



CMAS Mermaiding Competition Rules

China 2026

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***Temporary regulation
for 2026 World Cup***

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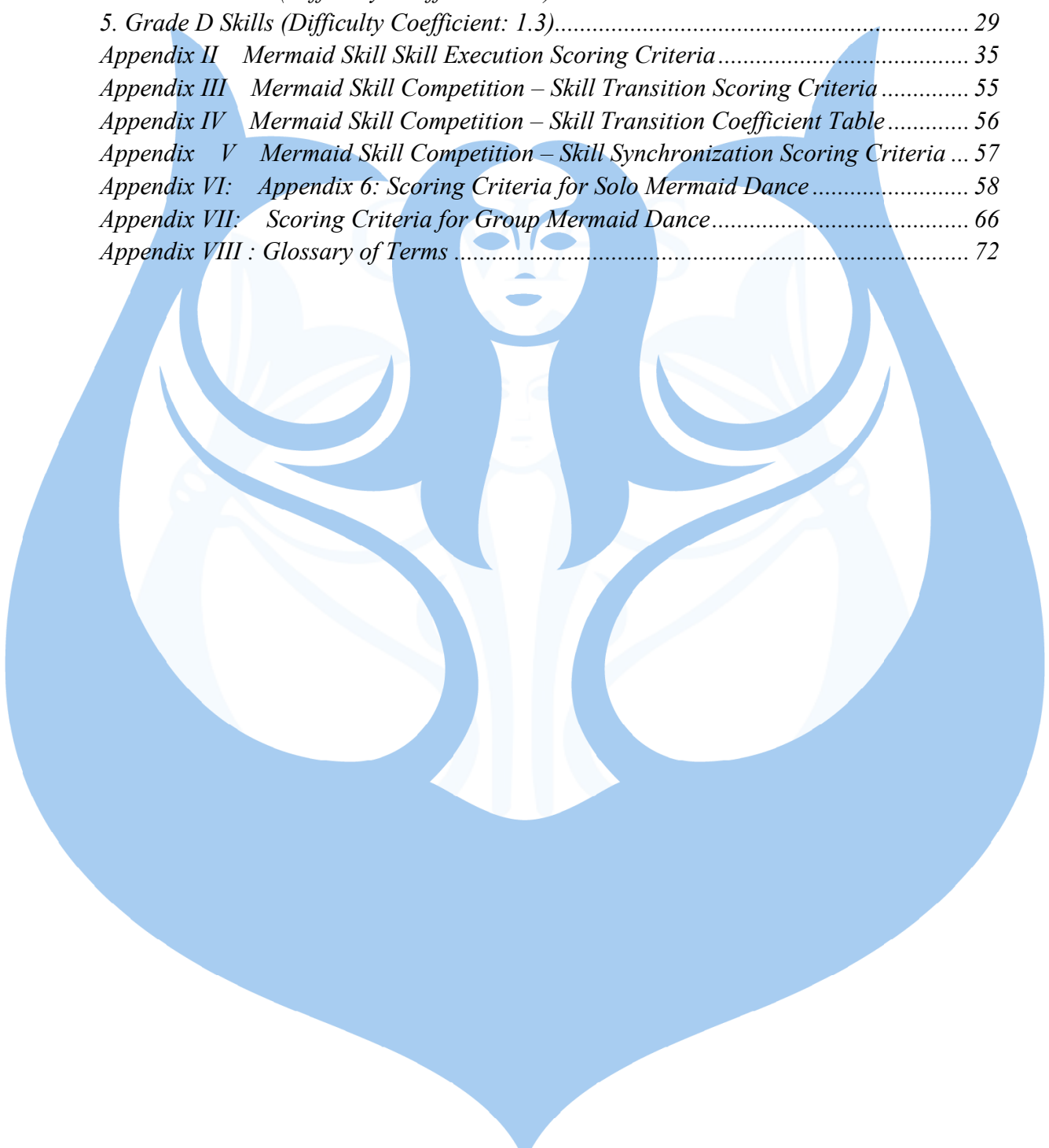
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Foreword

The World Underwater Federation (CMAS) extends its sincere gratitude to the China Waterski, Underwater & Powerboat Federation for all the efforts dedicated to establishing, refining and implementing a complete set of competition rule systems for mermaid events.

For clarification, modern mermaid competitions in China originated in October 2018, when the inaugural "Mermaid Performance Contest" was held on the Jinxi River in Jiangle County, Fujian Province. In December 2021, the first China Mermaid Performance Contest took place at Atlantis Sanya, Hainan, marking the official standardized launch of competitive mermaid events across China. By the end of 2025, a total of 21 dedicated mermaid competitions had been hosted nationwide, including 3 international events. These competitions have delivered remarkable social benefits and garnered extensive attention and recognition from the global mermaid community.

To advance the standardized, normalized and internationalized development of mermaid sports and support CMAS in establishing its first operational framework for international mermaid competitions, the China Waterski, Underwater & Powerboat Federation took the lead in forming a Rule Compilation Committee. The committee, including Chen Hongguang, Zheng Yinghao, Hao Chen, Wang Han and other members, completed the drafting of the initial version of the international competition rules.

Against the backdrop of the rapid popularization of mermaid sports and growing demands for international development, the China Waterski, Underwater & Powerboat Federation set up a Rule Revision Committee once again in 2026. The committee fully optimized and extensively revised the initial draft, reorganized and defined competition categories, and added the exclusive competition category: Mermaid Dance, bringing the full set of rules fully in line with CMAS's official standards for hosting international mermaid competitions.

The revised rules establish three core competition categories: Speed Race, Skill Competition and Mermaid Dance. The comprehensive system covers all dimensions including event definitions, competition disciplines and formats, organizational structure, athlete eligibility, general competition procedures, referee job responsibilities, venue and equipment specifications, scoring criteria and supporting appendixes. Special heartfelt gratitude is hereby extended to the core compilers and revisers of the new rules: Ms. Yang Ying, Mr. Wang Gang, Ms. Lou Yue, Ms. Xu Rui, Ms. Yong Chen and Ms. Zhang Yin.

The trial version of these rules has obtained official approval from CMAS and will be formally adopted for the 2026 1st CMAS Mermaid World Cup.

CMAS

CMAS Mermaiding Competition Rules

I. General Provisions

1.1 Basis for Formulation

These Rules are formulated to standardize the organization and officiating of mermaid competitions and to ensure safety, order, and fairness. Combined the unique characteristics of competitive mermaid diving, these rules are drafted with reference to the competition framework, competition formats, judging principles, and legislative spirit of the CMAS Freediving Competition Rules and the World Aquatics Artistic Swimming Rules.

1.2 Definition

Mermaid competitions are underwater competitive sports in which athletes wear integrated mermaid monofins and mermaid tails and complete speed, skill, or artistic performances within the designated competition zones by breath-holding underwater.

1.3 Scope of Application

These Rules apply to mermaid competitions at all levels worldwide.

1.4 Competition Principles

Competitions shall adhere to the principles of safety priority, fairness, transparency, and equal emphasis on technical skill and artistry.

1.5 Governing Authority

World Underwater Federation (CMAS) is the governing authority for mermaid diving competitions, responsible for rule interpretation, competition supervision, and referee training .

II. Competition Categories, Events and Classifications

2.1 Competition Categories

There are three categories of competition: Speed Race, Skill Competition and Mermaid Dance.

2.2 Speed Race

Speed Race includes Breath-hold Underwater Speed Race and Surface Speed Race (with breathing allowed), available in individual and relay formats. Race distances include 25m, 50m, 100m, 200m and 400m.

2.3 Skill Competition

Skill Competition is divided into Solo Skill and Synchronized Skill events.

2.4 Mermaid Dance

Mermaid Dance is split into Solo Mermaid Dance and Group Mermaid Dance events.

2.5 Competition Categories

2.5.1 Age Categories

Adult Categories: 18 – 50 (years of age)

Under 18 Category: 8-17 (years of age)

Under 16 Category: 8 – 15 (years of age)

Under 14 Category: 8 – 13 (years of age)

Under 12 Category: 8 – 11 (years of age)

Under 10 Category: 8 – 9 (years of age)

Note: The athlete's age is calculated by subtracting the year of birth from the competition year. This age calculation applies to all competitions the athlete participates in between 1 January and 31 December of the same calendar year to determine their age division.

2.5.2 Gender Grouping

Men's Group, Women's Group and Mixed (Adults)

Chapter 3 Registration & Eligibility

3.1 Eligibility for Participation

Athletes and Coaches registering for competition must hold valid annual membership of CMAS.

3.2 Provisions for Minor Participants

Athletes under 18 years old shall submit the Waiver and Release of Liability for Participants, Guardianship Authorization Letter and Guardian Consent Form signed by their guardian upon registration, they must be accompanied by their guardian for the entire duration of the competition and must be accompanied by their guardian throughout the competition.

3.3 Team Leaders & Supporting Staff

Each team may register one Team Leader, plus 1 to 2 supporting staff including medical support, makeup artists or other personnel. The Team Leader shall abide by all competition regulations, manage team members and attend all official meetings. All Protests and Appeals during the competition shall be submitted in written form by the Team Leader.

3.4 Registration methods

In accordance with competition administration regulations, registration shall be completed via official channels designated by the Federation. All entries shall be submitted on a team basis by the specified deadline, with no revisions permitted after submission. Failure to submit entries on time shall be deemed a withdrawal. No athlete may register for multiple age categories simultaneously.

3.5 Registration Formalities

Participating entities shall complete all registration formalities within the timeframe specified in the competition rules, and submit documents including Registration Form and Waiver and Release of Liability for Participants to the Local Organizing Committee.

IV. Equipment

4.1 Definition of Equipment

Equipment includes costumes, accessories and props.

4.2 Mandatory Equipment

Mermaid Tail and Mermaid Monofin.

4.3 Optional Equipment

Mask, Nose Clip, Nose Plug, Weight (must be equipped with a Quick-release Device).

4.4 Prohibited Equipment

Snorkels, Oxygen Supply Equipment, propulsion devices, Hand paddles, and other relevant equipment.

