. Touching the rigging or truss system whilst competing. This includes touching the backdrop on the stage.
- 17.6. Directly contacting the audience from the stage (such as gestures, talking to the spectators etc.).
- 17.7. Inappropriate choreography, costume, hair and makeup (as specified above). Penalties are dependent on the gravity of infringement.
- 17.8. Presence of jewellery and props (as specified above).
- 17.9. Not complying with the tracksuit or wearing an inappropriate tracksuit (as specified above).
- 17.10. Arriving late to registration and rehearsals without prior agreement.

- 17.11. Arriving late backstage before competing.
- 17.12. Arriving late to the stage when announced.
- 17.13. Athletes caught being cued from off-stage during their performance (this includes being cued from the audience).
- 17.14. Athletes and/or their coaches/representatives approaching the Judges' table and/or room or obstructing Judges' view at any point during the competition.
- 17.15. Head Judges reserve the right to apply penalties at any point during the competition, or afterwards if they deem so necessary. Should this result in a change in podium position, the organiser will amend and award the medals correctly as necessary.

18. RESULTS

- 18.1. All results are collated via computer.
- 18.2. Results will be collated and provided in accordance with the National Scoring Information.
- 18.3. Preliminary results will be given to athletes when their scores are announced.
- 18.4. Athletes must wait for their scores in the designated area. Only IPSF-registered coaches are permitted to accompany the athletes. Athletes and coaches must be dressed in their tracksuits while awaiting results.
- 18.5. All results will be listed on the organisers' website within twenty-four (24) hours of the medal awards being given.
- 18.6. All athletes who qualify for WPSC will be listed on the IPSF website within twenty-four (24) hours.

19. AWARDS

- 19.1. At the National Championships, each athlete competes for the title of National Pole Sports Champion 20XX. At the Open Championships, each athlete competes for the title of Open Pole Sports Champion 20XX.
- 19.2. Only sporting training shoes or bare feet are permitted on stage at the medal ceremony.
- 19.3. The winner from each category in each division will receive a gold medal.
- 19.4. The second and third placed athlete will receive a silver and bronze medal respectively.
- 19.5. All other athletes will receive a certificate of participation.
- 19.6. Cash or other gifts must not be given other than by way of endorsements or sponsorships. All sponsorship agreements offered in relation to athletes will be announced by the Organiser before the competition, as soon as possible after the agreement has been made and before the finals of the competition begin.

20. DISQUALIFICATION

An athlete can be automatically disqualified before, during or after the competition. The IPSF also reserves the right to revoke the title of an athlete for the following infringements:

- 20.1. Breaking the rules and regulations or code of ethics. Disqualification is dependent on the infringement.
- 20.2. Providing false or inaccurate information on the application form. Disqualification is dependent on the infringement.
- 20.3. Unsporting behaviour or bringing the competition, Organiser, or the IPSF into disrepute.
- 20.4. Threatening the life or health of an athlete, organiser, judge or spectator.
- 20.5. Failing to come to the stage.
- 20.6. Using prohibited grips.
- 20.7. Inappropriate choreography, costume, hair and makeup (as specified above). Disqualification is dependent on the infringement.
- 20.8. Intentionally removing items of clothing during their performance.
- 20.9. Intentionally using the rigging or truss system as part of their performance.
- 20.10. Any unauthorised person accompanying the athlete on stage.
- 20.11. Directly contacting the judging panel to discuss the competition, or directly or indirectly influencing the judging decision prior to or during the competition.
- 20.12. Using vulgar language or gestures towards any IPSF official.
- 20.13. Testing positive for controlled substances (see Medical and Doping Regulations).
- 20.14. Refusing to undergo an anti-doping test when requested.

Medical and Doping Regulations

21. SANCTIONS WITH DOPING

In the case of a positive result or the refusal of doping control, the following penalties shall apply as final:

- 21.1. An athlete with a positive out of competition test is automatically suspended for the rest of the championship and no replacement for him/her is allowed.
- 21.2. The points of a team obtained with a doped athlete are not valid.
- 21.3. An athlete with a positive test shall be suspended from all IPSF endorsed competitions for a period outlined in the WADA Code.
- 21.4. A positive result for anabolic steroids will result in suspension from all IPSF endorsed competitions for a period of four years. A doped athlete shall not be awarded a medal or title.
- 21.5. In all positive doping cases, the recommendations of WADA shall have precedence over any disciplinary action by the IPSF.
- 21.6. Athletes with an anti-doping sanction may have previously won titles removed from them.

22. SEX REASSIGNMENT IN SPORT

The IPSF have adopted the guidelines, recommendations, rules, and regulations of the IOC Medical Commission - Sex Reassignment in Sport 2003:

- 22.1. Any "individuals undergoing sex reassignment of male to female before puberty should be regarded as girls and women" (female). This applies as well for female to male reassignment, who should be regarded as boys and men (male).
- 22.2. Individuals undergoing sex reassignment from male to female after puberty (and the converse) may be eligible for participation in female or male competitions, respectively, under the following conditions:
 - Surgical anatomical changes have been completed, including external genitalia changes and gonadectomy.
 - Legal recognition of their assigned sex has been conferred by the appropriate official authorities.
 - Hormonal therapy appropriate for the assigned sex has been administered in a verifiable manner and for a sufficient length of time to minimise gender-related advantages in sport competitions.
 - In the opinion of the group, eligibility should begin no sooner than two years after gonadectomy.

It is understood that a confidential case-by-case evaluation will occur. In case that the gender of a competing athlete is questioned, the medical delegate (or equivalent) of the relevant sporting body shall have the authority to take all appropriate measures for the determination of the gender of an athlete.

Rights and responsibilities

23. RIGHTS AND RESPONSIBILITIES OF THE ATHLETES

- 23.1. All athletes must read the rules, regulations and any updates.
- 23.2. All athletes must conduct themselves in accordance with the IPSF rules, regulations and Code of Ethics.
- 23.3. All athletes must sign the IPSF code of ethics and behave accordingly.
- 23.4. Athletes under the age of 18 should have an approved chaperone (parent/authorized legal representative/coach) with signatory authority.
- 23.5. All athletes are obligated to carry identification documents to the competition.
- 23.6. All athletes are fully responsible for their personal health condition and ability to compete. To avoid injury, all athletes must not undertake elements they are not fully confident and secure in.
- 23.7. All athletes enter the National or Open Championships at their own risk and understand that any injuries or accidents that may occur are their responsibility.
- 23.8. All athletes must attend the opening ceremony and preliminary results ceremony (if applicable) unless a medical emergency has occurred, or unless they are one of the first 2 athletes to compete. All finalists must attend the medal ceremony unless a medical emergency has occurred.
- 23.9. Use of alcohol or banned or controlled substances before or during the competition is strictly prohibited.

- 23.10. All athletes must agree to take part in anti-doping testing in accordance with the WADA Code. For a list of prohibited substances please see <https://www.wada-ama.org>. Failure to supply a sample when requested will result in the athlete being disqualified from the competition, a revocation of any title won and the possibility of a ban from further IPSF competitions.
- 23.11. All expenses incurred by the athlete are the responsibility of the athlete and not the Organiser. Confirmation of this will require a signature at the time of registration.
- 23.12. Athletes who are entering an international open championship are required to purchase/acquire the relevant visa for entry into the country where the competition is being held. If the athlete requires assistance please contact the competition organiser.
- 23.13. All athletes have the right to receive all available public information regarding the scoring system or to the competition in general which can be found on the IPSF website: www.polesports.org.
- 23.14. During the preliminaries and finals:
 - All athletes must compete with their same gender category except in the case of doubles and if a category is mixed.
 - Athletes should be backstage two athletes prior to competing.
 - Athletes must start off stage and wait to be announced before walking out on to the stage.

24. RIGHTS AND RESPONSIBILITIES OF THE ORGANISER

The IPSF and/or Organiser reserve the right to the following:

- 24.1. To alter the rules and regulations of the competition or its attachments at any time. Any change will be announced immediately on www.polesports.org.
- 24.2. To refer to the Head Judge any athlete in breach of the rules and regulations or code of ethics for the consideration of penalties or disqualification.
- 24.3. To refer to the Head Judge any judge in breach of the rules and regulations or code of ethics for the consideration of disqualification.
- 24.4. To decide on any decisions not already addressed in the rules and regulations and code of ethics prior to or during the competition.
- 24.5. The Organiser will provide basic first aid in the case of an incident or accident and medical assistance in the event of a more serious injury. The medical representative has the final decision on whether the athlete's injury should prevent them from entering or continuing the competition.
- 24.6. The IPSF and the Organiser cannot be held responsible for loss or damage to athletes' or officials' items.

The Organiser is obligated to:

- 24.7. Publish all competition criteria as stated above.
- 24.8. Announce all changes regarding the competition on the competition organisers' website.
- 24.9. Provide rooms for athletes to change and warm up in with toilet facilities which are separate from those being used by judges and spectators.
- 24.10. Provide a separate area for youth athletes to change in or a fixed time slot for the changing rooms to be for their sole use.
- 24.11. Check the installation of the poles and test them.
- 24.12. Give athletes a chance to practice with the poles before the start of the competition.
- 24.13. Arrange the cleaning of the poles before each performance.
- 24.14. Provide the judges with all necessary information concerning the competition.
- 24.15. Provide interim first aid in the case of an incident or accident.
- 24.16. Provide anti-doping testing in accordance to the WADA Code (www.wada-ama.org).

Complaints and appeals

25. SCORING SYSTEM

- 25.1. For complaints about scores, athletes may lodge an appeal regarding their scores within 30 minutes of the athletes' personal scores being announced in accordance with the IPSF national scoring appeals procedure. After this time, scores will not be overturned. There is a cost involved, which will be returned should the complaint or appeal be upheld.
**See: IPSF National Scoring Information below.*
- 25.2. Further complaints about any other issue must be made in writing to the competition organiser within 7 working days.
- 25.3. For more information please contact the competition organiser.
- 25.4. The process for contesting is as follows:
 - 25.4.1. Indicate your intent to contest within 10 minutes of the announcement of your score.
 - 25.4.2. You will be allowed access to watch your video by the competition organiser to determine whether you do want to go ahead with your contesting. You will be allowed 5 minutes to watch your video.
 - 25.4.3. A non-refundable deposit will be required to watch the video. This price will be determined by the competition organiser in collaboration with the IPSF.
 - 25.4.4. Once you have determined that you do want to contest, you will be required to pay the contesting fee as determined by the competition organiser in conjunction with the IPSF. The competition organiser will communicate the process for this.
 - 25.4.5. Please note that this fee will be applicable per judging section – i.e. you will be required to pay for each section you wish to contest. For example – if you wish to contest both Compulsories and Technical Deductions, you will be required to pay separately for each of these.
 - 25.4.6. Once your payment has been received, the Head Judge of the respective competition will manage your contest. This will only happen once confirmation of payment has been received.
 - 25.4.7. Should your contest / complaint be upheld, the competition organiser will refund your payment. Should your score / results remain the same or go down, your money will not be refunded.
 - 25.4.8. Your score will be updated at the earliest convenience of the competition organiser, but will be done before the final medal ceremony.
 - 25.4.9. The contesting judge's decision is final and no negotiation will be entered into.

IPSF Scoring System

This is information for athletes and coaches about the scoring system used for National Championships and will explain how the scores will be given, when final results will be announced and extra information you need to know.

Personal scores

Your total scores will be announced within ten minutes of completing your routine. After you have competed you are required to wait with your coach/chaperone in your tracksuit to hear your scores. You will be given your scores for each section.

Finalists (In the case of preliminaries)

The finalists from each category in the preliminaries will be announced at the end of the category approximately 5 - 10 minutes after the last athlete has competed. All athletes for the category are expected to be waiting in the holding area in their tracksuits to immediately go to the stage when called. All athletes will then go on to the stage and each finalist will be asked to step forward, in no particular order. Athletes will then be asked to leave the stage, finalists will be asked to wait backstage for further instructions. A copy of all athletes' scores will be posted in the changing rooms.

Finals

The results for all categories on finals day will be announced at the end of the competition at the award ceremony. Athletes are expected to be dressed in their tracksuits ready to go to the stage when called approximately 15 minutes after the last athlete has competed. Each category will be invited to the stage and the winners will be announced with their total scores. All total scores will also be posted on the competition website and WPSC qualifying athletes on the IPSF world ranking.

