



## ‘How to’ fill in the Technical Presentation Bonus Form correctly

*Important to note:*

- *Deductions are made for forms filled in incorrectly*
- *The form should be typed in Word, using black print*
- *Only bonuses listed will be judged*

The form is in three parts:

1. Athlete(s) personal details at the top of the form with signature at the bottom
2. Singular bonus codes - elements to be judged in the middle of the form
3. Overall bonus points - judges use only at the bottom of the form

### Athlete(s) personal details

**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: Seniors, Masters (40+ / 50+), Doubles, Junior or Novice, and Men, Women or Mixed.

**Coach / Athlete(s) Signature:**

This form must be signed by both the coach and athlete. Should the athlete(s) not have a coach, his or her signature will be considered sufficient.

### Singles Bonus Codes

Code	Description	Point Value Per Bonus	Max Points
AC	Acrobatic catches	+0.5	+1.0
SP/SP*	Combining 2 spins on spinning pole for 720° each	+0.5	+2.0
SP/SP/SP*	Combining 3 spins on spinning pole for 720° each	+1.0	+1.0
SP/ST^	Combining 2 spins on static pole for 360° each	+0.5	+2.0
SP/SP/ST^	Combining 3 spins on static pole for 360° each	+0.5	+2.0
SP/E/ST	Combining spins with other elements on static pole	+0.5	+1.5
D	Drops	+0.2	+1.0
DC	Dynamic combinations on spinning or static pole	+0.5	+3.0
FO	Flip-out or Flip-on	+1.0	+1.0
JO	Jump-out or Jump-on	+0.2	+1.2
F	Pole flip	+1.5	+1.5
RG	Re-grips	+0.2	+0.8

\* The maximum number of combined points permitted for combining spins on the spinning pole is 2.0

^ The maximum number of combined points permitted for combining spins on the static pole is 2.0



### Doubles Bonus Codes

Code	Description	Point Value Per Bonus	Maximum Points
AC/SYN	Acrobatic catches in synchronicity	+0.5	+1.0
FO	Flip-out or Flip-on	+1.0	+1.0
SP/SYN	Combining spins with other spins in synchronicity	+0.5	+1.0
SP/E/SYN	Combining spins with other elements in synchronicity	+0.5	+1.0
D/SYN	Drops in synchronicity	+0.2	+1.0
JO/SYN	Jump-out or Jump-on in synchronicity	+0.2	+1.2
PCT	Partner catch / throw from pole to partner or partner to pole	+0.4	+0.8
RG/SYN	Re-grips in synchronicity	+0.2	+1.0
DC/SYN	Synchronised parallel dynamic combinations on spinning or static pole	+0.5	+2.0

### What to complete on the form

#### 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.



### Multiple singular bonuses in succession/sequence

If an athlete chooses to combine two or three technical bonuses in immediate succession, he/she should write this in the same box, with a + between each code. The one performed first in the combination, should be listed first. If any more bonuses are being combined, write them in the next row. Examples:

- 2 re-grips should be indicated as: **RG + RG**, with a bonus technical value of **0.2 + 0.2**
- An acrobatic catch, followed by a drop, followed by a jump off should be indicated as: **AC + D + JO**, with a bonus technical value of **0.5 + 0.2 + 0.2**

### Special notes regarding dynamic combinations

If multiple bonuses are combined to create a dynamic combination, note the dynamic combination after the combination of the two bonus codes. Only elements in the technical bonus section of the code can be used in a dynamic combination. Please refer to the definition of Dynamic Combination in the Code of Points to make sure the correct dynamic movements are being used the permitted number of times.

Example:

- 2 acrobatic catches that also make a dynamic combination: **AC + AC (DC)**, with a bonus technical value of **0.5 + 0.5 + 0.5**

### Examples entered in the form

Order	Bonus code	Bonus TV	Score (judge only)	Notes (judge only)
1	<b>RG + RG</b>	<b>0.2 + 0.2</b>		
2	<b>AC + D + JO</b>	<b>0.5 + 0.2 + 0.2</b>		
3	<b>AC + AC (DC)</b>	<b>0.5 + 0.5 + 0.5</b>		
4	<b>DC</b>	<b>0.5</b>		

If more than 20 rows are needed, athletes can add extra rows into the word document – there is no maximum number of rows or technical bonus elements.

Please ensure the form is sent in before the deadline to avoid deductions for late forms.