4.5 Mermaid Monofin Specifications

The shape for Mermaid Monofin requires as swallowtail-style, free of sharp ends, pointed parts or any other safety-risk protrusions, leave with authentic shape without any alteration or modification.

4.6 Mermaid Tail Specifications

The Mermaid Tail shall cover from the waist to the ankles, fully enclose the Mermaid Monofin, and must be capable of quick detachment .

4.7 Mermaid costume Regulations

All mermaid costumes must be colorfast and fitted with securely affixed ornaments that can not come loose. Any costume bearing printed advertising, religious, violent or pornographic content, or any other material contrary to public order and good morals, is prohibited.

4.8 Weight Regulations

Weights must fitted with a Quick-release Device. The total mass of all carried Weights shall be limited to an amount that enables the Athlete to float supine on the water surface.

4.9 Mermaid Dance Props

Props relevant to the performance theme may be utilized in Mermaid Dance categories. All props must be structurally intact with firmly fastened components that must not detach and no safety risk.

4.10 Equipment Inspection

All Equipment utilized by Athletes must pass pre-competition inspection and

complete official registration; Athletes may only compete after obtaining inspection approval. The Equipment used during competition shall fully match the registered items on file. In the event of damaged Equipment or replacement of Equipment, the relevant Equipment shall undergo re-inspection and re-registration. Utilization of any uninspected and unapproved Equipment must result in disqualification.

4.11 Equipment Wearing Requirements

4.11.1 Speed Race: Athletes shall complete the full equipment donning procedure within 120 seconds following 3-4 consecutive short preparation whistle blasts issued by the Chief Referee.

4.11.2 Skill Competition and Mermaid Dance:

Athletes must complete all equipment donning procedures before the issuance of the Referee ' s preparation whistle.

4.11.3 If personal equipment come loose and sink beneath surface during competition, Athletes must not dive to retrieve it.

4.12 Tattoo Regulations

Athletes must not reveal any tattoos bearing imagery, text or symbols of advertising, religious, violent, pornography or any other material contrary to public order and good morals.

Chapter 5 Competition Venues and Equipment

5.1 Classification and Suitability of Competition Venues

5.1.1 Venues are divided into Shallows Venues (1.2 – 3m) and Deep Venues (3-10 m):

5.1.2 Shallow Venues: suitable for Speed Race, Skill Competition, and Mermaid Dance.

5.1.3 Deep Venues: suitable for Skill Competition and Mermaid Dance.

5.1.4 The choice of competition venue shall be determined in accordance with the competition regulations.

5.2 General Basic Requirements

5.2.1 Water quality shall be good, with clear and transparent water that meets the needs of competition observation and safety.

5.2.2 Independent safe access routes for athletes to enter and exit the water shall be provided.

5.2.3 The venue shall be equipped with a check-in area, warm-up area, preparation area, changing area, and shower area.

5.2.4 Emergency support conditions shall be in place, including water supply and drainage safety protection, non-slip passageways, water and electricity maintenance, security and fire protection.

5.3 Specific Requirements for Speed Race Venues

5.3.1 Water depth: 1.20 – 3m. If a dive start is used, the water depth at the

starting end of the pool shall not be less than 1.80m.

5.3.2 Water temperature shall not be lower than 26°C.

5.3.3 Pool walls: firm, flat, and non-slip.

5.3.4 Dimensions: The pool shall be 25m or 50m in length and no less than 10m in width; the straight-line length of the competition area shall be no less than 10m, and the pool bottom slope shall be less than 10°.

5.3.5 Lanes: Each lane shall be 2.50m wide. Lane ropes shall be kept tight throughout the full distance, and only one lane rope shall be placed between two lanes.

5.3.6 Marking lines: A dark-colored center line shall be placed on the pool bottom in the middle of each lane, and finish lines shall be placed on the pool walls at both ends. The underwater swimming marking lines shall be set 15m from each end of the venue (measured as the straight-line distance from each end wall to the far side of the bottom marking line), with both surface marking lines and underwater marking lines provided.

5.3.7 Starting positions: Starting positions shall be set at both ends of the venue, with clear lane numbers marked. The lane order at the starting positions (facing the pool) shall be arranged from right to left in ascending numerical order.

5.4 Specific Requirements for Skill Competition / Mermaid Dance Venues

5.4.1 Water depth: 1.2 - 10m.

5.4.2 Dimensions: Length no less than 10m, width no less than 3m.

5.4.3 Observation conditions: When the water depth exceeds 3m, a judge's observation window or an underwater video transmission system shall be provided. The observation window shall have an area of no less than 10m², with a flat surface free of bumps and mirror distortion.

5.4.4 Judge's area: A dedicated judge's scoring area of no less than 30m² shall be set up outside the observation window.

5.4.5 Water body requirements: In deep-water venues, visibility shall reach more than 8m, and there shall be no aquatic organisms that interfere with the competition or affect event safety.

5.5 Competition Equipment

5.5.1 Timing equipment: Each lane in the Speed Race shall be equipped with 1 to 3 manual stopwatches, with a precision of 0.01 seconds and an hourly error $\leq \pm 0.3$ seconds.

5.5.2 Display equipment: For pool competitions, no fewer than two 60-inch or larger display screens shall be provided; for oceanarium / diving pool competitions, a 100-inch or larger video display screen shall be provided.

5.5.3 Audio equipment: Audio shall be synchronized between the competition area and the judge's area. An underwater audio system is mandatory for Mermaid Dance events.

5.5.4 Competition support facilities: Public address system, scoreboard, results display board, judge's workstations, award podium, and recording desk

shall be provided.

5.6 Venue Support and Safety Guarantee

5.6.1 *Space shall be reserved inside and outside the venue for event sports presentation and advertising.*

5.6.2 *A meeting room with a capacity of more than 30 people shall be provided.*

5.6.3 *Safety equipment shall be provided, including but not limited to: stethoscopes, pulse oximeters, medical oxygen, oxygen masks, breathing tubes, AEDs, rescue breathing barrier masks, routine first-aid instruments and medicines, life rings, rescue poles, kickboards, etc.*

5.6.4 *Medical support: An emergency medical team staffed by licensed physicians and an ambulance shall be provided.*

Chapter 6 General Competition Regulations

6.1 Technical Meeting

The Technical Meeting shall be convened by the Organizing Committee, chaired by the Technical Delegate, and held one day before the competition.

6.1.1 Participants

Chief Referee, Deputy Chief Referee, Chief Recorder, Chief Safety Officer, and the Team Leader / Coach representative of each participating team.

6.1.2 Main Contents

- a. Explain the version of the rules to be applied for this event and the key judging criteria.*
- b. Introduce the competition venue, equipment, and safety guarantee arrangements.*
- c. Conduct the draw for preliminary heat grouping and lane assignment.*
- d. Handle entry information corrections and athlete withdrawal applications.*
- e. Accept and rule on applications for judge recusal.*
- f. Explain the protest and appeal procedures and points of attention.*
- g. Answer questions raised by participating teams regarding the rules.*

The minutes of the Technical Meeting shall be compiled by the Chief Recorder and shall take effect after being signed by the Technical Delegate. Any participating team that does not attend the Technical Meeting shall be deemed to have automatically accepted all resolutions of the meeting and shall not be permitted to submit any requests for modifications on issues covered in the meeting.

6.2 Check-in

6.2.1 *Check-in must be completed one hour before the competition. Failure to appear at the third roll call during check-in shall be deemed as forfeiture.*

6.2.2 *After check-in, athletes shall proceed to the designated preparation area for pre-event preparations, such as warm-up or equipment fitting, and must follow the management of the check-in judges while in the preparation area.*

6.2.3 No attendant shall enter the check-in area without the permission of the Chief Referee.

6.3 Starting Procedure and Commands

6.3.1 Speed Race

- a. Procedure: Athletes enter the venue → Announcer introduces athletes → Chief Referee blows the preparation whistle (athletes have 120 seconds to put on equipment and prepare for the start) → Chief Referee blows the start whistle (one long whistle) for athletes to take their starting positions → Chief Referee extends arm horizontally to signal readiness for the start → Starter gives the preparatory command "take your marks" → Starter gives the starting signal after all athletes are stationary.
- b. Either a dive start or an in-water start may be used. For a dive start, the water depth at the starting point shall be at least 1.80m.
- c. All athletes shall start on the unified signal. A false start shall be judged as a foul. In case of equipment failure, the referee may recall the start and restart.

6.3.2 Skill Competition and Mermaid Dance

- a. Procedure: Athletes enter the venue → Announcer introduces athletes → Chief Referee blows the preparation whistle (athletes have 30 seconds to prepare) → Chief Referee blows the start whistle; athletes take their starting positions → Athletes extend an arm horizontally to signal readiness → Starter gives a countdown "5, 4, 3, 2, 1" and then gives the starting signal.
- b. In - water start only.
- c. In Mermaid Dance, the competition music shall start simultaneously with the starter's starting signal.

6.4 Accompanying Music

- 6.4.1 The music content shall be healthy, free of violations of laws and regulations, free of commercial advertising, and copyright-compliant.
- 6.4.2 The sound quality shall be clear and volume moderate. The music must be pre-approved and clearly labeled before the competition.
- 6.4.3 Music must be submitted before the competition for review by the Organizing Committee. If it fails to meet the requirements, it must be replaced.

6.5 Timing for Speed Race

- 6.5.1 Priority of timing methods: fully automatic electronic timing > semi-automatic timing > manual timing by 3 timekeepers.
- 6.5.2 Manual timing: When two or more of the three stopwatches record the same time, that time shall be the official result. If all three stopwatches record different times, the middle time shall be the official result. If only two stopwatches are used and the recorded times differ, the average of the two shall be the final result.
- 6.5.3 Results shall be accurate to 0.01 seconds.