Feedback

No feedback will be given regarding individual routines; all the videos will be online as soon as possible after the competition for athletes and coaches to self-assess their performances.

Guidance on your scores

Compulsory – A low score indicates the minimum requirements of the elements were not met, an element was missing or elements were in the wrong order. Points will not be awarded for any element that is on the border. The elements need to be executed correctly in accordance with all of the minimum requirements.

Technical Bonus – A low score may indicate a lack of tricks executed in accordance with Code of Points requirements, a low level of difficulty of all the moves chosen in the routine, or both.

Technical Deduction – A low score mostly indicates poor execution of moves and lines plus specific requirements either not being met or occurring as stated in the Code of Points.

Artistic and Choreography – A low score indicates lower scores in sections such as flow, confidence, costume etc.

Your scores

Should you have a complaint about your score in a specific section, you are entitled to contest the score you were awarded provided you register your complaint within 30 minutes of receiving your scores. Only complaints regarding specific sections will be permitted within 30 minutes. Please follow the correct procedure on the Scoring Complaints document if you wish to contest your scores.

Fees – as determined by the National Federation and the IPSF

There is a fee for registering a complaint about scores, should any scores be amended upwards, the fee will be immediately returned to the athlete. The fee is payable upon registration of the complaint by cash or credit/debit card only to the IPSF – the national competition organiser will organise payment facilities. The fee is payable per section being contested.

IPSF COMPETITIONS NO-SHOW POLICY

Purpose

This policy outlines the International Pole Sports Federation's (IPSF) approach to athletes who apply for competitions both nationally and internationally and don't attend the events.

Context

This policy has been introduced as a result of the frequency of occasions where competitors do not attend and compete at competitions they have entered without informing the competition organisers. This policy will help to eliminate the following problems:

- Preventing other athletes from participating in competitions
- Causing delays to the organisers
- Disappointing sporting fans and spectators
- Disrupting competition schedules
- Creating difficulties with sponsors

Expectations for Informing Competition Organisers

Athletes who are unable to attend competitions they have entered need to adhere to at least **one** of the following expectations according to the reason for non-attendance and how long before the competition athletes wish to cancel their attendance:

1. Athletes are expected to inform national and international competition organisers that they will not be attending. The time limit for this is **three weeks** before the date of competition. It is the athlete's responsibility to know the cut-off date
2. Athletes who have to cancel their attendance after the cut-off date **must** inform the competition organisers as soon as possible (it is acceptable for someone to do this on their behalf). A medical certificate (with a copy translated into English if the original certificate isn't in English) must be submitted to the competition organiser.
3. Athletes who do not have a medical reason for not attending at short notice will need to submit their reasons to the competition organiser to be assessed by the IPSF Executive Committee to decide if the reason is acceptable. If not, the sanctions below will be registered to the athlete.

IPSF Notification Procedures

1. Athletes have up to **seven days** after the competition date to submit the appropriate as stated above.
2. If a form is not submitted after **seven days**, the IPSF will write to the athlete explaining they are now being registered as a **no-show**.
3. If there is no response the IPSF will register the athlete as a no-show with the current sanctions (detailed below).
4. To register an appeal, the athlete must do so within **seven days** from receipt of being registered as a no show. An appeal will be assessed by the IPSF Executive Committee.

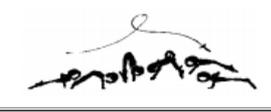
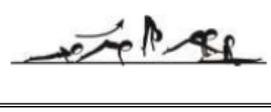
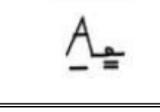
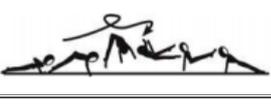
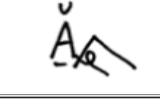
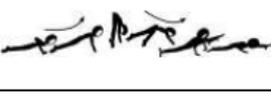
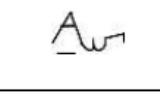
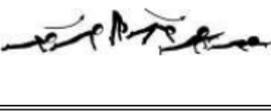
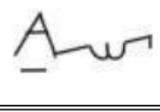
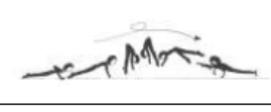
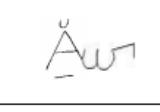
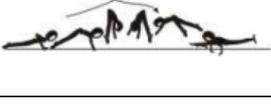
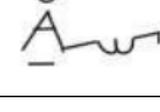
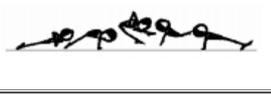
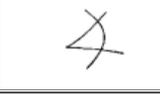
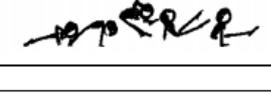
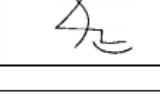
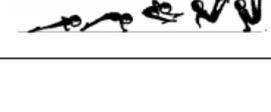
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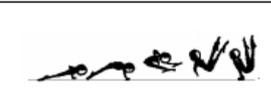
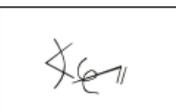
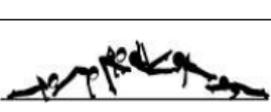
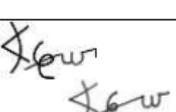
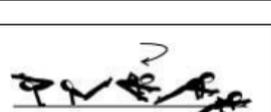
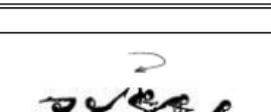
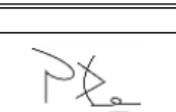
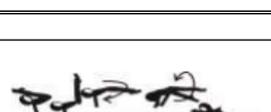
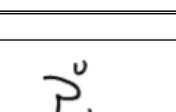
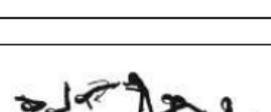
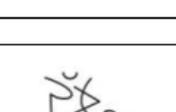
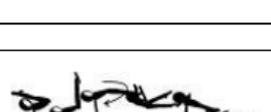
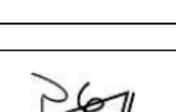
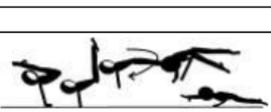
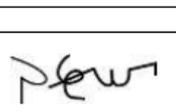
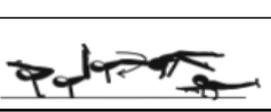
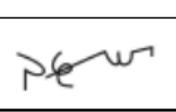
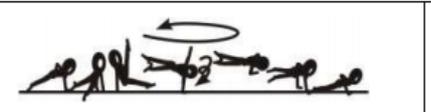
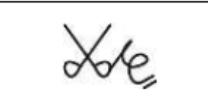
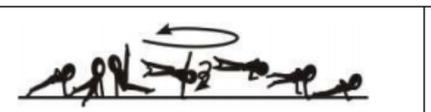
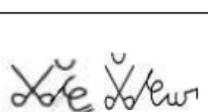
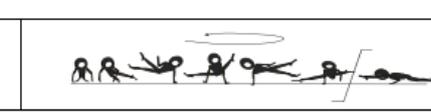
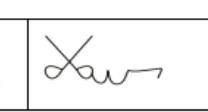
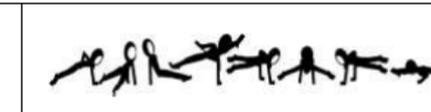
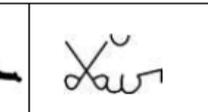
Athletes who do not satisfy the criteria for non-attendance at an IPSF national or international competition will be registered as a no-show athlete and will be banned from all regional, national and international competitions for a period of one year from the date of the competition. All details (names and competition) will be published on IPSF national and international websites.

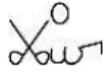
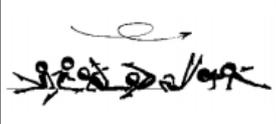
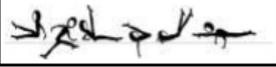
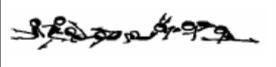
ADDENDUM 1

PROHIBITED ELEMENTS/MOVEMENTS

These elements and movements are completely prohibited, and are additional to prohibited movements and elements listed in the Code of Points. This prohibition is subject to an agreement with FIG regarding coexistence of the two bodies, and is directly from the FIG Aerobic Gymnastics Code of Points (along with stipulations regarding other gymnastics codes already listed in this document). Please note the penalties that will apply per infringement.

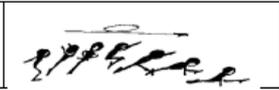
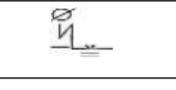
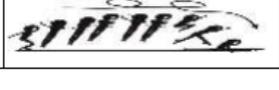
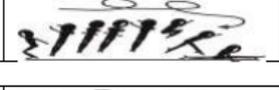
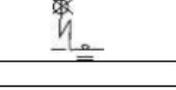
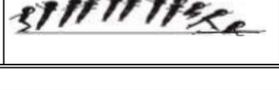
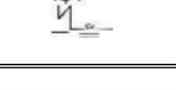
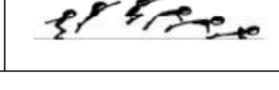
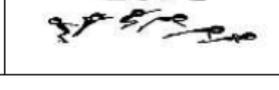
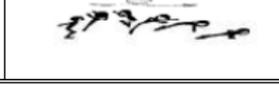
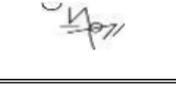
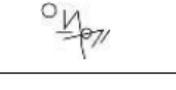
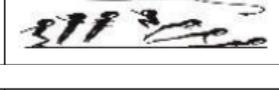
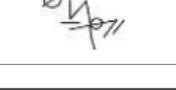
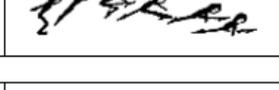
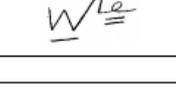
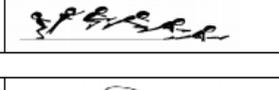
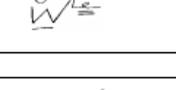
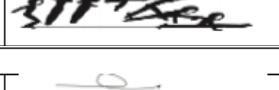
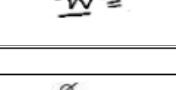
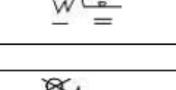
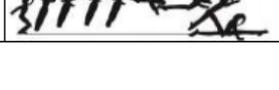
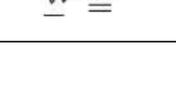
No.	Value	EXPLOSIVE A-FRAME		
A 184	0.4	1. Front Support. 2. Pushing off the floor, the body is lifted upwards in order to allow it to pike while airborne. 3. The pike requires vertical legs and knees close to the chest. 4. Land in Push up		
A 186	0.6	1. Front support. 2. Pushing off the floor, the body is lifted upwards in order to allow it to pike while airborne and then, the body turns 180°. 3. The airborne pike requires vertical legs, knees close to the chest. 4. Push up.		
A194	0.4	1. Front Support. 2. Pushing off the floor, the body is lifted upwards in order to allow it to pike while airborne. 3. The pike requires vertical legs, knees close to the chest. 4. Show a Split when both hands and foot make contact with the floor		
A 196	0.6	1. Front support. 2. Pushing off the floor, the body is lifted upwards in order to allow it to pike while airborne and then, the body turns 180°. 3. The airborne pike requires vertical legs, knees close to the chest. 4. Show a Split when both hands and foot make contact with the floor.		
A 198	0.8	1. Front support. 2. Pushing off the floor, the body is lifted upwards in order to allow it to pike while airborne and then, the body turns 180°. 3. The airborne pike requires vertical legs, knees close to the chest. 4. Show a 1/2 twist to back support when both hands make contact with the floor.		
A 205	0.5	1. Front Support. 2. Pushing off the floor, the body is lifted upwards in order to allow it to pike while airborne. 3. The pike requires vertical legs, knees close to the chest. 4. Show a Wenson push up when both hands and foot make contact with the floor		
A 206	0.6	1. Front Support. 2. Pushing off the floor, the body is lifted upwards in order to allow it to pike while airborne. 3. The pike requires vertical legs and knees close to the chest. 4. Show a Lifted Wenson push up when both hands and foot make contact with the floor		
A 207	0.7	1. Front support. 2. Pushing off the floor, the body is lifted upwards in order to allow it to pike while airborne and then, the body turns 180°. 3. The airborne pike requires vertical legs, knees close to the chest. 4. Show a Wenson push up when both hands and foot make contact with the floor.		
A 208	0.8	1. Front support. 2. Pushing off the floor, the body is lifted upwards in order to allow it to pike while airborne and then, the body turns 180°. 3. The airborne pike requires vertical legs, knees close to the chest. 4. Show a Lifted Wenson PU when both hands make contact with the floor.		
A 215	0.5	1. Front Support. 2. After the arms bend, both arms and legs push the body upwards into airborne. 3. While airborne, the legs straddle sideways and cut forward to land extended in rear support, feet lifted off the floor during the skill. 4. Back support (or rear support).		
A 216	0.6	1. Front Support. 2. Perform a straddle cut, legs without touching the floor. 3. Airborne phase must be shown before the cut. 4. L-support.		
A 217	0.7	1. Front support. 2. Perform a Straddle Cut. 3. Airborne phase must be shown before the cut. 4. During the straddle-cut, the legs do not touch the floor. 5. Straddle V-support.		