6.5.4 *Resolution of conflicts between time and placing: When the timed results do not agree with the finish order, the Chief Referee shall review the matter based on the finish judges' decisions and video footage, and make a final ruling. If the Chief Referee determines that the finish order shall prevail, the Chief Referee may adjust the results of the affected athletes according to their finish order, based on the principle that placing takes precedence. Adjusted results shall not be submitted for record claims.*

6.6 Withdrawal from Competition

6.6.1 *If an athlete experiences equipment failure or physical discomfort during the competition, they may terminate their participation voluntarily, but must signal to the referee before leaving the water.*

6.6.2 *BO (Blackout) management and result determination:*

- a. *If BO occurs during the competition: the result of that event shall be invalid, and the athlete shall be disqualified from all events on that day and the following day.*
- b. *If BO occurs after completing all required actions or passing the finish line: the result shall be valid, but the athlete must immediately undergo medical and health status assessment.*
- c. *After an athlete experiences a BO, they are prohibited from participating in any competition within 24 hours. If they wish to return to subsequent events, they must submit a certificate of respiratory system examination clearance issued by hospital, and obtain joint approval from the event medical team and the Technical Delegate before they may compete.*
- d. *If an athlete experiences two or more BOs in the same event, all their results in that event shall be cancelled.*

6.6.3 *LMC (Loss of Motor Control) management and result determination:*

- a. *If an athlete shows mild or suspected LMC signs during the competition but can recover immediately on their own, they may continue to compete.*
- b. *If LMC occurs during the competition and triggers safety guard intervention, the result of that event shall be invalid.*
- c. *If LMC occurs after completing all required actions and passing the finish line, the result shall be valid.*
- d. *After an athlete experiences LMC, they may compete again only after passing an on-site medical team assessment and obtaining joint approval from the event medical team and the Technical Delegate.*

6.6.4 *An athlete who triggers safety guard in-water rescue shall have their result for that event invalidated.*

6.7 Re-run

6.7.1 *In Speed Race preliminary heats, if identical results prevent determination of finalists, a run-off shall be held among those with identical times. Lanes shall be determined by draw.*

6.7.2 *If an athlete's performance is affected by interference from a foul: the affected athlete may apply for a re-run, be regrouped, and have their time*

re-taken. In finals, if an interference foul occurs, the group may be re-run (excluding the athlete who committed the foul).

6.7.3 Time limit for re-run: The re-run shall be completed within 1 hour after the end of the event in question. Failure to submit a re-run application within 5 minutes after that event shall be deemed as waiver of the right.

6.8 Foul Determination

6.8.1 Speed Race

- a. Athletes must complete the full distance within their assigned lanes and using the required equipment.*
- b. Breath-hold underwater race: Swimming posture is not restricted, but the face must remain submerged for the entire distance.*
- c. Surface speed race: Within each complete stroke cycle, at least one point of the body or equipment must break the water surface.*
- d. Athletes shall not interfere with or obstruct the progress of other athletes.*
- e. Arm strokes is not permitted during swimming.*
- f. Relay race: The next swimmer may start only after the previous swimmer touches the wall. If any swimmer commits a foul, the entire team's result shall be cancelled. After the next swimmer starts, the previous swimmer must leave the pool promptly from the side under the guidance of the referee.*
- g. Interference in the race by a person not in the heat: If the person is an athlete, that athlete shall be disqualified from the next event; if the person is a team official, the team's result for that heat shall be cancelled.*

6.8.2 Skill Competition / Mermaid Dance

- a. Equipment detachment or costume detachment: 5 points shall be deducted from the total score per item.*
- b. Using the wall for leverage while performing a skill: 5 points shall be deducted for that skill.*
- c. Performing a skill above the Core Zone, bottom contact, or performing a skill that does not match either the declared skill or the adjacent skills in sequence: that skill shall be scored as zero.*

6.9 Forfeiture and Penalties

If an athlete fails to complete check-in or does not appear for competition, it shall be deemed as forfeiture. After forfeiture, the athlete shall not be allowed to participate in any subsequent events at that competition stop. If the athlete has no remaining events at that stop, the result of their last event shall be cancelled.

If an athlete is unable to continue due to injury or illness, the penalty under this article may be waived after confirmation by the official event doctor or upon submission of a medical certificate issued by a Class II or higher hospital.

6.10 Inquiry, Protest and Appeal

6.10.1 When a team has doubts about the competition results, its team leader or the athlete concerned may make an oral inquiry to the Chief Referee. If, after the inquiry, they still disagree with the Chief Referee's explanation,

they may formally submit a Protest Form to the Chief Referee. If they do not accept the Chief Referee's decision on the protest, they may file an appeal to the Arbitration Committee.

6.10.2 Protest Procedure

- a. Protests regarding athlete eligibility must be submitted to the Chief Referee within 1 hour after the conclusion of the Technical Meeting. Protests that affect competition order or endanger athlete safety may be submitted to the Chief Referee at any time.*
- b. Protests against competition results must be submitted within 30 minutes after the results of that event are announced. The formal Protest Form, signed by the team leader or the athlete, must be submitted together with a protest fee of RMB 500 (collected and transferred by the Chief Recorder).*
- c. When submitting the Protest Form to the Chief Referee, valid supporting materials such as text, photos, or video evidence must be provided at the same time.*
- d. The Chief Referee must conduct a thorough investigation, review, and deliberation of all protests, make a decision on the protest, and provide a written reply to the protester. If the protest is rejected, the reasons must be stated in the Protest Decision. If the protest is upheld, the competition results must be corrected and the corrected results shall be announced without delay.*
- e. If the protest is upheld, the protest fee shall be fully refunded. If the protest is rejected, the protest fee shall not be refunded.*

6.10.3 Appeal Procedure

- a. If a party disagrees with the Chief Referee's decision on the protest, they may file an appeal to the event Arbitration Committee.*
- b. The appeal must be submitted in writing within 30 minutes after receipt of the Protest Decision, accompanied by valid supporting materials (text, photos, or video) and payment of an appeal fee of RMB 500.*
- c. The Arbitration Committee shall convene relevant personnel for inquiries, collect relevant video footage and documents, conduct study and consultation on the appeal matter, make an arbitration decision, and notify the appellant in writing.*
- d. If the appeal is upheld, both the appeal fee and the protest fee shall be refunded. The Chair of the Arbitration Committee shall notify the Chief Referee to make corrections and adjustments in accordance with the arbitration decision. If the appeal is rejected, the appeal fee shall not be refunded.*
- e. The decision of the Arbitration Committee shall be final.*

6.11 Award Rankings

Award rankings shall be determined in accordance with the competition regulations. Generally, the top 3, 6, 8, or 10 places may be recognized with awards. If the number of entries is less than the awarded places, the number of places may be reduced by two.

Chapter 7 Special Competition Rules

7.1 Speed Race

7.1.1 Breath-hold Underwater Speed Race

Athletes shall keep their faces fully submerged underwater for the entire race with no restrictions on body postures. Any part of an athlete's body touching the pool wall upon reaching the finish shall serve as the basis for recording their official time. In Relay Race, the subsequent athlete may only commence relay once the preceding athlete has touched the wall.

7.1.2 Surface Speed Race

Athletes may swim the full course on the water surface by prone, supine, lateral or mixed postures and complete the race via reciprocating swing of lower limbs along the body's transverse axis. At any point within one complete movement cycle, part of the athlete's body or equipment must break the water surface. Timing shall stop when any part of the athlete's body touches the pool wall upon reaching the finish.

7.2 Skill Competition

7.2.1 *Athletes shall perform a series of skill movements (including compulsory and self-selected skills) within the designated area and specified time in accordance with competition rules and event order, athletes may independently arrange the selection and sequence of all skills.*

7.2.2 *Competition Duration: 4 minutes for Adult Category (Solo & Synchronized Skill), 3 minutes for Junior Mixed Category (Solo & Synchronized Skill).*

7.2.3 *Skills are classified into four difficulty grades: A, B, C, D, with corresponding difficulty coefficients of 1.0, 1.1, 1.2 and 1.3 respectively.*

7.2.4 *Athletes may declare Skill Transitions, with respective Transition Coefficients as follows:*

A+A: Transition Coefficient = 0.1

A+B: Transition Coefficient = 0.15

A+C: Transition Coefficient = 0.2

A+D: Transition Coefficient = 0.25

B+B: Transition Coefficient = 0.2

B+C: Transition Coefficient = 0.25

B+D: Transition Coefficient = 0.3

C+C: Transition Coefficient = 0.3

C+D: Transition Coefficient = 0.35

D+D: Transition Coefficient = 0.4

7.2.5 *Synchronization is required for Synchronized Skill events.*

7.2.6 *Athletes shall submit the Skill Sequence Form before the competition to declare the order of skill sequences and transition combinations. Transition scores will only be awarded upon successful review and approval. No revisions shall be allowed after submission.*

7.2.7 *Self-created Skills may be archived in the official library upon review and*

approval. The skills only be performed by the creator for their debut use and are eligible for bonus points.

7.3 Mermaid Dance

7.3.1 This competition focuses on Artistic performance with no mandatory skills. Athletes shall prepare their own music and self-choreograph storylines.

7.3.2 Solo Mermaid Dance ranges from 3 - 4 minutes; Group Mermaid Dance lasts 4 - 6 minutes. The performance shall be synchronized with the accompanying music from start to finish.

7.3.3 Timing Score evaluates the alignment between the performance length and music duration, with a maximum score of 10 points.

7.3.4 Calculation formulas for Timing Score are as follows:

If the performance time is shorter than the music duration, Timing Score = (Actual Time / Music Duration) × 10

If performance time exceeds music duration, Timing Score = (Music Duration - Excess Time) / Music Duration × 10

Chapter 8 Scoring Standards & Calculation

8.1 Skill Competition Scoring

8.1.1 Judging Committee

The Judging committee shall consist of an odd number of judges, no less with a minimum of 5. After all scores are submitted, the highest and single lowest scores shall be discarded, and the average of the remaining scores shall be the athlete's Final Score.

8.1.2 Scoring Rules

a. Single Skill Score = Skill Execution Score × Difficulty Coefficient.

b. Skill Transition Score: Bonus points obtained for two consecutive pre-declared skills on the Skill Sequence Form. Skill Transition Score = Skill Transition Execution Score × Transition Coefficient.

c. Skill Synchronization Score: Evaluates the coordination of athletes in Synchronized Skill in terms of timing, space, direction, rhythm, frequency and performance expression, with a maximum score of 10 points.

d. Equipment Bonus Rules

Full performance without Mask and Nose Clip : maximum 30 bonus points.

Full performance without Mask, with Nose Clip : maximum 10 bonus points.

Wearing Mask for the full performance: no bonus points.

8.1.3 Score Calculation

a. Solo Skill total Score : Total Skill Score + Transition Score + Equipment Bonus Points.

b. Synchronized Skill total Score : Total Skill Score + Transition Score + Skill Synchronization Score + Equipment Bonus Points.

8.1.4 Conditions Resulting in a Total Score of Zero

- a. The athlete exposes tattoos with any tattoos bearing imagery, text or symbols of advertising, religious, violent, pornography or any other material contrary to public order and good morals.
- b. The athlete uses uninspected or non-checked Props.
- c. The athlete submits a Forfeit.
- d. Dangerous incidents occur requiring intervention by Safety Officer.

8.1.5 Conditions for Resulting in a single Score of Zero

- a. Skill movements completed exceed the upper boundary of the Core Zone.
- b. Skills completed after the expiration of the competition time.
- c. The performed skills fail to match the corresponding and adjacent skills declared on the Skill Sequence Form.
- d. The athlete touches the Bottom occurs while perform skill movements.
- e. Circumstances marked under Overall Determination in scoring criteria.

8.2 Mermaid Dance Scoring

8.2.1 Judging Panel Setup

The Judging Panel shall consist of an odd number of judges, no less than 5. The highest and single lowest scores shall be eliminated, and the average of the remaining scores shall be the athlete's Final Score.

8.2.2 Artistic Score (Full Score: 100 Points)

- a. Artistic Score includes Form-art Score, Performance Artistic Score, Music Artistry Score and Overall Artistry Score, 25 points for each item.
- b. Form-art Score (25 pts): Physique, Costume & Accessories, Makeup, Character Portrayal, Props (5 points for each item).
- c. Performance Artistic Score (25 pts): Theme Relevance, Narrative Plot, Facial Expression Control, Body Movement, Melody & Rhythm (5 points for each item).
- d. Music Artistry Score (25 pts): Theme, music compilation, Sound Effects, Dubbing & Instrumentation, Style (5 points for each item).
- e. Overall Artistry Score (25 pts): Theme, Style & Stage Layout, Choreography, Creativity, Interaction (5 points for each item).

8.2.3 Fundamental Performance Score

- a. Solo Mermaid Dance: Swimming Efficiency, Swimming Posture, Swimming Trajectory, Time Utilization, Space Utilization, Curtain Call, Equipment (Total 55 points).
- b. Group Mermaid Dance: Swimming Efficiency, Swimming Posture, Swimming Trajectory, Space Utilization, Combined Movements, Coordination Success Score, Curtain Call, Equipment (Total 60 points).

8.2.4 Timing Score

Insufficient time: $\text{Score} = (\text{Actual Time} / \text{Music Duration}) \times 10$

Excessive time: $\text{Score} = (\text{Music Duration} - \text{Excess Time}) / \text{Music Duration} \times 10$.

8.2.5 Overall Impression Score

Maximum score: 10 points.

8.2.6 Zero Score Conditions

Any violation, Forfeit or dangerous incident requiring Safety Officer intervention shall result in a zero score.

8.3 Result Announcement

Competition results will be announced on the spot to ensure openness and transparency.

Chapter 9 Technical Officials

9.1 Basic Requirements

9.1.1 Jury of Referees

The organizing authority shall establish a jury of referees according to the scale, tier and event characteristics of the competition. The jury is led by the Chief Referee. All referees shall independently perform their duties in accordance with the 'CMAS Mermaid Competition Rules' and the, free from interference by any unit or individual.

9.1.2 Qualification Requirements for Referees

Judges shall meet the qualification criteria applicable to all tiers of CMAS-sanctioned events.

9.1.3 Appointment and Judging Principles

a. Neutrality principle: Judges shall remain neutral. In principle, avoid assigning judges who have conflict of interest with the event organizer, executing agency or participating teams. If such a relationship exists, the referee shall voluntarily declare it truthfully and accept supervision from all parties; where necessary and possible, recusal shall be taken. Failure to declare such interests, once verified, will result in immediate termination of judging qualification and disciplinary action.

b. Merit-based principle: Ensure the right person for the right position, and select referees based on technical level, judging performance and talent development needs.

c. Proximity principle: Under equal conditions, priority shall be given to selecting referees from nearby areas to help cultivate local talent, reduce operating costs and host the event economically.

9.1.4 The Chief Referee and the Technical Delegate are responsible for conducting the post-event evaluation of referees' performance and submitting a summary report to the governing body within 10 working days after the competition.

9.2 Technical Official Positions

9.2.1 General Positions (shared by all events)

Arbitration Committee, Technical Delegate, Chief Referee and Deputy Chief Referee, Recorder, Starter, Clerk, Announcer, Timekeeper, Safety Team. The configuration may be adjusted appropriately according to actual event needs.

9.2.2 Exclusive Positions for Speed Race

Race Group, including Race judge and Turn judge; Finish judge.

9.2.3 Exclusive Positions for Skill Competition and Mermaid Dance

Technical Judge, Artistic Judges, Broadcaster. The number of personnel for each position may be adjusted according to actual needs, but shall not be less than the minimum configuration requirement.

9.3 Duties of Technical Officials

9.3.1 Arbitration committee

- a. The Arbitration Committee shall be composed of senior industry experts, the Technical Delegate, and senior international referees, with an odd number of members; the Director is concurrently held by the Technical Delegate.*
- b. Members of the Arbitration Committee shall implement a recusal system; those with an interest relationship with any participating party must voluntarily apply for recusal.*
- c. Accept appeals from participating teams against the Chief Referee's protest decision, organize investigations and hearings.*
- d. Make arbitration decisions by a majority vote; the 'Arbitration Decision' shall take effect only after being signed by more than half of the members.*
- e. If an appeal is successful, notify the Chief Referee in writing to make corrections according to the arbitration decision.*

9.3.2 Technical Delegate

- a. Under the leadership of the Organizing Committee, represent the organizing authority to provide comprehensive technical guidance and supervision over the event, ensure fair and accurate enforcement of the competition rules, coordinate technical groups and the venue, and ensure smooth operation.*
- b. Guide the host unit and executing agencies to prepare competition venues, equipment, facilities, rescue and lifesaving gear according to technical standards. Organize joint inspections and safety emergency drills before the event; propose rectification opinions for any venue or equipment not meeting rules and technical standards.*
- c. Chair the pre-event technical meeting and referee training to unify judging standards and scoring criteria. Clarify the competition regulations, event characteristics and precautions, and confirm that all preparations are in place.*
- d. Supervise the work of referees, assist them in handling technical difficulties during the competition, and ensure the competition is conducted according to the rules and their spirit.*
- e. Lead the work of the Arbitration Committee, manage sportsmanship and discipline; promptly coordinate and handle disputes, appeals or unexpected situations (e.g., spectator disturbances, equipment failure).*
- f. Review and confirm competition records.*
- g. Objectively and truthfully evaluate refereeing work; report major issues to*

the host unit in a timely manner; submit a technical report to the host unit after the event.

9.3.3 Chief Referee

- a. Under the supervision and guidance of the Technical Delegate, take full responsibility for on-site judging organization and personnel management.*
- b. Handle competition-related disputes in accordance with these rules and the competition regulations; make decisions on matters not explicitly covered by the rules and regulations according to their spirit.*
- c. Accept written protests from participating teams, make a protest decision and reply in writing within 2 hours; for rejected protests, state the reasons.*
- d. Unify judging standards. In cases of inconsistency between finish rankings and timekeeping results, make rulings based on the spirit of the Rules and actual on-site conditions.*
- e. Criticize and educate judges who violate rules or are negligent; when necessary, propose to terminate their judging qualification for this event.*
- f. Based on on-site observation or judges reports, disqualify athletes who commit fouls from competition qualification or results.*
- g. Organize the competition according to the schedule and supervise all aspects.*
- h. Review and sign all competition results, rankings and award winner lists.*
- i. The Deputy Chief Referee assists the Chief Referee and is responsible for technical and artistic scoring, safety assurance and other specific tasks according to division of work.*

9.3.4 Technical Judge

- a. The Chief Technical Judge takes full responsibility for the organization and management of the technical Judge team.*
- b. Before the event, the Chief Technical Judge shall convene a meeting for the group to refine scoring standards and division of judging duties.*
- c. Technical Judge shall complete scoring or penalty judgments independently and impartially; during judging, they shall not consult with each other or receive external interference.*
- d. After each group scoring/penalty, promptly submit the score sheets/penalty slips to the Recorder position.*
- e. Cooperate with the Chief Referee or Arbitration Committee in handling protests or appeals related to technical scoring.*

9.3.5 Artistic Judge (exclusive to Skill Competition and Mermaid Dance)

- a. The Chief Artistic Judge takes full responsibility for the organization and management of the art Judge team.*
- b. Before the event, convene a meeting to unify artistic scoring criteria and aesthetic standards.*
- c. Artistic judge independently complete the scoring of artistic performance; during judging, they shall not communicate with each other or receive*

external interference.