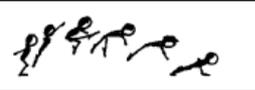
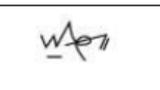
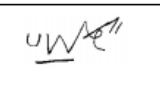
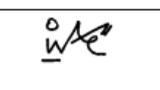
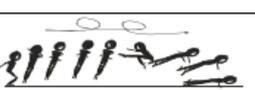
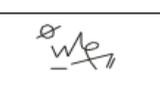
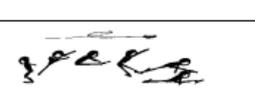
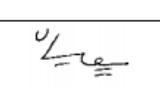
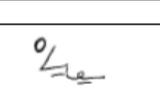
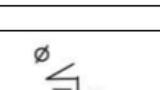
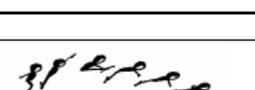
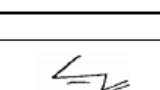
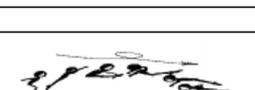
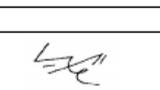
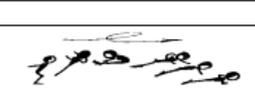
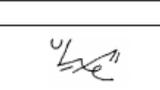
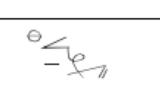
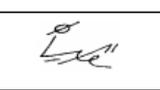
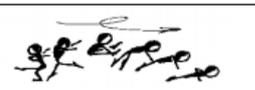
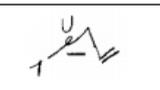
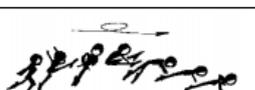
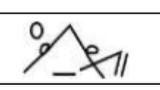
No.	Value	STRADDLE CUT TO V-SUPPORT		
A 218	0.8	Front support. Perform a Straddle Cut. Airborne phase must be shown before the cut. During the straddle-cut, the legs do not touch the floor. V-support.		
No.	Value	STRADDLE CUT 1/4 TWIST TO PUSH UP		
A 219	0.9	1. Front Support. 2. Perform a Straddle-Cut. 3. Airborne phase must be shown before the cut. 4. During the Straddle Cut, in the flight phase, the body twists 180 degrees 5. Push up.		
No.	Value	STRADDLE CUT 1/4 TWIST TO WENSON OR LIFTED WENSON		
A 220	1.0	1. Front Support. 2. Perform a Straddle-Cut. 3. Airborne phase must be shown before the cut. 4. During the Straddle Cut, in the flight phase, the body twists 180 degrees. 5. Wenson or Lifted Wenson support.		
No.	Value	HIGH V-SUPPORT TO FRONTAL SPLIT		
A 225	0.5	1. High V support. 2. Extending the legs upward and forward, push the floor and straddle the legs to a split sit with a flight phase. 3. Simultaneously, open the legs in the frontal plane. 4. Frontal Split.		
No.	Value	HIGH V-SUPPORT REVERSE CUT TO SPLIT		
A 226	0.6	1. High V support. 2. Extending the legs upward and forward, push the floor and straddle the legs to a split sit with a flight phase. 3. Simultaneously, open the legs in the sagittal plane. 4. Sagittal Split.		
No.	Value	HIGH V SUPPORT 1/2 TURN TO FRONTAL SPLIT		
A 227	0.7	1. High V support. 2. Extending the legs upward and forward, push the floor and perform a straddle-cut with flight phase to a front support while turning 180°. 3. Simultaneously, open the legs in frontal plane. 4. Frontal Split		
No.	Value	HIGH V-SUPPORT REVERSE CUT 1/2 TURN TO SPLIT		
A 228	0.8	1. High V support. 2. Extending the legs upward and forward, push the floor for raising the top of the body upward and forward while turning 180°. 3. Simultaneously, open the legs in the sagittal plane. 4. Sagittal Split.		
No.	Value	HIGH V-SUPPORT 1/2 TWIST TO PUSH UP		
A 237	0.7	1. High V support. 2. Extending the legs upwards and forward, execute a 180° twist, straight body, legs together. 3. Push up.		
No.	Value	HIGH V- SUPPORT 1/2 TWIST TO WENSON		
A 239	0.9	1. High V support. 2. Extending the legs upwards and forward, execute a 180° twist 3. While twisting, the body extends. 4. Wenson.		
No.	Value	HIGH V- SUPPORT 1/2 TWIST TO LIFTED WENSON		
A 240	1.0	1. High V support. 2. Extending the legs upwards and forward, execute a 180° twist 3. While twisting, the body extends. 4. Lifted Wenson.		
No.	Value	FLAIR 1/1 TWIST AIRBORNE TO PU		
A 309	0.9	1. Straddle Front Support. 2. Perform Flair. Before the end of the flair, 1/1 twist in airborne position. 3. Front support.		
No.	Value	FLAIR 1/1 TWIST AIRBORNE TO PU		
A 309	0.9	1. Straddle Front Support. 2. Perform Flair. Before the end of the flair, 1/1 twist in airborne position. 3. Front support.		
No.	Value	FLAIR 1/2 TURN, 1/1 TWIST AIRBORNE TO PU (PIMPA) OR TO WENSON		
A 310	1.0	1. Straddle Front Support. 2. Perform Flair. Before the end of the flair, 1/2 turn and 1/1 twist in airborne position 3. Front support or to Wenson.		
No.	Value	FLAIR TO WENSON		
A 326	0.6	1. Straddle front support. 2. Perform Flair. 3. Wenson.		
No.	Value	FLAIR 1/2 TURN TO WENSON		
A 327	0.7	1. Straddle Front Support. 2. Perform Flair. 3. While performing Flair, turning 180°. 4. Wenson.		

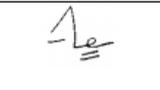
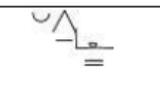
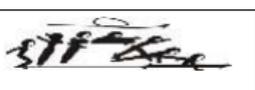
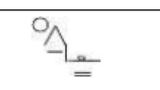
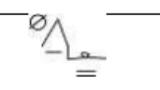
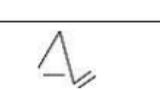
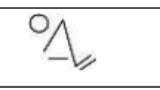
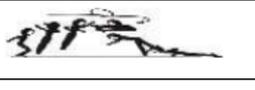
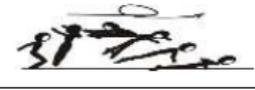
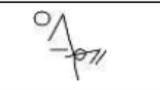
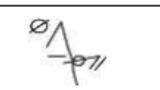
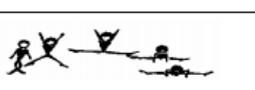
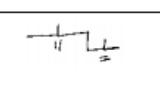
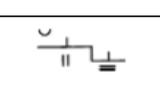
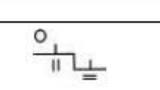
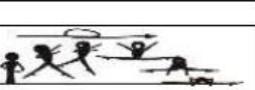
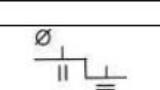
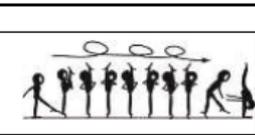
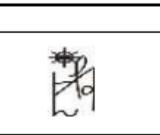
No.	Value	FLAIR 1/1 TURN TO WENSON		
A 328	0.8	1. Straddle Front Support. 2. Perform Flair. 3. While performing Flair, turning 360°. 4. Wenson.		
No.	Value	FLAIR 1/1 SPINDLE TO WENSON		
A 329	0.9	1. From straddle Front Support, on one arm to initiate the rotation 2. Swing straddle legs up to back support on hands, 1/2 turn on one arm to arrive in back support, straddle legs, then 1/2 twist. 3. Wenson.		
No.	Value	FLAIR TO LIFTED WENSON		
A 337	0.7	1. Straddle Front Support. 2. Perform Flair to Lifted Wenson. 3. Lifted Wenson.		
No.	Value	FLAIR 1/2 TURN TO LIFTED WENSON		
A 338	0.8	1. Straddle Front Support. 2. Perform Flair. 3. While performing Flair, turning 180° 4. Wenson.		
No.	Value	FLAIR 1/1 TURN TO LIFTED WENSON		
A 339	0.9	1. Straddle Front Support. 2. Perform Flair. 3. While performing Flair, turning 360° 4. Lifted Wenson.		
No.	Value	HELICOPTER		
A 364	0.4	1. Straddle Sit. 2. The leading leg crosses over the other leg to initiate the rotation, one arm on the floor at the beginning of the movement. As the leading leg circles over the body the hand is lifted and replaced by the upper back. Perform a 180° twist, both legs circle over the body while rotating. 3. Push up, facing the same direction as the starting seated.		
No.	Value	HELICOPTER TO WENSON		
A 365	0.5	- Straddle Sit. - Perform a Helicopter. - Wenson.		
No.	Value	HELICOPTER TO LIFTED WENSON		
A 366	0.6	1. Straddle Sit. 2. Perform a Helicopter. 3. Lifted Wenson.		
No.	Value	HELICOPTER 1/1 TWIST AIRBORNE TO PU		
A 368	0.8	1. Straddle Sit 2. The leading leg crosses over the other leg to initiate the rotation. One arm is on the floor at the beginning of the movement. As the leading leg circles over the body the hand is lifted and push the whole body into the airborne phase. Perform a 360° twist airborne. 3. Push up facing the same direction as the starting seated.		
No.	Value	HELICOPTER TO SPLIT		
A 374	0.4	1. Straddle Sit. 2. Perform Helicopter. 3. Show a Split when both hands and foot make contact with the floor.		
No.	Value	HELICOPTER 1/2 TURN TO SPLIT		
A 375	0.5	1. Straddle Sit. 2. Perform Helicopter. Turn 180° while performing a Helicopter 3. Land in a Split when both hands and foot make contact with the floor, facing opposite direction from the starting.		
No.	Value	STRADDLE SUPPORT 1/1 TURN		
B 104	0.4	1. Straddle support. 2. The body turns 360°. 3. Hold for 2 seconds, at the start, during or end of the turn. 4. Changing hands on the floor up to 4 times.		
No.	Value	STRADDLE SUPPORT 2/1 TURNS OR MORE		
B 106	0.6	1. Straddle support. 2. The body turns 720°. Hold for 2 seconds, at the start, during or end of the turns. 3. Changing hands on the floor up to 8 times.		
No.	Value	1 ARM STRADDLE SUPPORT		
B 114	0.4	1. The body is supported by one arm with only the hand in contact with the floor. 2. Hips are flexed and legs straddled (minimum width 90°) and parallel to the floor. 3. Hold for 2 seconds. 4. The placement of the free arm is optional.		
No.	Value	1 ARM 1/2 TURN STRADDLE SUPPORT		
B 115	0.5	1. 1 arm Straddle Support. 2. The body turns 180° on 1 arm. 3. Hold for 2 seconds, at the start, during or end of the turns. 4. The turn is performed with only one arm support on the spot.		

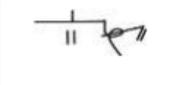
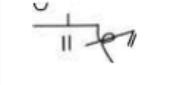
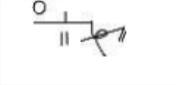
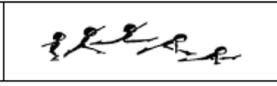
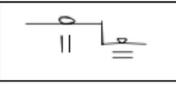
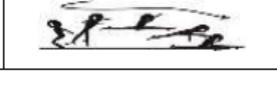
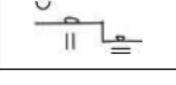
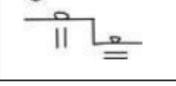
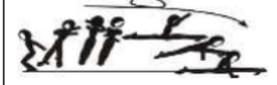
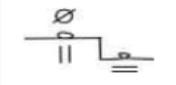
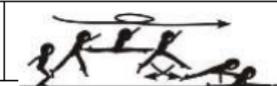
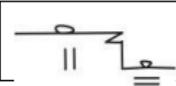
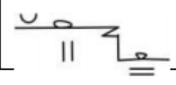
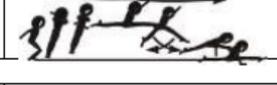
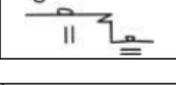
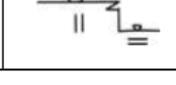
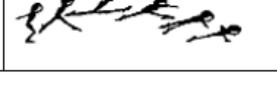
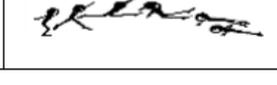
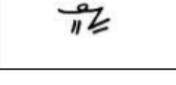
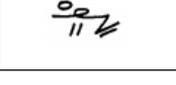
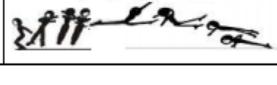
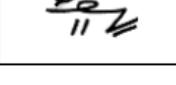
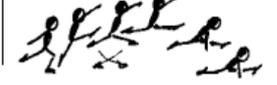
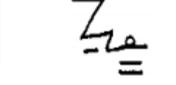
No.	Value	1 ARM 1/1 TURN STRADDLE SUPPORT (LACATUS)		
B 116	0.6	<ol style="list-style-type: none"> 1 arm Straddle support. The body turns 360°. Hold for 2 seconds, at the start, during or end of the turn. The turn is performed with only one arm support on the spot. 		
No.	Value	1 ARM 1 1/2 TURN STRADDLE SUPPORT		
B 117	0.7	<ol style="list-style-type: none"> 1 arm Straddle support. The body turns 540°. Hold for 2 seconds, at the start, during or end of the turn. The turn is performed with only one arm support on the spot. 		
No.	Value	STRADDLE / L SUPPORT 1/1 TURN		
B 124	0.4	<ol style="list-style-type: none"> Straddle Support. The body turns 360°, changing the hand and leg (Straddle – L – Straddle) after every 1/2 turn. Straddle Support 		
No.	Value	STRADDLE / L SUPPORT 2/1 TURNS (MOLDOVAN)		
B 126	0.6	<ol style="list-style-type: none"> Straddle Support. The body turns 720°, changing the hand and leg (Straddle – L – Straddle) after every 1/2 turn. Straddle Support 		
No.	Value	L-SUPPORT 1/1 TURN		
B 134	0.4	<ol style="list-style-type: none"> L-support. The body turns 360°. Hold for 2 seconds, at the start, during or end of the turn. Changing hands on the floor up to 4 times. L-support. 		
No.	Value	L-SUPPORT 2/1 TURNS OR MORE		
B 136	0.6	<ol style="list-style-type: none"> L-support. The body turns 720°. Changing hands on the floor up to 8 times. L-support. 		
No.	Value	STRADDLE V-SUPPORT 1/1 TURN		
B 145	0.5	<ol style="list-style-type: none"> Straddle V-support. The body turns 360°. Hold for 2 seconds, at the start, during or end of the turn. Changing hands on the floor up to 4 times. Straddle V-support. 		
No.	Value	STRADDLE V-SUPPORT 2/1 TURNS		
B 147	0.7	<ol style="list-style-type: none"> Straddle V-support. The body turns 720°. Changing hands on the floor up to 8 times. Straddle V-support 		
No.	Value	V-SUPPORT 1/1 TURN		
B 157	0.7	<ol style="list-style-type: none"> V-support. The body turns 360°. Hold for 2 seconds, at the start, during or end of the turn. Changing hands on the floor up to 4 times. V-support. 		
No.	Value	V-SUPPORT 2/1 TURNS		
B 159	0.9	<ol style="list-style-type: none"> V-support. The body turns 720°. Changing hands on the floor up to 8 times. V-support. 		
No.	Value	HIGH V-SUPPORT 1/1 TURN		
B 170	1.0	<ol style="list-style-type: none"> High V-support. The body turns 360°. Changing hands on the floor up to 4 times. Hold for 2 seconds, at the start, during or end of the turn. High V-support. 		
No.	Value	STRADDLE PLANCHE		
B 186	0.6	<ol style="list-style-type: none"> A support in which the body is supported on both hands with straight arms. Hands may be turned out at the wrist or pointing towards the feet. Legs are in straddle. Hold for 2 seconds. The body line must not exceed 20° above parallel. 		
No.	Value	STRADDLE PLANCHE TO PUSH UP		
B 187	0.7	<ol style="list-style-type: none"> Straddle Planche. Hold for 2 seconds. Perform a push up, the body keeping the alignment. Straddle Planche. 		
No.	Value	STRADDLE PLANCHE TO LIFTED WENSON		
B 198	0.8	<ol style="list-style-type: none"> Straddle Planche. Hold for 2 seconds. Bend the arms, kicking one leg laterally forwards Lifted Wenson. 		
No.	Value	STRADDLE PLANCHE TO LIFTED WENSON BACK TO STRADDLE PLANCHE		
B 200	1.0	<ol style="list-style-type: none"> Straddle Planche. Hold for 2 seconds. Bend the arms, kicking one leg laterally forwards to the Lifted Wenson. Return to Straddle Planche, Hold for 2 seconds. 		
No.	Value	STRADDLE PLANCHE TO LIFTED WENSON BOTH SIDES		
B 208	0.8	<ol style="list-style-type: none"> Straddle Planche. Hold 2 seconds during the skill. Bend the arms, kicking one leg laterally forwards to the lifted Wenson. Change the front leg with rear leg without touching the floor. 		

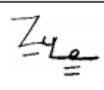
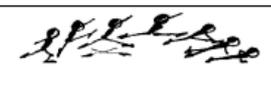
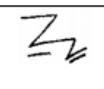
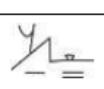
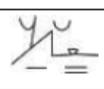
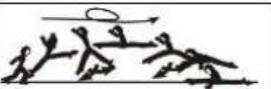
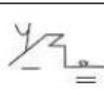
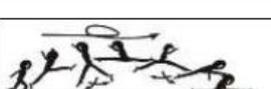
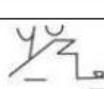
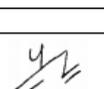
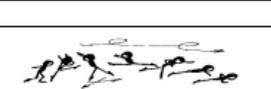
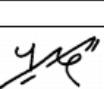
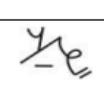
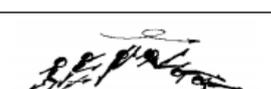
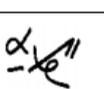
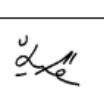
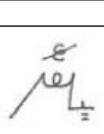
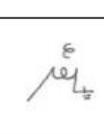
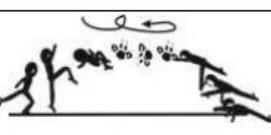
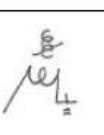
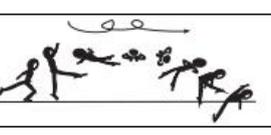
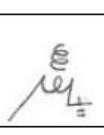
No.	Value	STRADDLE PLANCHE TO LIFTED WENSON BOTH SIDES BACK TO STRADDLE PLANCHE		
B 210	1.0	<ol style="list-style-type: none"> 1. Straddle Planche. Hold 2 seconds during the skill. 2. Bend the arms, kicking one leg laterally forwards to the lifted Wenson. 3. Change the front leg with rear leg without touching the floor. 4. Return to Straddle Planche, Hold for 2 seconds. 		
No.	Value	PLANCHE		
B 218	0.8	<ol style="list-style-type: none"> 1. Planche, legs together. 2. Hands may be turned out at the wrist or pointing towards the feet, the body line must not exceed 20° above parallel. 3. Hold for 2 seconds. 		
No.	Value	PLANCHE TO PUSH-UP		
B 219	0.9	<ol style="list-style-type: none"> 1. Planche. 2. Hold for 2 seconds. 3. Perform a push up, the body maintaining alignment. 		
No.	Value	PLANCHE TO LIFTED WENSON		
B 220	1.0	<ol style="list-style-type: none"> 1. Planche. 2. Hold for 2 seconds. 3. Bend the arms, kicking one leg laterally forwards to a Lifted Wenson, the body maintaining alignment. 		
No.	Value	3/1 AIR TURNS		
C 108	0.8	<ol style="list-style-type: none"> 1. A two-foot take off jump with the body vertical, fully extended. 2. While airborne the body turns 1080°. Position of arms is optional. 3. Landing with feet together. 		
No.	Value	2 1/2 AIR TURNS TO SPLIT		
C 118	0.8	<ol style="list-style-type: none"> 1. A two-foot take off. 2. Perform a 900° air turn. The body inclines and prepares for landing 3. Split. 		
No.	Value	3/1 AIR TURNS TO SPLIT		
C 119	0.9	<ol style="list-style-type: none"> 1. A two-foot take off. 2. Perform a 1080° air turn. The body inclines and prepares for landing. 3. Split. 		
No.	Value	GAINER 1/2 TWIST TO FRONTAL SPLIT		
C 153	0.3	<ol style="list-style-type: none"> 1. From standing 2. Perform a Gainer 180° twist. 3. Land in Frontal Split. 		
No.	Value	GAINER 1 1/2 TWIST TO FRONTAL SPLIT		
C 156	0.6	<ol style="list-style-type: none"> 1. From standing 2. Perform a Gainer 540° twist. 3. Land in Frontal Split. 		
No.	Value	GAINER 2 1/2 TWIST TO FRONTAL SPLIT		
C 159	0.9	<ol style="list-style-type: none"> 1. From standing 2. Perform a Gainer with 900° twist 3. Land in Frontal Split. 		
No.	Value	GAINER 1/2 TWIST		
C 144	0.4	<ol style="list-style-type: none"> 1. From standing, one leg swings forward to lift the body upwards, parallel to the floor. 2. Both legs come together while airborne (Gainer), a 180° twist is performed with a straight body. 3. Hands and feet land together in Push up. 		
No.	Value	GAINER 1 1/2 TWIST		
C 147	0.7	<ol style="list-style-type: none"> 1. From standing, one leg swings forward to lift the body upwards, parallel to the floor. 2. Both legs come together while airborne (Gainer), a 540° twist is performed with a straight body. 3. Hands and feet land together in Push up. 		
No.	Value	GAINER 2 1/2 TWIST		
C 150	1.0	<ol style="list-style-type: none"> 1. From standing, one leg swings forward to lift the body upwards, parallel to the floor. 2. Both legs come together while airborne (Gainer), a 900° twist is performed with a straight body. 3. Hands and feet land together in Push up. 		
No.	Value	TUCK JUMP TO SPLIT		
C 193	0.3	<ol style="list-style-type: none"> 1. Take off, 1 or 2 feet 2. A vertical Tuck jump. While airborne, the body inclines and prepares for landing. 3. Landing in Split. 		
No.	Value	1/2 TURN TUCK JUMP TO SPLIT		
C 194	0.4	<ol style="list-style-type: none"> 1. A Vertical Jump with a 180° turn into Tuck. 2. Then the body inclines and prepares for landing. 3. Landing in Split. 		