- d. After each group scoring/penalty, promptly submit the score sheets/penalty slips to the Recorder position.*
- e. Cooperate with the Chief Referee and Arbitration Committee in handling protests or appeals related to artistic scoring.*

9.3.6 Recorder

- a. The Chief Recorder takes full responsibility for the organization and management of the recorder team.*
- b. Before the competition, compile the competition program, draw grouping sheets and event forms based on registration information.*
- c. During the competition, accurately record and promptly publish all competition results; compile the final list based on preliminary results.*
- d. Calculate team total scores and record applications; properly keep all judging materials and result archives.*
- e. Complete the results booklet within 7 working days after the competition, submit it to the Chief Referee and Technical Delegate for review and signature, then deliver to the Organizing Committee and CMAS.*

9.3.7 Clerk

- a. The Chief Clerk takes full responsibility for the organization and management of the clerk team.*
- b. Oversee the check-in area, venue layout, and formulate the check-in schedule.*
- c. Before the event, verify athletes' eligibility and registration information; inspect the compliance and safety of equipment and weights, and register them.*
- d. Conduct three roll calls at the scheduled time before the event, guide athletes to enter in order; promptly report withdrawn athletes to the Chief Recorder.*
- e. After the event, guide athletes to exit; be responsible for summoning and guiding participants for the award ceremony.*
- f. Prohibit persons who have not passed check-in from entering the competition venue.*

9.3.8 Starter

- a. Manage athletes before the start and check starting equipment to ensure clear and accurate starting signals.*
- b. Strictly issue signals according to the starting procedure, determine false starts and promptly issue recall signals.*
- c. For athletes who delay the start or disobey starting commands, report to the Chief Referee to disqualify them.*
- d. Maintain order in the starting area and determine violations such as illegal entry into the competition zone.*

9.3.9 Timekeeper

- a. The Chief Timekeeper Judge takes full responsibility for the organization and management of the timekeeper team.*

- b. Before the event, verify the accuracy of all timing devices and organize pre-event timing drills.*
- c. Timekeepers accurately record competition results as required, fill in the 'Time Sheet' and sign for confirmation.*
- d. After the event, the Chief Timekeeper collects all timing materials and submits them to the Recorder group.*
- e. Be responsible for accurately recording the performance duration of Skill and Mermaid Dance events, and promptly report any abnormal timing to the Chief Referee.*

9.3.10 Finish judge

- a. The Chief Finish judge takes full responsibility for the organization and management of the finish referee team, and comprehensively determines the final ranking of each heat.*
- b. Finish judge accurately record the order of athletes reaching the finish according to their division of work.*
- c. When there is a discrepancy between timing results and finish order, promptly submit relevant records to the Chief Referee.*

9.3.11 Race judge

- a. Race judge takes full responsibility for the organization and management of the inspection team.*
- b. Supervise the entire Speed Race process, promptly detect and determine various fouls.*
- c. Record foul situations and submit the 'Technical Inspection Report' to the Chief Referee in a timely manner.*
- d. Assist the Chief Referee in handling protests, review penalty details, and ensure fair decisions.*

9.3.12 Announcer

Under the leadership of the Chief Referee, promptly issue event notices and regulations, introduce participating athletes, announce competition results and event progress, and assist in award ceremonies, meetings and other official activities.

9.3.13 Broadcaster

- a. Start the live-streaming channel on time and take full responsibility for the live broadcast.*
- b. Provide real-time commentary on the competition, broadcast event information and athlete dynamics.*
- c. Actively interact with online audiences, respond to questions, and enliven the broadcast atmosphere.*

9.3.14 Safety Team

- a. The Chief Safety Officer is the direct person in charge of event safety management, responsible for safety work under the leadership of the Chief Referee, with authority for supervision, guidance and decision-making in safety matters.*
- b. The Chief Safety Officer shall organize the formulation of the competition*

safety work plan and emergency response plan before the competition; review the safety preparations of venues, equipment, medical support, fire protection, etc.; conduct pre-event special training and underwater rescue drills; convene safety meetings to clarify the division of responsibilities, intervention authority and reporting procedures for all Safety Officers; establish a three-tier monitoring system consisting of Underwater Safety Officer, Surface Safety Officer and the Chief Safety Officer.

- c. During the competition, the Chief Safety Officer monitors safety operations throughout, maintains real-time coordination with the Chief Referee and medical team. Has the independent authority to make safety decisions such as suspending the competition, initiating rescue, or forcibly terminating an athlete's participation in emergency situations endangering the athlete's life.*
- d. After the event, the Chief Safety Officer shall submit a safety summary report to the Chief Referee and the governing body.*
- e. Safety Officers must hold valid Safety Officer qualification certificates and obey the unified dispatch of the Chief Safety Officer. Before the event, they shall be familiar with the venue environment, athlete list, competition schedule and safety intervention procedures, and assist the Chief Safety Officer in completing water environment inspections and rescue drills.*
- f. During the competition, Safety Officers shall monitor athletes' conditions at designated posts throughout, paying special attention to the safety risk signs listed in Article 10.6 of these rules (e.g., BO, LMC, drowning, squeeze injuries, etc.). When an athlete shows life-threatening safety risks, the Safety Officer shall immediately enter the water for rescue without waiting for referee instructions, and simultaneously notify the Chief Safety Officer via signals (e.g., whistle, gesture).*
- g. During the competition, Safety Officers shall avoid physical contact with athletes unless necessary. For active distress signals from athletes, Safety Officers shall respond immediately and assist them to safely leave the water, and record and report according to Article 6.6 and relevant provisions of this regulation.*
- h. After the rescue, the Safety Officer shall immediately report the intervention reason, on-site situation and disposal result to the Chief Safety Officer, and fill in the 'Safety officer Intervention Report' for future reference.*

Chapter 10 Safety Assurance and First Aid

10.1 Safety Principle

Safety is the primary principle of the competition. The competition must be equipped with sufficient certified safety officers and professional first-aid personnel.

10.2 Safety Monitoring

Safety officers monitor athletes' underwater conditions throughout the competition, promptly handling emergencies including blackout (BO), LMC, muscle cramps, collisions, etc.

10.3 Emergency Response and First Aid

Develop standardized emergency rescue plans, equip with first-aid kits, oxygen supplies, AED, life-saving equipment and other professional devices. Arrange on-site emergency doctors and ambulances.

10.4 Athletes' Obligations

Athletes shall compete within their own personal capabilities, comply with competition safety regulations, and are prohibited from performing dangerous actions.

10.5 Venue Safety

The venue safety protection measures including anti-slip, anti-collision and anti-entanglement facilities shall be fully implemented.

10.6 Safety Intervention

When an athlete shows signs of life-threatening safety risks, the safety officer has the authority to intervene for rescue and forcibly terminate the athlete's competition. Specific safety risk signs are as follows:

10.6.1 Blackout(BO): Temporary loss of consciousness caused by a rapid decline in blood oxygen saturation during breath-hold diving, usually occurring as athletes approaches or breaks the water surface.

10.6.2 Loss of Motor Control (LMC): After surfacing, the athlete experiences involuntary spasms or twitching in the neck, shoulders, arms, or even leg muscles, or exhibits obvious vacant stare, dull eyes, and inability to follow instructions.

10.6.3 Drowning and struggling: The athlete's face remains continuously submerged, unable to keep the airway above the water surface, or shows unrhythmic splashing, trying to grab any object to maintain buoyancy.

10.6.4 Other hypoxia signals: Sudden deformation of movements, cessation of kicking or loss of coordination during the race, or sudden massive bubbles (abnormal exhalation, not mermaid bubbles) during swimming. After surfacing, unable to follow instructions to remove the mask or perform recovery breathing

10.6.5 Physical crises: Entanglement by the tail costume causing inability to ascend, or entanglement by underwater scenery, nets or long hair, or attack by aggressive large marine organisms.

10.6.6 Squeeze injury: Sudden coughing (hemoptysis) at the surface, or pink fluid or obvious blood in the mouth or nose, and underwater mermaid bubbles appearing pink, which may indicate throat or lung squeeze injury.

10.6.7 Other severe physical discomfort: Showing extreme pain, inability to breathe or speak normally, severe vomiting and other sudden medical

symptoms.

After performing first aid, the Safety Officer must immediately report the intervention reason and on-site situation to the Chief Safety Officer, and fill in the 'Safety Officer Intervention Report' after the event. When a mermaid athlete exhibits any of the above signs or behaviors, it constitutes a 'life-threatening safety risk'. The Safety Officer does not need to wait for referee instructions and must immediately perform rescue. After performing first aid, the Safety Officer shall immediately report to the Chief Safety Officer and fill in the report form.

Chapter 11 Disciplinary Penalties and Anti-Doping

11.1 Types of Penalties

Warning, deduction of points, disqualification of results, disqualification from participation, suspension.

11.2 Aggravated Penalties

Severe violations of rules, refusal to obey referees and interference with the competition, fraud, impersonation, or creating disturbances to disrupt the competition order shall be punished more severely.

11.3 Anti-Doping Regulations

Strictly implement the relevant anti-doping regulations of the World Anti-Doping Agency (WADA) and CMAS.

11.4 Oxygen Use Prohibition

Athletes are strictly prohibited from using oxygen or oxygen-enriched gases within 1 hour before the competition. Athletes found using oxygen or gas mixtures with higher oxygen content than ambient air will be immediately disqualified and subject to additional penalties by the CMAS.

Chapter 12 Record Management

12.1 Record Recognition

All records must be certified and confirmed by the Technical Delegate in compliant competitions to be valid.

12.2 Recognition Conditions

Complete result data and video records must be retained, reviewed and approved by the Technical Delegate, and then reported to the Organizing Committee and the CMAS for confirmation before recognition.

12.3 Record Publication

All records shall be uniformly published and regularly updated by the CMAS.

XIII Supplementary Provisions and Appendices

13.1 *Matters Not Covered*

Any matters not covered herein shall be handled appropriately by the Organizing Committee and the Judging Committee in accordance with the spirit of these Rules.

13.2 *Effective Date*

These Rules shall take effect in June 2026.

13.3 *Revisions*

The appendices shall be revised according to actual circumstances. Upon publication of a new version, all previous versions shall become invalid automatically. The latest version released via the official platform of the governing body shall take precedence.