No.	Value	1/1 TURN TUCK JUMP TO SPLIT		
C 195	0.5	1. A Vertical Jump with a 360° turn into Tuck. 2. Then the body inclines and prepares for landing. 3. Landing in Split, facing the same direction as the start.		
No.	Value	1½ TURN TUCK JUMP TO SPLIT		
C 196	0.6	1. A Vertical Jump with a 540° turn into Tuck. 2. Then the body inclines and prepares for landing. 3. Landing in Split, facing opposite direction from the start.		
No.	Value	2/1 TURNS TUCK JUMP TO SPLIT		
C 197	0.7	1. A Vertical Jump with a 720° turn into Tuck. 2. Then the body inclines and prepares for landing. 3. Landing in Split, facing the same direction as the start.		
No.	Value	2½ TURNS TUCK JUMP TO SPLIT		
C 199	0.9	1. A Vertical Jump with a 900° turn into Tuck. 2. Then the body inclines and prepares for landing. 3. Landing in Split, facing opposite direction from the start.		
No.	Value	3/1 TURNS TUCK JUMP TO SPLIT		
C 200	1.0	1. A Vertical Jump with a 1080° turn into Tuck. 2. Then the body inclines and prepares for landing. 3. Landing in Split, facing the same direction as the start.		
No.	Value	TUCK JUMP TO PUSH UP		
C 204	0.4	1. A vertical Tuck jump. 2. The body inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	½ TURN TUCK JUMP TO PUSH UP		
C 205	0.5	1. A vertical jump with a 180° turns into Tuck. 2. Then the body inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	½ TURN TUCK JUMP ½ TWIST TO PUSH UP		
C 206	0.6	1. A Vertical Jump with a 180° turn into Tuck. 2. The body twists 180° while airborne, inclines and prepares for landing 3. Landing in Push up, facing the same direction from the start		
No.	Value	1/1TURN TUCK JUMP ½ TWIST TO PUSH UP		
C 207	0.7	1. A vertical jump with a 360° turns into Tuck. 2. The body twists 180° while airborne, inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1 ½TURN TUCK JUMP ½ TWIST TO PUSH UP		
C 208	0.8	1. A Vertical Jump with a 540° turn into Tuck. 2. The body twists 180° while airborne, inclines and prepares for landing 3. Landing in Push up, facing the same direction from the start.		
No.	Value	COSSACK JUMP TO SPLIT		
C 234	0.4	1. A Cossack Jump. 2. The body inclines and prepares for landing. 3. Landing in Split.		
No.	Value	½ TURN COSSACK JUMP TO SPLIT		
C 235	0.5	1. A Vertical Jump with a 180° turn into Cossack. 2. Then the body inclines and prepares for landing. 3. Landing in Split, facing opposite direction from the start.		
No.	Value	1/1 TURN COSSACK JUMP TO SPLIT		
C 236	0.6	1. A Vertical Jump with a 360° turn into Cossack 2. Then the body inclines and prepares for landing. 3. Landing in Split.		
No.	Value	1 ½ TURN COSSACK JUMP TO SPLIT		
C 237	0.7	1. A Vertical Jump with a 360° turn into Cossack. 2. Then the body makes another 180° turn, inclines and prepares for landing. 3. Landing in Split, facing the opposite direction from the start.		
No.	Value	2/1 TURNS COSSACK JUMP SPLIT		
C 238	0.8	1. A Vertical Jump with a 720° turn into Cossack. 2. Then the body inclines and prepares for landing. 3. Landing in Split.		

No.	Value	COSSACK JUMP TO PUSH UP		
C 245	0.5	1. A Cossack Jump. 2. The body inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	COSSACK JUMP 1/2 TWIST TO PUSH UP		
C 246	0.6	1. A Vertical Jump to Cossack position. 2. Then the body inclines and twists 180° prepares for landing. 3. Landing in Push up, facing the opposite direction from the start		
No.	Value	1/2 TURN COSSACK JUMP 1/2 TWIST TO PUSH UP		
C 247	0.7	1. A Vertical Jump with a 180° turn into Cossack. 2. While airborne, the body twists another 180°, inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1/1 TURN COSSACK JUMP 1/2 TWIST TO PUSH UP (JULIEN)		
C 248	0.8	1. A Vertical Jump with a 360° turn into Cossack. 2. While airborne, the body twists another 180°, inclines and prepares for landing 3. Landing in Push up, facing the opposite direction from the start.		
No.	Value	1 1/2 TURN COSSACK JUMP 1/2 TWIST TO PUSH UP (ALCAN)		
C 249	0.9	1. A Vertical Jump with a 540° turn into Cossack. 2. While airborne, the body twists another 180°, inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	PIKE JUMP TO SPLIT		
C 275	0.5	1. A Pike Jump. 2. Then the body inclines and prepares for landing. 3. Landing in Split		
No.	Value	1/2 TURN PIKE JUMP TO SPLIT		
C 276	0.6	1. Jump with a 180° turn into Pike. 2. Then the body inclines and prepares for landing. 3. Landing in Split.		
No.	Value	1/1 TURN PIKE JUMP TO SPLIT		
C 277	0.7	1. Jump with a 360° turn into Pike. 2. Then the body inclines and prepares for landing. 3. Landing in Split.		
No.	Value	1 1/2 TURN PIKE JUMP TO SPLIT		
C 278	0.8	1. Jump with a 540° turn into Pike. 2. Then the body inclines and prepares for landing. 3. Landing in Split.		
No.	Value	PIKE JUMP TO PUSH UP		
C 286	0.6	1. A Pike Jump. 2. The body inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	PIKE JUMP 1/2 TWIST TO PUSH UP		
C 287	0.7	1. A Pike Jump. 2. While airborne, the body twists 180°, inclines and prepares for landing. 3. Landing in Push up		
No.	Value	1/2 TURN PIKE JUMP 1/2 TWIST TO PUSH UP		
C 288	0.8	1. A jump with a 180° turn into a Pike. 2. While airborne, the body twists another 180°, inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1/1 TURN PIKE JUMP 1/2 TWIST TO PUSH UP		
C 289	0.9	1. A Vertical Jump with a 360° turn into Pike. 2. While airborne, the body twists another 180°, inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1 1/2 TURN PIKE JUMP 1/2 TWIST TO PUSH UP		
C 290	1.0	1. A jump with a 540° turn into Pike. 2. While airborne, the body twists another 180°, inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1/2 TURN STRADDLE LEAP TO PUSH UP (KALOYANOV)		
C 307	0.7	1. A one foot Leap with reverse 180° turn into Straddle. 2. Keeping legs alignment with trunk and head, then show a straight body before landing. 3. Landing in Push up, facing the opposite direction from the start.		
No.	Value	1/1 TURN STRADDLE LEAP TO PUSH UP		
C 308	0.8	1. A Leap from one foot with a 360° turn into Straddle. 2. Keeping legs alignment with trunk and head, then show a straight body before landing. 3. Landing in Push up.		
No.	Value	1/1 TURN STRADDLE LEAP 1/2 TWIST TO PUSH UP		
C 309	0.9	1. A Leap from one foot with a 360° turn into Straddle. 2. Perform a 180° twist and then show a straight body before landing. 3. Landing in Push up, facing the opposite direction from the start.		

No.	Value	STRADDLE JUMP TO SPLIT		
C 325	0.5	1. A Straddle Jump. 2. Then the body inclines and prepares for landing. 3. Landing in Split.		
No.	Value	1/2 TURN STRADDLE JUMP TO SPLIT		
C 326	0.6	1. A Vertical Jump with a 180° turn into Straddle. 2. The body inclines and prepares for landing. 3. Landing in Split.		
No.	Value	1/1 TURN STRADDLE JUMP TO SPLIT		
C 327	0.7	1. A Vertical Jump with a 360° turn into Straddle. 2. Then the body inclines and prepares for landing. 3. Landing in Split.		
No.	Value	1 1/2 TURN STRADDLE JUMP TO SPLIT		
C 328	0.8	1. A Vertical Jump with a 540° turn into Straddle. 2. Then the body inclines and prepares for landing. 3. Landing in Split.		
No.	Value	STRADDLE JUMP TO PUSH UP		
C 336	0.6	1. A Straddle jump. 2. The body inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1/2 TURN STRADDLE JUMP TO PUSH UP		
C 337	0.7	1. A Vertical Jump with a 180° turn into Straddle. 2. Then the body inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1/1 TURN STRADDLE JUMP TO PUSH UP		
C 338	0.8	1. A Vertical Jump with a 360° turn into Straddle. 2. Then the body inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1 1/2 TURN STRADDLE JUMP TO PUSH UP		
C 339	0.9	1. A Vertical Jump with a 540° turn into Straddle. 2. Then the body inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	STRADDLE JUMP 1/2 TWIST TO PUSH UP		
C 347	0.7	1. A vertical Straddle jump. 2. While airborne, the body twists 180°, inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1/2 TURN STRADDLE JUMP 1/2 TWIST TO PUSH UP		
C 348	0.8	1. A Vertical Jump with a 180° turn into Straddle. 2. While airborne, the body then inclines and twists 180°. 3. Landing in Push up.		
No.	Value	1/1 TURN STRADDLE JUMP 1/2 TWIST TO PUSH UP		
C 349	0.9	1. A Vertical Jump with a 360° turn into Straddle. 2. While airborne the body twists 180°, inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1 1/2 TURN STRADDLE JUMP 1/2 TWIST TO PUSH UP		
C 350	1.0	1. A Vertical Jump with a 540° turn into Straddle. 2. While airborne the body twists 180°, inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	FRONTAL SPLIT JUMP TO FRONTAL SPLIT		
C 365	0.5	1. A Jump. 2. While airborne show a Frontal Split. 3. Landing in Frontal Split.		
No.	Value	1/2 TURN FRONTAL SPLIT JUMP TO FRONTAL SPLIT		
C 366	0.6	1. A jump. 2. A 180° turn into a Frontal Split. 3. Landing in Frontal Split.		
No.	Value	1/1 TURN FRONTAL SPLIT JUMP TO FRONTAL SPLIT		
C 367	0.7	1. A jump with a 360° turn. 2. After the full turn, while airborne show a Frontal Split 3. Landing in Frontal Split.		
No.	Value	1 1/2 TURN FRONTAL SPLIT JUMP TO FRONTAL SPLIT		
C 368	0.8	1. A jump with a 540° turn. 2. After the full turn, while airborne show a Frontal Split 3. Landing in Frontal Split.		
No.	Value	BALANCE 3/1TURNS TO FREE VERTICAL SPLIT		
D 250	1.0	1. A Balance turn where one leg is lifted to either in sagittal or frontal balance and is supported by one hand. 2. 3/1 turns (1080°) must be performed. Optional placement of the free arm. 3. Free Vertical Split.		

No.	Value	FRONTAL SPLIT JUMP TO PUSH UP (SHUSHUNOVA)		
C 376	0.6	1. A Frontal Split Jump. 2. Then the body inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	FRONTAL SPLIT JUMP 1/2 TWIST TO PUSH UP		
C 377	0.7	1. A Frontal Split Jump. 2. While airborne, the body twists 180°, inclines and prepares for landing. 3. Landing in Push up, facing the opposite direction from the start.		
No.	Value	1/2 TURN FRONTAL SPLIT JUMP 1/2 TWIST TO PU		
C 378	0.8	1. A 180° turn Frontal Split Jump. 2. While airborne, the body twists another 180°, inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1/1 TURN FRONTAL SPLIT JUMP 1/2 TWIST TO PU		
C 379	0.9	1. A 360° turn Frontal Split Jump. 2. While airborne, the body twists another 180°, inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	SPLIT JUMP TO SPLIT		
C 395	0.5	1. A Split Jump. 2. The body inclines and prepares for landing. 3. Landing in Split.		
No.	Value	1/2 TURN SPLIT JUMP TO SPLIT		
C 396	0.6	1. A jump with a 180° turn into a Split. 2. The body inclines and prepares for landing. 3. Landing in Split, facing the opposite direction from the start.		
No.	Value	1/1 TURN SPLIT JUMP TO SPLIT		
C 397	0.7	1. A Split Jump. 2. While airborne the body makes a 360° turn, the body inclines and prepares for landing 3. Landing in Split.		
No.	Value	1 1/2 TURN SPLIT JUMP TO SPLIT		
C 398	0.8	1. A Split Jump. 2. While airborne, the body makes a 540° turn, the body inclines and prepares for landing 3. Landing in Split.		
No.	Value	SPLIT JUMP SWITCH TO SPLIT		
C 406	0.6	1. A Split Jump. 2. While airborne the legs switch, the body inclines and prepares for landing 3. Landing in Split.		
No.	Value	1/2 TURN SPLIT JUMP SWITCH TO SPLIT		
C 407	0.7	1. A jump with a 180° turn into a Split. 2. While airborne the legs switch, the body inclines and prepares for landing 3. Landing in Split.		
No.	Value	1/1 TURN SPLIT JUMP SWITCH TO SPLIT		
C 408	0.8	1. A jump with a 360° turn into a Split. 2. While airborne the legs switch, the body inclines and prepares for landing 3. Landing in Split.		
No.	Value	1 1/2 TURN SPLIT JUMP SWITCH TO SPLIT (ENGEL)		
C 409	0.9	1. A jump with a 360° turn into a Split. 2. While airborne, the legs switch with a rotation of the body of 180°, then the body inclines and prepares for landing 3. Landing in Split.		
No.	Value	SPLIT JUMP TO PUSH UP		
C 416	0.6	1. A Split Jump. 2. The body inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1/2 TURN SPLIT JUMP TO PUSH UP		
C 417	0.7	1. A Split Jump with a 180° turn. 2. Then the body inclines and prepares for landing. 3. Landing in Push up, facing the opposite direction from the start.		
No.	Value	1/1 TURN SPLIT JUMP TO PUSH UP		
C 418	0.8	1. A Split Jump with a 360° turn. 2. Then the body inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	1 1/2 TURN SPLIT JUMP TO PUSH UP		
C 419	0.9	1. A Split Jump with a 540° turn. 2. Then the body inclines and prepares for landing. 3. Landing in Push up.		
No.	Value	SWITCH SPLIT LEAP TO SPLIT		
C 435	0.5	1. A one-foot take off Switch Split Leap. 2. Then the body inclines and prepares for landing. 3. Landing in Split.		