13.4 *Appendices*

Appendix 1: CMAS Mermaid Competition Skill Library

Appendix 2: Scoring Criteria for Mermaid Skill Execution Scores

Appendix 3: Scoring Criteria for Mermaid Skill Transitions Scores

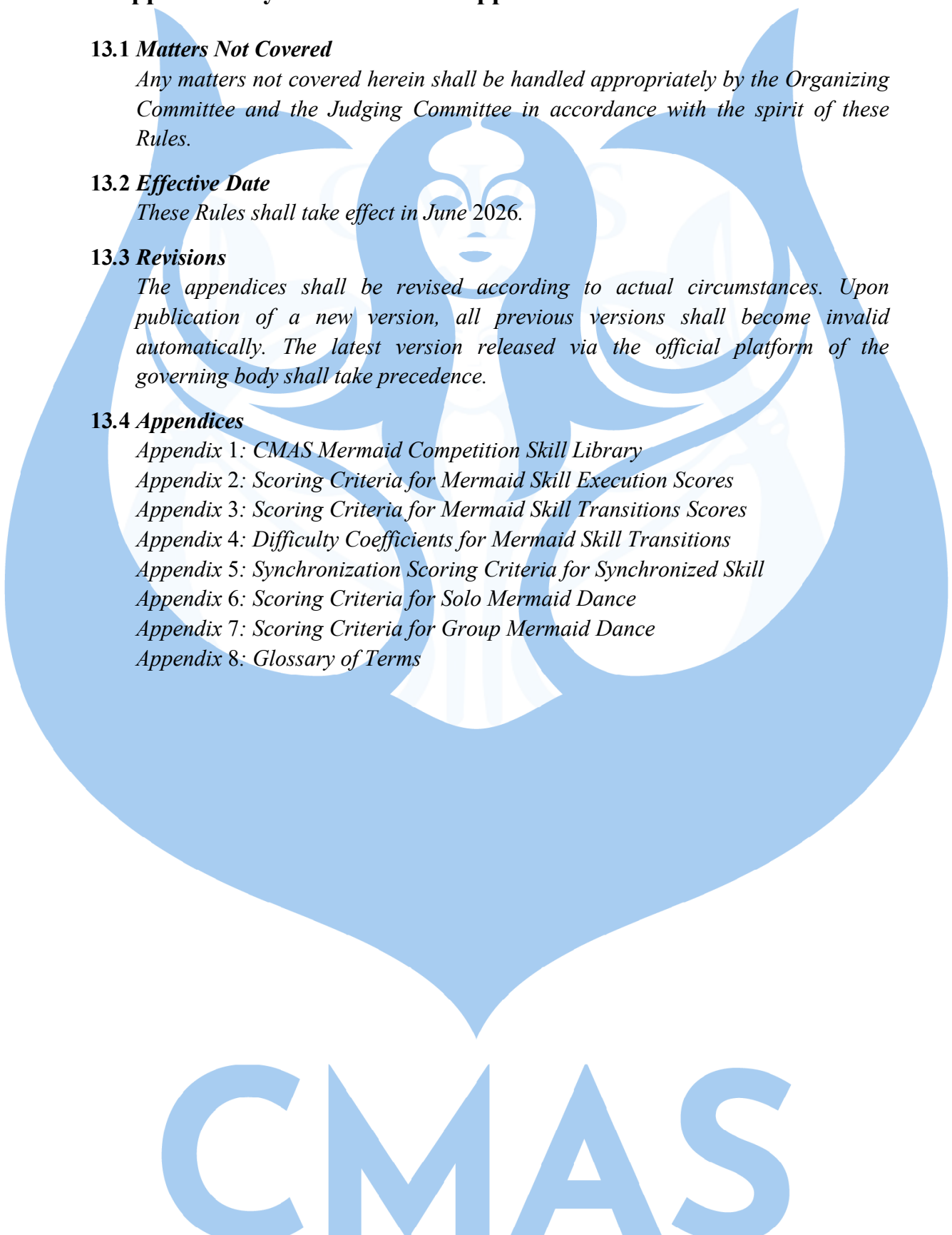
Appendix 4: Difficulty Coefficients for Mermaid Skill Transitions

Appendix 5: Synchronization Scoring Criteria for Synchronized Skill

Appendix 6: Scoring Criteria for Solo Mermaid Dance

Appendix 7: Scoring Criteria for Group Mermaid Dance

Appendix 8: Glossary of Terms



CMAS

Appendix 1 CMAS Mermaid Skill Library

1.General Provisions

- 1.1 *This Skill Library is compiled, revised and issued by CMAS, serving as the primary reference for all skills in Mermaid Skill Competition.*
- 1.2 *All skills are categorized into four difficulty grades: Grade A, B, C and D, with corresponding difficulty coefficients: Grade A = 1.0, Grade B = 1.1, Grade C = 1.2, Grade D = 1.3.*
- 1.3 *All compulsory and self-selected skills performed in the Skill Competition shall be selected from the CMAS Mermaid Competition Skill Library. Each skill movement may only be performed once in a single competition, excluding diving movements.*
- 1.4 *Self-created skills developed by athletes can be incorporated into this skill library upon application, review and approval. Such skills may only be performed by their creator in their debut competition and are eligible for a 5-point bonus.*

2.Grade A Skills (Difficulty Coefficient: 1.0)

A-Surface Horizontal Dolphin Kick (Prone)
A-Surface Horizontal Dolphin Kick (Supine)
A-Surface Horizontal Dolphin Kick (Lateral)
A-Bent-over Dive
A-Underwater Horizontal Dolphin Kick (Prone)
A-180° Underwater Backward Somersault
A-180° Core-Driven Rotation
A-360° Prone Backward Somersault
A-360° Sculling-Driven Spin

3.Grade B Skills (Difficulty Coefficient: 1.1)

B-Backward Dive
B-Underwater Horizontal Dolphin Kick (Supine)
B-Underwater Horizontal Dolphin Kick (Lateral)
B-360° Backward Somersault (Lateral)
B-360° Core-Driven Spin
B-Vertical Sculling Dive
B-720° Backward Somersault (Prone)
B-Vertical Suspension
B-180° Inverted Sculling Rotation
B-360° "J"-Tail Rotation
B-360° Backward Somersault (Supine)

4. Grade C Skills (Difficulty Coefficient: 1.2)

C-360° Inverted Sculling Rotation
C-720° Horizontal Sculling Spin
C-360° Straight Transverse Rotation
C-Basic Horizontal Figure 8
C-Vertical Figure 8
C-Inverted Sculling Ascent
C-720° "J"-Tail Rotation
C-720° Inverted Sitting Sculling Spin
C-180° Vertical Backward Somersault

5. Grade D Skills (Difficulty Coefficient: 1.3)

D-1080° Backward Somersault
D-Inverted Suspension
D-1080° Horizontal Spin
D-360° Straight Forward Pivot Rotation (Foot Axis)
D-720° Inverted Sculling Spin
D-360° Prone Straight Rolling Rotation
D-Advanced Horizontal Figure 8 (Bird 's-eye view)



CMAS

China Mermaid Competition Skill Library

<i>No.</i>	<i>Difficulty Level</i>	<i>Skill Name</i>	<i>Skill Explanation</i>
1*	A	<i>A-Surface Horizontal Dolphin Kick (Prone)</i>	<i>On the water surface, engage core muscles, maintain prone horizontal posture, swim specified distance in straight line parallel to water surface.</i>
2*	A	<i>A-Surface Horizontal Dolphin Kick (Supine)</i>	<i>On the water surface, engage core muscles, maintain supine horizontal posture, swim specified distance in straight line parallel to water surface.</i>
3*	A	<i>A-Surface Horizontal Dolphin Kick (Lateral)</i>	<i>On the water surface, engage core muscles, maintain lateral horizontal posture, swim specified distance in straight line parallel to water surface.</i>
4	A	<i>A-Bent-over dive</i>	<i>Starting with a horizontal prone swim on the water surface, equalize ear pressure, bend forward at 90°, swing legs upward to be perpendicular to the water surface, perform one full bilateral arm pull, dive vertically downward, and reach the specified depth.</i>
5	A	<i>A-Underwater Horizontal Dolphin Kick (Prone)</i>	<i>At the specified depth, engage core muscles, swim prone horizontally for the required distance in a straight line parallel to horizontal centerline, keep body fully horizontal.</i>
6	A	<i>A-180° Underwater Backward Somersault</i>	<i>At the specified depth, start from horizontal dolphin kick, use hand sculling to complete 180° backward somersault, follow semicircular swimming path, keep body posture and depth identical at entry and exit.</i>
7	A	<i>A-180° Core-Driven Rotation</i>	<i>At the specified depth, engage core muscles, spin 180 ° horizontally around longitudinal central axis, use upright, prone, supine or lateral posture, no hand propulsion.</i>



China Mermaid Competition Skill Library

No.	Difficulty Level	Skill Name	Skill Explanation
8	A	A-360° Prone Backward Somersault (Prone)	At the specified depth, start from horizontal dolphin kick (prone) , complete 360° upward backward somersault along perfect circular path, keep body posture and depth identical at entry and exit , minimize hand sculling movements.
9	A	A-360° Sculling- Driven Spin	At the specified depth, spin 360° horizontally around longitudinal central axis with hand sculling, use upright, prone, supine or lateral posture.
10	B	B-Backward dive	Starting from a back float on the water surface, equalize ear pressure, backward, swing legs upward perpendicular to the water surface, descend vertically with one full bilateral arm pull, and reach the specified depth.
11	B	B-Underwater Horizontal Dolphin Kick (Supine)	At the specified depth, engage core muscles, perform supine Horizontal Dolphin Kick for the required distance in a straight line parallel to horizontal centerline, keep body fully horizontal.
12	B	B-Underwater Horizontal Dolphin Kick (Lateral)	At the specified depth, engage core muscles, perform Lateral Horizontal Dolphin Kick for the required distance in a straight line parallel to horizontal centerline, keep body fully horizontal.
13	B	B-360° Backward Somersault (Lateral)	At the specified depth, start from lateral horizontal dolphin kick, complete 360° backward somersault along perfect circular path, keep body posture and depth identical at entry and exit, minimize hand sculling movements.
14	B	B-360° Core-Driven Spin	At the specified depth, engage core muscles, spin 360 ° horizontally around longitudinal central axis, use upright, prone, supine or lateral posture, no hand propulsion.
15	B	B-Vertical Sculling Dive	Maintain an upright posture at the water surface, descend vertically by hand sculling to reach the specified depth. Exhalation during descent is prohibited.