No.	Value	SWITCH SPLIT LEAP ½ TURN TO SPLIT		
C 436	0.6	<ol style="list-style-type: none"> 1. A one-foot take off Switch Split Leap. 2. While airborne, the body turns 180°. 3. Then the body inclines and prepares for landing 4. Landing in Split, facing the opposite direction from the start. 		
No.	Value	SWITCH SPLIT LEAP TO PUSH UP		
C 446	0.6	<ol style="list-style-type: none"> 1. A one-foot take off Switch Split Leap. 2. Then the body inclines and prepares for landing. 3. Landing in Push up. 		
No.	Value	SCISSORS LEAP ½ TURN TO SPLIT		
C 476	0.6	<ol style="list-style-type: none"> 1. A one foot take off Scissors Leap ½ turn. 2. Then the body maintains the vertical position in order to prepare the landing. 3. Landing in Split. 		
No.	Value	SCISSORS LEAP 1/1 TURN TO SPLIT		
C 477	0.7	<ol style="list-style-type: none"> 1. A one- foot take off Scissors Leap 1/2 turn. 2. Then the body performs ½ turn in the vertical position. 3. Landing in Split 		
No.	Value	SCISSORS LEAP 1 ½ TURN TO SPLIT		
C 478	0.8	<ol style="list-style-type: none"> 1. A one- foot take off Scissors Leap 1/2 turn. 2. Then the body performs 1/1 turn in the vertical position; 3. Landing in Split or Frontal Split. 		
No.	Value	SCISSORS LEAP ½ TURN SWITCH TO SPLIT (MARCHENKOV)		
C 487	0.7	<ol style="list-style-type: none"> 1. A one- foot take off Scissors Leap ½ turn. 2. While airborne, the legs switch s to show a Split, the body inclines and prepares for landing. 3. Landing in Split. 		
No.	Value	SCISSORS LEAP 1/1 TURN SWITCH TO SPLIT		
C 488	0.8	<ol style="list-style-type: none"> 1. A one- foot take off Scissors Leap 1/1 turn. 2. While airborne, the legs switch s to show a Split. 3. Then the body inclines and prepares for landing. 4. Landing in Split. 		
No.	Value	SCISSORS LEAP ½ TURN TO PUSH UP		
C 497	0.7	<ol style="list-style-type: none"> 1. A one foot take off Scissors Leap 1/2 turn. 2. Then the body prepares for landing. 3. Landing in Push up. 		
No.	Value	SCISSORS LEAP ½ TURN 1/2 TWIST TO PUSH UP		
C 498	0.8	<ol style="list-style-type: none"> 1. A one-foot take off Scissors Leap 180° turn. 2. While airborne, the body twists another 180°, and prepares for landing. 3. Landing in Push up. 		
No.	Value	SCISSORS LEAP ½ TURN 1/1 TWIST TO PUSH UP (NEZEZON)		
C 500	1.0	<ol style="list-style-type: none"> 1. A one -foot take off Scissors Leap 180° turn. 2. While airborne, the body twists another 360°, and prepares for landing. 3. Landing in Push up, facing the opposite direction from the start. 		
No.	Value	SCISSORS KICK ½ TWIST TO PUSH UP		
C 505	0.5	<ol style="list-style-type: none"> 1. A one-foot take off Scissors Kick. 2. While airborne, the body twists 180°, inclines and prepares for landing. 3. Landing in Push up. 		
No.	Value	½ TURN SCISSORS KICK ½ TWIST TO PUSH UP		
C 506	0.6	<ol style="list-style-type: none"> 1. A one-foot take off Scissors Kick with 180° turn. 2. While airborne, the body twists another 180°, inclines and prepares for landing. 3. Landing in Push up. 		
No.	Value	1/2 TWIST OFF AXIS JUMP TO FRONTAL SPLIT		
C 555	0.5	<ol style="list-style-type: none"> 1. A one-foot take off kicking the free leg upward and diagonally. 2. While airborne, the body inclines backward to be out of axis with a halflongitudinal rotation (180°) with straight body and arms close to the chest. 3. Landing opposite in frontal split. 		
No.	Value	1/1 TWIST OFF AXIS JUMP TO FRONTAL SPLIT (MAXIME)		
C 556	0.6	<ol style="list-style-type: none"> 1. A one-foot take off with free leg straight to swing diagonally forward. 2. While airborne, the body inclines backward to be out of axis with fulllongitudinal rotation (360°) with straight body and arms close to the chest. 3. Landing in frontal split. 		
No.	Value	1 ½ TWIST OFF AXIS JUMP TO FRONTAL SPLIT		
C 558	0.8	<ol style="list-style-type: none"> 1. A one-foot take off, kicking the free leg upward and diagonally 2. While airborne, the body inclines backward to be out of axis with 1 1/2longitudinal rotation (540°) with straight body and arms close to the chest. 3. Landing opposite direction in frontal split. 		
No.	Value	2/1 TWIST OFF AXIS JUMP TO FRONTAL SPLIT		
C 559	0.9	<ol style="list-style-type: none"> 1. A one-foot take off, kicking the free leg upward and diagonally. 2. While airborne, the body inclines backward to be out of axis with double longitudinal rotation (720°) with straight body and arms close to the chest. 3. Landing in split. 		

No.	Value	1/2 TWIST OFF AXIS JUMP TO PUSH UP		
C 566	0.6	<ol style="list-style-type: none"> 1. A one-foot take off, kicking the free leg upward and diagonally. 2. While airborne, the body inclines backward to be out of axis with a half longitudinal rotation (180°) with straight body and arms close to the chest. 3. Landing in push up. 		
No.	Value	1/1 TWIST OFF AXIS JUMP TO PUSH UP (BENJAMIN)		
C 567	0.7	<ol style="list-style-type: none"> 1. A one-foot take off, kicking the free leg upward and diagonally. 2. While airborne, the body inclines backward to be out of axis with a full longitudinal rotation (360°) with straight body and arms close to the chest. 3. Landing in push up. 		
No.	Value	1 1/2 TWIST OFF AXIS JUMP TO PUSH UP		
C 569	0.9	<ol style="list-style-type: none"> 1. A one-foot take off, kicking the free leg upward and diagonally. 2. While airborne, the body inclines backward to be out of axis with double longitudinal rotation (540°) with straight body and arms close to the chest. 3. Landing in push up. 		
No.	Value	2/1 TWIST OFF AXIS JUMP TO PUSH UP		
C 570	1.0	<ol style="list-style-type: none"> 1. A one-foot take off, kicking the free leg upward and diagonally. 2. While airborne, the body inclines backward to be out of axis with double longitudinal rotation (720°) with straight body and arms close to the chest. 3. Landing in push up. 		
No.	Value	BUTTERFLY		
C 584	0.4	<ol style="list-style-type: none"> 1. A one-foot take off, kicking the free leg straight and backward to lift the body upward. 2. While airborne, legs flies open in straddle with body in horizontal position. 3. Landing in one leg. 		
No.	Value	BUTTERFLY 1/1 TWIST		
C 587	0.7	<ol style="list-style-type: none"> 1. A one-foot take off with free leg straight and to swing diagonally backward to lift the body upward. 2. While airborne, legs flies open in straddle and body rotates to perform a full twist (360°) in horizontal position. 3. Landing in one foot. 		
No.	Value	BUTTERFLY 2/1 TWIST		
C 590	1.0	<ol style="list-style-type: none"> 1. A one-foot take off with free leg straight and to swing diagonally backward to lift the body upward. 2. While airborne, the body rotates to perform double twist (720°) in horizontal position. 3. Landing in one foot. 		
No.	Value	3/1 TURNS		
D 146	0.6	<ol style="list-style-type: none"> 1. Standing on one leg. 2. A full turn (1080°) is performed. 3. Optional placement of the free leg and arms. 4. Standing on one or both legs. 		
No.	Value	3/1 TURNS TO VERTICAL SPLIT		
D 157	0.7	<ol style="list-style-type: none"> 1. Standing on one leg. 2. 3/1 full turns (1080°) are performed. 3. Vertical Split. 		
No.	Value	3/1 TURNS TO FREE VERTICAL SPLIT		
D 168	0.8	<ol style="list-style-type: none"> 1. Standing on one leg. 2. 3/1 turn (1080°) is performed. 3. Free Vertical Split. 		
No.	Value	3/1 TURNWITH LEG AT HORIZONTAL		
D 189	0.9	<ol style="list-style-type: none"> 1. Standing on one leg, free leg must be straight. 2. 3/1 turns (1080°) with a heel of the free leg forward at horizontal throughout the turn. Optional placement of the arms. 3. Standing on one or both legs. 		
No.	Value	3/1 TURNWITH LEG AT HORIZONTAL TO VERTICAL SPLIT		
D 200	1.0	<ol style="list-style-type: none"> 1. Standing on one leg free leg must be straight. 2. 3/1 full turns (1080°) with a heel of the free leg forward at horizontal throughout the turn. Optional placement of the arms. 3. Vertical Split. 		
No.	Value	BALANCE 3/1TURNS		
D 228	0.8	<ol style="list-style-type: none"> 1. A Balance turn where one leg is lifted in either in sagittal or frontal balance and is supported by one hand. 2. 3/1full turns(1080°) must be performed. Optional placement of the free arm. 3. Standing on one or both legs. 		
No.	Value	BALANCE 3/1TURNS TO VERTICAL SPLIT		
D 239	0.9	<ol style="list-style-type: none"> 1. A Balance turn where one leg is lifted to either in sagittal or frontal balance and is supported by one hand. 2. 3/1 turns (1080°) must be performed. Optional placement of the free arm. 3. Vertical Split. 		

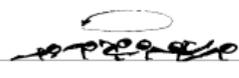
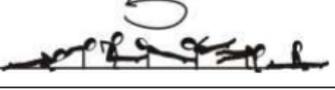
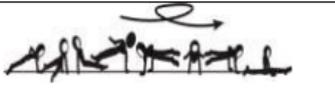
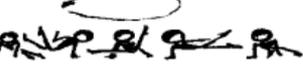
LIMITED ELEMENTS/MOVEMENTS

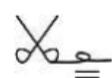
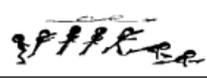
The following elements and movements are limited, meaning that they may not be performed more than once per routine, and are additional to prohibited movements and elements listed in the Code of Points. This limitation is subject to an agreement with FIG regarding coexistence of the two bodies, and is directly from the FIG Aerobic Gymnastics Code of Points (along with stipulations regarding other gymnastics codes already listed in this document). Please note the penalties that will apply per infringement.

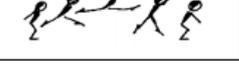
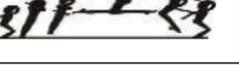
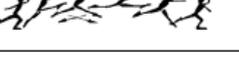
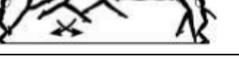
Additional to the below elements, the following is also limited to once per routine only:

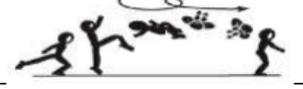
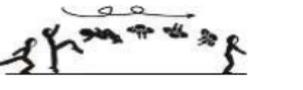
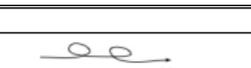
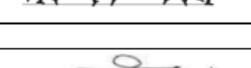
- Pivots
- Walkovers (forwards and backwards, including starting on the floor)
- Capoeira movements
- Cartwheels of any kind
- Round-offs

As a general rule, no elements/movements with a turn of more than 720° are allowed.

No.	Value	DOUBLE LEG 1/1 CIRCLE (1 or 2)		
A 265	0.5	1. Front Support. Legs apart initiate a swing. 2. From free front support on both hands legs move with feet together and swing to the side of the supporting hand. 3. Hips are lifted and the body is extended. 4. Front Support.		9 9 ₂
No.	Value	DOUBLE LEG 1/1 CIRCLE TO WENSON		
A 266	0.6	1. Front Support. Legs apart initiate a swing. 2. From free front support on both hands legs move with feet together and swing to the side of the supporting hand. 3. Hips are lifted and the body is extended. 4. Wenson Support.		9w
No.	Value	DOUBLE LEG 1/1 CIRCLE 1/2 TURN TO WENSON		
A 267	0.7	1. Front Support with legs apart. 2. Swing to double leg 1/1 circle. 3. At the end of the circle, perform 1/2 turn. 4. Wenson support.		9w
No.	Value	DOUBLE LEG 1/1 CIRCLE 1/1 TURN TO WENSON		
A 268	0.8	1. Front Support with legs apart. 2. Swing to double leg 1/1 circle. 3. At the end of the circle, perform 1/1 turn. 4. Wenson Support.		9w
No.	Value	DOUBLE LEG 1/1 CIRCLE TO LIFTED WENSON		
A 277	0.7	1. Front Support with legs apart. 2. Swing to double leg 1/1 circle. 3. Lifted Wenson Support.		9w
No.	Value	DOUBLE LEG 1/1 CIRCLE 1/2 TURN TO LIFTED WENSON		
A 278	0.8	1. Front Support with legs apart. 2. Swing to double leg 1/1 circle. 3. At the end of the circle, perform 1/2 turn. 4. Lifted Wenson Support.		9w
No.	Value	DOUBLE LEG 1/1 CIRCLE 1/1 TURN TO LIFTED WENSON		
A 279	0.9	1. Front Support with legs apart. 2. Swing to double leg 1/1 circle. 3. At the end of the circle, perform 1/1 turn. 4. Lifted Wenson Support.		9w
No.	Value	DOUBLE LEG 1/1 CIRCLE TO SPLIT		
A 285	0.8	1. Front Support with legs apart. 2. Swing to double leg 1/1 circle. 3. At the end of the circle, 4. Ending in split.		9 ₌
No.	Value	DOUBLE LEG 1/1 CIRCLE 1/1 TURN TO SPLIT		
A 287	0.7	1. Front Support with legs apart. 2. Swing to double leg 1/1 circle with a 1/1 turn 3. Ending in split.		9 ₌
No.	Value	FLAIR (1 or 2)		
A 305	0.5	1. Straddle Front support. Legs apart to initiate the swing. 2. From a free front support on both hands, legs circle straddle around the body. 3. Front Support.		Xo Xo ₂

No.	Value	FLAIR TO SPLIT		
A 315	0.5	1. Straddle Front support. Legs apart to initiate the swing 2. From a free front support on both hands, legs circle straddle around the body. 3. Sagittal Split.		
No.	Value	FLAIR 1/1 TURN TO SPLIT		
A 317	0.7	1. Straddle Front Support. 2. Perform Flair. 3. While performing Flair, turning 360° 4. Land in Split		
No.	Value	FLAIR + AIR FLAIR (1 OR 2)		
A 319	0.9	1. From straddle front support. 2. Perform a Flair. 3. Perform air flair (1 or 2) in vertical position. 4. Optional ending position.		
No.	Value	FLAIR + AIR FLAIR (1 OR 2) + FLAIR		
A 320	1.0	1. From straddle front support. 2. Perform a Flair. 3. Perform air flair (1 or 2) in vertical position. 4. Perform another Flair. 5. Optional ending position.		
No.	Value	FLAIR BOTH SIDES		
A 330	1.0	1. Straddle Front support, legs apart to initiate the swing. 2. From a free straddle support on both hands, legs circle straddle around the body. 3. Then perform a Flair on the other side. 4. Legs must not touch the floor then alternate to performing other side. 5. Front Support.		
No.	Value	1/1 AIR TURN		
C 103	0.3	1. A two-foot take off with the body vertical, fully extended. 2. While airborne the body turns 360°. Position of arms is optional. 3. Landing with feet together.		
No.	Value	2/1 AIR TURNS		
C 105	0.5	1. A two-foot take off with the body vertical, fully extended. 2. While airborne the body turns 720°. Position of arms is optional. 3. Landing with feet together.		
No.	Value	1/2 AIR TURN TO SPLIT		
C 113	0.3	1. A two-foot take off. 2. Perform a 180° air turn. The body inclines and prepares for landing. 3. Split.		
No.	Value	1/1 AIR TURN TO SPLIT		
C 114	0.4	1. A two-foot take off. 2. Perform a 360° air turn. The body inclines and prepares for landing. 3. Split.		
No.	Value	1 1/2 AIR TURN TO SPLIT		
C 115	0.5	1. A two-foot take off. 2. Perform a 540° air turn backwards. The body inclines and prepares for landing. 3. Split.		
No.	Value	2/1 AIR TURNS TO SPLIT		
C 116	0.6	1. A two-foot take off. 2. Perform a 720° air turn. The body inclines and prepares for landing. 3. Split.		
No.	Value	TUCK JUMP		
C 182	0.2	1. Take off, 1 or 2 feet 2. A Vertical Jump where the legs are lifted, with knees bent close to the chest. 3. Landing feet together.		
No.	Value	1/1 TURN TUCK JUMP		
C 184	0.4	1. Take off, 1 or 2 feet 2. A Vertical Jump with a 360° turn, while airborne, show a Tuck. 3. Landing feet together, facing the same direction as the start.		
No.	Value	2/1 TURNS TUCK JUMP		
C 186	0.6	1. A Vertical Jump with a 720° turn. 2. While airborne, show a Tuck. 3. Landing with feet together, facing the same direction as the start.		

No.	Value	COSSACK JUMP		
C 223	0.3	1. A Vertical Jump where the both legs lift parallel to the floor or higher with one leg bent at knee (Cossack). 2. The thighs of both legs are together and parallel to the floor. 3. Landing with feet together.		
No.	Value	1/1 TURN COSSACK JUMP		
C 225	0.5	1. A Vertical Jump with a 360° turn. 2. While airborne show a Cossack. 3. Landing with feet together.		
No.	Value	2/1 TURNS COSSACK JUMP		
C 227	0.7	1. A Vertical Jump with a 720° turn. 2. While airborne show a Cossack. 3. Landing with feet together.		
No.	Value	PIKE JUMP		
C 264	0.4	1. A Vertical Jump with the body folding into a Pike, both legs lifted off the floor to a horizontal. 2. The legs are parallel to or higher than the floor, showing an angle of no more than 60° between the trunk and the legs, arms and hands extended towards the toes. 3. Landing with feet together.		
No.	Value	1/1 TURN PIKE JUMP		
C 266	0.6	1. A jump with a 360° turn. 2. While airborne show a Pike. 3. Landing with feet together.		
No.	Value	2/1 TURNS PIKE JUMP		
C 268	0.8	1. A jump with a 720° turn. 2. While airborne show a Pike. 3. Landing with feet together.		
No.	Value	STRADDLE JUMP		
C 314	0.4	1. A Vertical Jump where the legs are lifted into an airborne Straddle (90° wide open) with arms. 2. The angle between trunk and legs must not be more than 60°. 3. The legs must be parallel to or higher than floor. 4. Landing feet together.		
No.	Value	1/1 TURN STRADDLE JUMP		
C 316	0.6	1. A Vertical Jump with a 360° turn. 2. While airborne, after completing the turn show a Straddle. 3. Landing feet together, facing the same direction as the start.		
No.	Value	2/1 TURNS STRADDLE JUMP		
C 318	0.8	1. A Vertical Jump with a 720° turn. 2. While airborne, after completing the turn show a Straddle. 3. Landing feet together, facing the same direction as the start.		
No.	Value	FRONTAL SPLIT JUMP		
C 354	0.4	1. A Vertical Jump where legs are lifted into an airborne Frontal Split. 2. Upper body must remain upright during the Frontal split. 3. Landing with feet together.		
No.	Value	1/1 TURN FRONTAL SPLIT JUMP		
C 356	0.6	1. A two-foot take off jump with a 360° turn. 2. While airborne show a Frontal Split. 3. Landing with feet together.		
No.	Value	2/1 TURNS FRONTAL SPLIT JUMP		
C 358	0.8	1. A two-foot take off jump with a 720° turn. 2. While airborne show a Frontal Split. 3. Landing with feet together.		
No.	Value	SPLIT JUMP		
C 384	0.4	1. A jump. 2. While airborne, the legs are fully stretched and show a Split. 3. Landing with feet together.		
No.	Value	1/1 TURN SPLIT JUMP		
C 386	0.6	1. A Vertical Jump with 360° turn. 2. While airborne, the legs are fully stretched and show a Split. 3. Landing with feet together.		
No.	Value	2/1 TURNS SPLIT JUMP		
C 388	0.8	1. A Vertical Jump with 720° turn. 2. While airborne, the legs are fully stretched and show a Split. 3. Landing with feet together.		
No.	Value	SWITCH SPLIT LEAP		
C 424	0.4	1. A one-foot take off Leap. 2. While airborne, the legs switch to show a Split. 3. Land on the foot of the leading leg.		
No.	Value	SWITCH SPLIT LEAP 1/2 TURN		
C 425	0.5	1. A one-foot take off Leap. 2. While airborne, the legs switch to show a Split. Turn 180°. 3. Land on the foot of the leading leg		

No.	Value	SCISSORS LEAP ½ TURN		
C 465	0.5	<ol style="list-style-type: none"> 1. A one foot take off with one straight leg forward, turning 180°. 2. While airborne the legs switch in order to show a Split. 3. Land on one Leg. 		
No.	Value	SCISSORS LEAP 1/1 TURN		
C 466	0.6	<ol style="list-style-type: none"> 1. A one foot take off with one straight leg forward, turning 180°. 2. While airborne legs switch in order to show a Split with ½ turn (180°) 3. Land on two feet in the same direction from the starting position. 		
No.	Value	SCISSORS LEAP 1 ½ TURN		
C 467	0.7	<ol style="list-style-type: none"> 1. A one foot take off Leap where the body simultaneously turns 180°. 2. While airborne legs switch in order to show a Split. 3. The body then turns 360°. 4. Land on two feet. 		
No.	Value	1/2 TWIST OFF AXIS JUMP		
C 545	0.5	<ol style="list-style-type: none"> 1. A one-foot take off, kicking the free leg upward and diagonally. 2. While airborne, the body inclines backward to be out of axis with a half longitudinal rotation (180°) arms close to the chest. 3. Landing in standing position. 		
No.	Value	1/1 TWIST OFF AXIS JUMP		
C 546	0.6	<ol style="list-style-type: none"> 1. A one-foot take off, kicking the free leg upward and diagonally 2. While airborne, the body inclines backward to be out of axis with a full longitudinal rotation (360°), arms close to the chest. 3. Landing in standing position. 		
No.	Value	1 1/2 TWISTOFF AXIS JUMP		
C 548	0.8	<ol style="list-style-type: none"> 1. A one-foot take off, kicking the free leg upward and diagonally. 2. While airborne, the body inclines backward to be out of axis with 1 1/2 longitudinal rotation (540°) arms close to the chest; 3. Landing in standing position. 		
No.	Value	2/1 TWISTOFF AXIS JUMP		
C 549	0.9	<ol style="list-style-type: none"> 1. A one-foot take off, kicking the free leg upward and diagonally. 2. While airborne, the body inclines backward to be out of axis with double longitudinal rotation (720°), arms close to the chest 3. Landing in standing position. 		
No.	Value	1/1 TURN		
D 142	0.2	<ol style="list-style-type: none"> 1. Standing on one leg. 2. A full turn (360°) is performed. 3. Optional placement of the free leg and arms. 4. Standing on one or both legs. 		
No.	Value	2/1 TURNS		
D 144	0.4	<ol style="list-style-type: none"> 1. Standing on one leg. 2. A full turn (720°) is performed. 3. Optional placement of the free leg and arms. 4. Standing on one or both legs. 		
No.	Value	1/1 TURN TO VERTICAL SPLIT		
D 153	0.3	<ol style="list-style-type: none"> 1. Standing on one leg. 2. A full turn (360°) is performed. 3. Vertical Split. 		
No.	Value	2/1 TURNS TO VERTICAL SPLIT		
D 155	0.5	<ol style="list-style-type: none"> 1. Standing on one leg. 2. 2/1 full turns (720°) are performed. 3. Vertical Split. 		
No.	Value	1/1 TURN TO FREE VERTICAL SPLIT		
D 164	0.4	<ol style="list-style-type: none"> 1. Standing on one leg. 2. A full turn (360°) is performed. 3. Free Vertical Split. 		
No.	Value	2/1 TURNS TO FREE VERTICAL SPLIT		
D 166	0.6	<ol style="list-style-type: none"> 1. Standing on one leg. 2. 2/1 turn (720°) is performed. 3. Free Vertical Split. 		
No.	Value	1/1 TURN WITH LEG AT HORIZONTAL		
D 185	0.5	<ol style="list-style-type: none"> 1. Standing on one leg, free leg must be straight. 2. A full turn (360°) with a heel of the free leg forward at horizontal throughout the turn. Optional placement of the arms. 3. Standing on one or both legs. 		
No.	Value	2/1 TURNS WITH LEG AT HORIZONTAL		
D 187	0.7	<ol style="list-style-type: none"> 1. Standing on one leg, free leg must be straight. 2. 2/1 turns (720°) with a heel of the free leg forward at horizontal throughout the turn. Optional placement of the arms. 3. Standing on one or both legs. 		
No.	Value	1/1 TURN WITH LEG AT HORIZONTAL TO VERTICAL SPLIT		
D 196	0.6	<ol style="list-style-type: none"> 1. Standing on one leg free leg must be straight. 2. Full turn (360°) with a heel of the free leg forward at horizontal throughout the turn. Optional placement of the arms. 3. Vertical Split. 		