China Mermaid Competition Skill Library

No.	Difficulty Level	Skill Name	Skill Explanation
16	B	B-720° Backward Somersault(Prone)	At the specified depth, start from prone horizontal dolphin kick, complete 720° upward backward somersault along a perfect circular path, keep body posture and depth identical at entry and exit, minimize hand sculling movements.
17	B	B-Vertical Suspension	At the specified depth, maintain upward upright suspension, remain stationary, and hold for the specified duration.
18	B	B-180° Inverted Sculling Rotation	At the specified depth, start from inverted suspension, perform 180° horizontal rotation with hand sculling, finish in inverted suspension posture.
19	B	B-360° "J"-Tail Rotation	At the specified depth, maintain a head-down, feet-up J- shaped body posture, complete 360° rotation around the body's longitudinal central axis with hand sculling.
20	B	B-360° Backward Somersault (Supine)	At the specified depth, start from supine horizontal dolphin kick, complete 360° backward somersault along a perfect circular path, keep body posture and depth identical at entry and exit, minimize hand sculling movements.
21	C	C-360° Inverted Sculling Rotation	At the specified depth, start from inverted suspension, perform 360° horizontal rotation with hand sculling, finish in inverted suspension posture.
22	C	C-720° Horizontal Spin	At the specified depth, perform 720° horizontal rotation around the body's longitudinal central axis with hand sculling; the body may adopt a horizontal prone, supine, or lateral posture.
23	C	C-360° Straight Transverse Rotation	At the specified depth, start from vertical suspension, take the body's central point as the center, rotate 360° to the left or right clock-wise with hand sculling while maintaining a straight body posture, finish in vertical suspension.

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China Mermaid Competition Skill Library

<i>No.</i>	<i>Difficulty Level</i>	<i>Skill Name</i>	<i>Skill Explanation</i>
24	C	C-Basic Horizontal Figure8	At the specified depth, start from vertical upward or downward dolphin kick, complete one 360° backward somersault, then perform a 180° spin, then complete another 360° backward somersault, exit according to the entry path and posture, with the movement path forming a horizontal figure-of-eight shape.
25	C	C-Vertical Figure8	At the specified depth, start from prone or supine horizontal dolphin kick, complete one 360° backward somersault, then perform a 180° spin, then complete another 360° backward somersault, exit according to the entry path and posture, with the movement path forming a vertical figure-of-eight shape.
26	C	C-Inverted Sculling Ascent	At the specified depth, start from inverted suspension, maintain a vertical body posture, and ascend with hand sculling until the fins break the water surface.
27	C	C-720° "J"-Tail Rotation	At the specified depth, maintain a head-down, feet-up J- shaped body posture, complete 720° rotation around the body's longitudinal central axis with hand sculling.
28	C	C-720° Inverted Sitting Sculling Spin	At the specified depth, start from inverted seated suspension, perform 720° horizontal spin with hand sculling, finish in inverted seated suspension.
29	C	C-180° Vertical Backward Somersault	At the specified depth, start from vertical suspension, complete 180° backward somersault with hand sculling along a U-shaped path, finish in inverted suspension, and maintain a straight body posture at the same depth at both start and finish.
30	D	D-1080° Backward Somersault	At the specified depth, start from prone or supine horizontal dolphin kick, complete 1080° upward backward somersault along a perfect circular path, keep body posture and depth identical at entry and exit, minimize hand sculling movements.



China Mermaid Competition Skill Library

No.	Difficulty Level	Skill Name	Skill Explanation
31	D	<i>D-Inverted Suspension</i>	<i>At the specified depth, maintain a downward inverted suspension, remain stationary, and hold for the specified duration.</i>
32	D	<i>D-1080° Horizontal Spin</i>	<i>At the specified depth, perform 1080° horizontal rotation around the body's longitudinal central axis with hand sculling; the body may adopt a horizontal prone, supine, or lateral posture.</i>
33	D	<i>D-360° Straight Forward Pivot Rotation (Foot Axis)</i>	<i>At the specified depth, start from vertical suspension, take the feet as the center, rotate 360° forward with hand sculling while maintaining a straight body posture, finish in vertical suspension.</i>
34	D	<i>D-720° Inverted Sculling Spin</i>	<i>At the specified depth, start from inverted suspension, perform 720° horizontal spin with hand sculling, finish in inverted suspension.</i>
35	D	<i>D-360° Prone Straight Rolling Rotation</i>	<i>At the specified depth, start from prone suspension, take the feet as the center, swing 360° to the left or right with hand sculling while spinning at least 1080° around the body's longitudinal central axis, finish in prone suspension.</i>
36	D	<i>D-Advanced Horizontal Figure 8 (bird's-eye view)</i>	<i>At the specified depth, start from lateral horizontal dolphin kick, complete one 360° backward somersault, then perform a 180° spin, then complete another 360° backward somersault, exit according to the entry path and posture. From overhead view, the underwater trajectory forms a figure-eight.</i>
5. Note: Skills marked with a "*" are only applicable for pool competitions.			

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Appendix II Mermaid Skill Skill Execution Scoring Criteria

—— Level A

No.	Skill	Score	Item	Score	Scoring Criteria
A1*	Surface Horizontal Dolphin Kick(Prone)/10	Overall Determination		0	Insufficient swimming distance
		2	Swimming Deviation	0	Major deviation from straight line
				1	Small deviation
				2	Perfect straight line
		2	Swimming Levelness	0	Major deviation from water surface
				1	Small deviation from water surface
				2	Horizontal and parallel to water surface
		2	Body Levelness	0	Severe body tilt from horizontal plane
				1	Slight body tilt from horizontal plane
				2	body fully level to horizontal plane on all axes
		2	Swimming Efficiency	0	Poor streamline,low efficiency
				1	Fair treamline,moderate efficiency
				2	Excellent streamline,high efficiency,no hand sculling
		2	Power Generation Location	0	Not core-driven movement
				1	Core-driven with average coordination
				2	Core-driven with smooth coordination
A2*	Surface Horizontal Dolphin Kick(Supine)/10	Overall Determination		0	Insufficient swimming distance
		2	Swimming Deviation	0	Major deviation from straight line
				1	Small deviation
				2	Perfect straight line
		2	Swimming Levelness	0	Major deviation from water surface
				1	Small deviation from water surface
				2	Horizontal and parallel to water surface
		2	Body Levelness	0	Severe body tilt from horizontal plane
				1	Slight body tilt from horizontal plane
				2	body fully level to horizontal plane on all axes
		2	Swimming Efficiency	0	Poor streamline,low efficiency
				1	Fair streamline,moderate efficiency
				2	Excellent streamline,high efficiency,no hand sculling
		2	Power Generation Location	0	Not core-driven movement
				1	Core-driven with average coordination
				2	Core-driven with smooth coordination

Mermaid Skill Skill Execution Scoring Criteria

—— Level A

No.	Skill	Score Value	Item	Score	Scoring Criteria
A3*	Surface Horizontal Dolphin Kick (Lateral)/10	Overall Determination		0	Insufficient swimming distance
		2	Swimming Deviation	0	Major deviation from straight line
				1	Small deviation
				2	Perfect straight line
		2	Swimming Levelness	0	Major deviation from water surface
				1	Small deviation from water surface
				2	Horizontal and parallel to water surface
		2	Body Levelness	0	Severe body tilt from horizontal plane
				1	Slight body tilt from horizontal plane
				2	body fully level to horizontal plane on all axes
		2	Swimming Efficiency	0	Poor streamline, low efficiency
				1	Fair streamline, moderate efficiency
				2	Excellent streamline, high efficiency, no hand sculling
2	Power Generation Location			0	Not core-driven movement
				1	Core-driven with average coordination
		2	Core-driven with smooth coordination		
A4	Bent-over Dive/10	Overall Determination		0	Did not reach the specified depth (central horizontal line)
		2	Arm Stroke	0	No stroke or more than one stroke
				1	One stroke with poor effect
				2	Powerful and effective stroke
		2	Bending Angle	0	Major deviation from vertical direction
				1	Small deviation from vertical direction
				2	to water surface
		2	Leg Swing Angle	0	Major deviation from vertical
				1	Small deviation from vertical
				2	to water surface
		2	Number of Leg Swings	0	More than 90° swing twice or more
				1	More than 90° swing once
				2	swing once, no extra movement
		2	Diving Path	0	Major deviation from vertical line
				1	Small deviation from vertical line
2	Perpendicular to water surface (90°)				

Mermaid Skill Skill Execution Scoring Criteria

—— Level A

No.	Skill	Score Value	Item	Score	Scoring Criteria
A5	Underwater Horizontal Dolphin Kick (Prone)/10	Overall Determination		0	Insufficient swimming distance
		2	Swimming Deviation	0	Major deviation from straight line
				1	Small deviation
				2	Perfect straight line
		2	Swimming Levelness	0	Major deviation from water surface
				1	Small deviation from water surface
				2	Horizontal and parallel to water surface
		2	Body Levelness	0	Severe body tilt from horizontal plane
				1	Slight body tilt from horizontal plane
				2	body fully level to horizontal plane on all axes
		2	Swimming Efficiency	0	Poor streamline, low efficiency
				1	Fair streamline, moderate efficiency
				2	Excellent streamline, high efficiency, no hand sculling
2	Power Generation Location	0	Not core-driven movement		
		1	Core-driven with average coordination		
		2	Core-driven with smooth coordination		
A6	180° Underwater Backward Somersault/10	Overall Determination		0	Obvious pause
		2	Somersault Trajectory	0	Body line has obvious angles
				1	Body line basically semi-elliptical
				2	Body line basically semi-circular
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
2	Rotation Angle	0	severely over or under		
		1	slightly over or under		
		2	Entry and exit lines fully coincide, exactly 180°.		