No.	Value	2/1 TURNWITH LEG AT HORIZONTAL TO VERTICAL SPLIT		
D 198	0.8	<ol style="list-style-type: none"> 1. Standing on one leg free leg must be straight. 2. 2/1 full turns (720°) with a heel of the free leg forward at horizontal throughout the turn. Optional placement of the arms. 3. Vertical Split. 		
No.	Value	1/1 TURN WITH LEG AT HORIZONTAL TO FREE VERTICAL SPLIT		
D 207	0.7	<ol style="list-style-type: none"> 1. Standing on one le free leg must be straight. 2. A full turns (360°) with a heel of the free leg forward at horizontal throughout the turn. Optional placement of the arms. 3. Free Vertical Split. 		
No.	Value	2/1 TURNWITH LEG AT HORIZONTAL TO FREE VERTICAL SPLIT		
D 209	0.9	<ol style="list-style-type: none"> 1. Standing on one leg free leg must be straight. 2. 2/1 full turns (720°) with a heel of the free leg forward at horizontal throughout the turn. Optional placement of the arms. 3. Free Vertical Split. 		
No.	Value	BALANCE 1/1 TURN		
D 224	0.4	<ol style="list-style-type: none"> 1. A Balance turn where one leg is lifted to either in sagittal or frontal balance and is supported by one hand. 2. A complete turn (360°) must be performed. Optional placement of the free arm. 3. Standing on one or both legs. 		
No.	Value	BALANCE 2/1TURNS		
D 226	0.6	<ol style="list-style-type: none"> 1. A Balance turn where one leg is lifted in either in sagittal or frontal balance and is supported by one hand. 2. 2/1full turns(720°) must be performed. Optional placement of the free arm. 3. Standing on one or both legs. 		
No.	Value	BALANCE 1/1TURN TO VERTICAL SPLIT		
D 235	0.5	<ol style="list-style-type: none"> 1. A Balance turn where one leg is lifted to either in sagittal or frontal balance and is supported by one hand. 2. A full turn (360°) must be performed. Optional placement of the free arm. 3. Vertical Split. 		
No.	Value	BALANCE 2/1TURNS TO VERTICAL SPLIT		
D 237	0.7	<ol style="list-style-type: none"> 1. A Balance turn where one leg is lifted to either in sagittal or frontal balance and is supported by one hand. 2. 2/1 turns (720°) must be performed. Optional placement of the free arm. 3. Vertical Split. 		
No.	Value	BALANCE 1/1TURN TO FREE VERTICAL SPLIT		
D 246	0.6	<ol style="list-style-type: none"> 1. A Balance turn where one leg is lifted to either in sagittal or frontal balance and is supported by one hand. 2. A full turn (360°) must be performed. Optional placement of the free arm. 3. Free Vertical Split. 		
No.	Value	BALANCE 2/1TURNS TO FREE VERTICAL SPLIT		
D 248	0.8	<ol style="list-style-type: none"> 1. A Balance turn where one leg is lifted to either in sagittal or frontal balance and is supported by one hand. 2. 2/1 turns (720°) must be performed. Optional placement of the free arm. 3. Free Vertical Split. 		
No.	Value	ILLUSION		
D 264	0.4	<ol style="list-style-type: none"> 1. From standing position on one leg, one leg is lifted upward to initiate a 360° vertical circle. 2. Simultaneously the body rotates and turns 360° on the supporting leg. One hand touches the floor, beside the supporting foot. The lifted leg comes down to the starting. 3. Standing on one leg or feet together. 		
No.	Value	ILLUSION TO VERTICAL SPLIT		
D 265	0.5	<ol style="list-style-type: none"> 1. From standing position on one leg, one leg is lifted upward to initiate a 360° vertical circle. 2. Simultaneously the body rotates and turns 360° on the supporting leg. One hand touches the floor, beside the supporting foot. 3. Vertical split 		
No.	Value	ILLUSION TO FREE VERTICAL SPLIT		
D 266	0.6	<ol style="list-style-type: none"> 1. From standing position, one leg is lifted upward to initiate a 360° vertical circle. 2. Simultaneously the body rotates and turns 360° on the supporting leg. One hand touches the floor, beside the supporting foot. 3. Free Vertical Split. 		
No.	Value	DOUBLE ILLUSION		
D 276	0.6	<ol style="list-style-type: none"> 1. Standing on one leg. 2. Perform an Illusion (360°) linked with a second Illusion. 3. Standing on one leg or feet together. 		
No.	Value	DOUBLE ILLUSION TO VERTICAL SPLIT		
D 277	0.7	<ol style="list-style-type: none"> 1. Standing on one leg. 2. Perform an illusion (360°) linked with a second Illusion 3. Vertical Split. 		
No.	Value	DOUBLE ILLUSION TO FREE VERTICAL SPLIT		
D 278	0.8	<ol style="list-style-type: none"> 1. Standing on one leg. 2. Perform an Illusion (360°) linked with a second Illusion 3. Free Vertical Split. 		

No.	Value	FREE ILLUSION		
D 285	0.5	<ol style="list-style-type: none"> 1. Standing on one leg, one leg is lifted upward to initiate a 360° vertical circle. 2. Simultaneously the body rotates and turns 360° on the supporting leg. Hands do not touch the floor and the lifted leg comes down to the starting. 3. Standing on one leg or feet together. 		
No.	Value	FREE ILLUSION TO VERTICAL SPLIT		
D 286	0.6	<ol style="list-style-type: none"> 1. Standing on one leg. 2. Perform a Free Illusion (360°). 3. Vertical Split. 		
No.	Value	FREE ILLUSION TO FREE VERTICAL SPLIT		
D 287	0.7	<ol style="list-style-type: none"> 1. Standing on one leg. 2. Perform a Free Illusion (360°). 3. Free Vertical Split. 		
No.	Value	FREE DOUBLE ILLUSION		
D 297	0.7	<ol style="list-style-type: none"> 1. Standing on one leg. 2. Perform a Free Illusion (360°) linked with a second Free Illusion. 3. Land on one leg or feet together. 		
No.	Value	FREE DOUBLE ILLUSION TO VERTICAL SPLIT		
D298	0.8	<ol style="list-style-type: none"> 1. Standing on one leg. 2. Perform a Free Illusion (360°) linked with a second Free Support Illusion. 3. Vertical Split. 		
No.	Value	FREE DOUBLE ILLUSION TO FREE VERTICAL SPLIT		
D 299	0.9	<ol style="list-style-type: none"> 1. Standing on one leg. 2. Perform a Free Illusion (360°) linked with a second Free Support Illusion. 3. Free Vertical Split. 		

ADDENDUM 2

The rules below are to serve as an addendum to the National Rules, and apply to the WPSC competition. These rules are to be read alongside the National rules. Where there is a contradiction between these rules and the National rules, these rules take precedence for WPSC.

Please note that all communication with the competition organiser will be conducted via athletes@polesports.org.

Eligibility

1. DIVISION - ELITE

- Only Elite athletes qualifying in IPSF endorsed competitions are eligible to qualify for WPSC.
- Athletes placing first (1st) and second (2nd) in an Elite category at National Championships will automatically qualify to the WPSC.
- Reserve Elite athletes may apply to WPSC in the case of a qualified athlete being unable to attend/compete.

2. CATEGORIES

Each of the following Elite categories will be included at the WPSC. Only two athletes may represent each country in all categories.

- Senior Women
- Senior Men
- Master 40+
- Master 50+
- Doubles Novice
- Doubles Junior
- Doubles Senior (Men/Men)
- Doubles Senior (Women/Men)
- Doubles Senior (Women/women)
- Doubles Mixed
- Junior
- Novice*

4. CATEGORIES

- 4.1 All applicants of WPSC must have citizenship or residency of the country they are representing.
- 4.3 Athlete participation is by qualification at a National or Open Championships.
- 4.6 There will be no preliminary rounds for the WPSC. All qualifying athletes will compete in the finals. This applies to rules number 4.7 – 4.10.**
- 4.12 The title of World Pole Sports Champion 20XX in all categories will be a lifetime title, unless a sanction has been placed on the athlete.
- 4.13 Only two athletes per category are permitted to represent each country.
- 4.14 The second or third runner up (3rd and 4th athlete) can be accepted to WPSC as reserve athletes. (Reserve athletes must apply under the same conditions to the WPSC)

Application Process

5. INITIAL APPLICATION

- 5.1. All qualified athletes must:
- Fill in the on-line application form. The link will be provided in the application pack sent to each qualified athlete
- 5.2 All applications must be completed in English.
- 5.6 Athletes must represent the country they qualified in at their national competition or which was declared at an open competition. In the case of dual citizenship, athletes may only represent one country in the WSPC. Athletes wishing to change their country of representation must allow for one competitive year to pass before the changeover. Doubles athletes may only represent one country, and both athletes would be required to provide this proof and adhere to these conditions. It is also important to note that, should one of the Doubles athletes have competed for a specific country in the particular year of competition (or the year before that), both athletes must compete under this country.

6. MUSIC CHOICE

- 6.5. Music must be submitted in MP3 format by the given deadline as stated in the Welcome Pack to athletes@polesports.org.
- 6.7. Should the athlete wish to have their CD or USB returned, please indicate so during the rehearsal time, and please collect this from reception within an hour of the final category on the final day of competition.

Registration Process

8. ATHLETE REGISTRATION

- 8.2. All athletes must bring their passport with one (1) photocopy of it to provide at registration. If in the country of athlete's origin both a passport and an identity card are used, both should be brought with them.
- 8.4. All athletes must sign a confirmation of the following at the time of registration:
- All expenses incurred by the athlete are the responsibility of the athlete and not the IPSF.
 - To be interviewed, filmed and or photographed by the media approved by the IPSF.
 - To enter the World Pole Sports Championships at their own risk. Any injuries or accidents that may occur are the responsibility of the athlete and not the Organiser or the IPSF.
 - To wear their national tracksuit at all times except for during their performance.
- 8.6. All athletes must provide evidence of personal accident insurance / medical cover if applicable that covers them for the duration of the competition. This should start the day of the WSPC rehearsals and be valid during whole competition.

Competing

10. COSTUME

10.18. All athletes should have tracksuits according to the requirements:

- Athletes must wear a tracksuit representing their country.
- Tracksuits must include: matching trousers (leggings are not allowed on stage), t-shirt/tank top and a jacket.
- Under hot weather conditions it is acceptable to wear the t-shirt or tank top instead of the jacket except during the medals ceremony.
- One individual sponsor's logo may be worn on the jacket and up to five (5) sponsor logos may be worn on the t-shirt/tank top. The size of the logos cannot be more than 10x10cm.
- National teams must ensure all athletes have the same matching tracksuits. National federation logos can be worn. The size of the logo cannot be more than 10x10cm
- Other logos, imagery and writing cannot be displayed on the tracksuit.

19. AWARDS

19.1 At the WPSC, each athlete competes for the title of World Pole Sports Champion 20XX.