Mermaid Skill Skill Execution Scoring Criteria

—— Level A

No.	Skill	Score Value	Item	Score	Scoring Criteria
A7	180°Core-Driven Rotation/10	Overall Determination		0	hand sculling
		2	Body Posture	0	Body line not smooth, poor core control
				1	Body line basically smooth, average core control
				2	Body in a straight line, strong core control
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Rotation Efficiency	0	Core drive not continuous
				1	Core drive continuous
				2	Core drive continuous and efficient
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Angle	0	severely over or under
				1	slightly over or under
2	exactly 180°				
A8	360° Prone Backward Somersault/10	Overall Determination		0	Obvious pause
		2	Somersault Trajectory	0	Body line with angles, swimming trajectory cannot close
				1	Body line basically elliptical, trajectory basically closed
				2	Body line basically circular, trajectory highly closed
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Angle	0	severely over or under
				1	slightly over or under
2	Entry and exit lines fully coincide, angle 360°				

Mermaid Skill Skill Execution Scoring Criteria

— Level A

No.	Skill	Score Value	Item	Score	Scoring Criteria
A9	360° Sculling-Driven Spin/10	Overall Determination		0	Obvious pause
		2	Levelness	0	Major deviation from pool bottom
				1	Small deviation from pool bottom
				2	Highly parallel to pool bottom
		2	Coaxially	0	Severe coaxially error
				1	Slight coaxially error
				2	Perfect coaxially
		2	Number of Sculling	0	3 or more sculling
				1	2 sculling
				2	1 sculling
		2	Body Posture	0	Body line not smooth, poor core control
				1	Body line basically smooth, average core control
				2	Body in a straight line, strong core control
		2	Rotation Angle	0	Severely over or under
				1	Slightly over or under
				2	Exactly 360°

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Mermaid Skill Skill Execution Scoring Criteria

—— Level B

No.		Score Value			
B1	Backward Dive/10	Overall Determination		0	Did not reach the specified depth
		2	Arm Stroke	0	No stroke or more than one stroke
				1	One stroke with poor effect
				2	Powerful and effective stroke
		2	Backward Angle	0	Major deviation from vertical
				1	Small deviation from vertical
				2	to water surface
		2	Leg Swing Angle	0	Major deviation from vertical
				1	Small deviation
				2	to water surface
		2	Number of Leg Swings	0	More than 90° swing twice or more
				1	More than 90° swing once
				2	swing once, no extra
2	Diving Path	0	Major deviation from vertical		
		1	Small deviation from vertical		
		2	Perpendicular to water surface		
B2	Underwater Horizontal Dolphin Kick (Supine)/10	Overall Determination		0	Insufficient swimming distance
		2	Swimming Deviation	0	Major deviation from straight line
				1	Small deviation from straight line
				2	Perfect straight line
		2	Swimming Levelness	0	Major deviation from water surface
				1	Small deviation from water surface
				2	Horizontal and parallel to water surface
		2	Body Levelness	0	Severe body tilt from horizontal plane
				1	Slight body tilt from horizontal plane
				2	body fully level to horizontal plane on all axes
		2	Swimming Efficiency	0	Poor streamline, low efficiency
				1	Fair streamline, moderate efficiency
				2	Excellent streamline, high efficiency, no hand sculling
2	Power Generation Location	0	Not core-driven movement		
		1	Core-driven with average coordination		
		2	Core-driven with smooth coordination		

Mermaid Skill Skill Execution Scoring Criteria

—— Level B

No.	Skill	Score Value	Item	Score	Scoring Criteria
B3	Underwater Horizontal Dolphin Kick (Lateral)/10	Overall Determination		0	Insufficient swimming distance
		2	Swimming Deviation	0	Major deviation from straight line
				1	Small deviation
				2	Perfect straight line
		2	Swimming Levelness	0	Major deviation from water surface
				1	Small deviation from water surface
				2	Horizontal and parallel to water surface
		2	Body Levelness	0	Severe body tilt from horizontal plane
				1	Slight body tilt from horizontal plane
				2	body fully level to horizontal plane on all axes
		2	Swimming Efficiency	0	Poor streamline, low efficiency
				1	Fair streamline, moderate efficiency
				2	Excellent streamline, high efficiency, no hand sculling
2	Power Generation Location	0	Not core-driven movement		
		1	Core-driven with average coordination		
		2	Core-driven with smooth coordination		
B4	360° Lateral Backward Somersault/10	Overall Determination		0	Obvious pause
		2	Somersault Trajectory	0	Body line with angles, swimming trajectory cannot close
				1	Body line basically elliptical, trajectory basically closed
				2	Body line basically circular, trajectory highly closed
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
2	Rotation Angle	0	Severely over or under		
		1	Slightly over or under		
		2	Entry and exit lines fully coincide (lateral), angle 360°		

Mermaid Skill Skill Execution Scoring Criteria

—— Level B

No.	Skill	Score Value	Item	Score	Scoring Criteria
B5	360° Core-Driven Spin/10	Overall Determination		0	hand sculling
		2	Levelness	0	Major deviation from pool bottom
				1	Small deviation from pool bottom
				2	Highly parallel to pool bottom
		2	Coaxially	0	Severe coaxially error
				1	Slight coaxially error
				2	Perfect coaxially
		2	Fluency	0	Obvious pause
				1	Slight pause
				2	Smooth movement
		2	Power Generation Location	0	Not core-driven
				1	Core-driven with average coordination
				2	Core-driven with natural coordination
		2	Rotation Angle	0	Severely over or under
				1	Slightly over or under
				2	360 Exactly 360°
B6	Vertical Sculling Dive	Overall Determination		0	Exhalation after entry
		2	Diving Path	0	Major deviation from vertical
				1	Small deviation from vertical
				2	Perpendicular to pool bottom
		2	Body Posture	0	Body line not smooth, poor core control
				1	Body line basically smooth, average core control
				2	Body in a straight line, strong core control
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Sculling Efficiency	0	Multiple sculling
				1	Effective sculling
				2	Highly efficient sculling
		2	Fluency	0	Obvious pause, floating up and down
				1	Slight pause, can descend to core zone
				2	Stable posture, continuous smooth descent to core zone

Mermaid Skill Skill Execution Scoring Criteria

—— Level B

No.	Skill	Score Value	Item	Score	Scoring Criteria
B7	720° Prone Backward Somersault/10	Overall Determination		0	Obvious pause
		2	Somersault Trajectory	0	Body line with angles, swimming trajectory cannot close
				1	Body line basically elliptical, trajectory basically closed
				2	Body line basically circular, trajectory highly closed
		2	concentric	0	Not coincident
				1	Basically coincident
				2	Highly coincident
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Angle	0	Severely over or under
				1	Slightly over or under
				2	Entry and exit lines fully coincide, angle 720°
B8	Vertical Suspension/10	Overall Determination		0	Body cannot remain still
		2	Vertically	0	Major deviation from vertical line
				1	Small deviation from vertical
				2	Fully parallel to vertical
		2	Body Posture	0	Body line not smooth, poor core control
				1	Body line basically smooth, average core control
				2	Body line smooth and extended, strong core control
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Suspension Duration	0	Less than 3 seconds (exclusive)
				1	3-5 3-5 seconds
				2	More than 5 seconds (exclusive)
		2	Limb Assistance	0	Substantial limb assistance
				1	Slight limb assistance
				2	No limb assistance needed

Mermaid Skill Skill Execution Scoring Criteria

—— Level B

No.	Skill	Score Value	Item	Score	Scoring Criteria
B9	180° Inverted Sculling Rotation/10	Overall Determination		0	Unable to suspend at both start and finish
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Angle	0	Severely over or under
				1	Slightly over or under
				2	Angle exactly 180°
		2	Body Posture	0	Body line not smooth, poor core control
				1	Body line basically smooth, average core control
				2	Body in a straight line, strong core control
2	Rotation Efficiency	0	2 or more sculling		
		1	2 sculling		
		2	1 sculling		
B10	360° "J"-Tail Rotation/10	Overall Determination		0	Knees below head, rotation less than 360°
		2	()Rotation Angle (overall)	0	Severely over or under
				1	Slightly over or under
				2	360 Angle exactly 360°
		2	Body Posture	0	Body cannot form "J", knees below head
				1	Body basically forms "J", knees parallel to head
				2	Body forms "J", chest as center, hips parallel to head
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
2	Rotation Fluency	0	Choppy and stiff		
		1	Natural completion, no obvious pause		
		2	Highly fluent, smooth and continuous		

Mermaid Skill Skill Execution Scoring Criteria

—— Level B

No.	Skill	Score Value	Item	Score	Scoring Criteria
B11	360° Supine Backward Somersault/10	Overall Determination		0	Obvious pause
		2	Somersault Trajectory	0	Body line with angles, swimming trajectory cannot close
				1	Body line basically elliptical, trajectory basically closed
				2	Body line basically circular, trajectory highly closed
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Angle	0	Severely over or under
				1	Slightly over or under
				2	360 Entry and exit lines fully coincide (supine), angle 360°

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Mermaid Skill Skill Execution Scoring Criteria

—— Level C

No.	Skill	Score Value	Item	Score	Scoring Criteria
C1	360° Inverted Sculling Rotation/10	Overall Determination		0	Unable to suspend at both start and finish
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Angle	0	Severely over or under
				1	Slightly over or under
				2	Angle exactly 360°
		2	Body Posture	0	Body line not smooth, poor core control
				1	Body line basically smooth, average core control
				2	Body in a straight line, strong core control
2	Rotation Efficiency	0	5 or more sculling		
		1	3 to 4 sculling		
		2	2 sculling		
C2	720° Horizontal Sculling Spin/10	Overall Determination		0	Obvious pause
		2	Levelness	0	Major deviation from pool bottom
				1	Small deviation from pool bottom
				2	Highly parallel to pool bottom
		2	Coaxially	0	Severe coaxially error
				1	Slight coaxially error
				2	Perfect coaxially
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
		2	Power Generation Location	0	Not core-driven
				1	Core-driven with average coordination
				2	Core-driven with natural coordination
2	Rotation Angle	0	Severely over or under		
		1	Slightly over or under		
		2	Angle exactly 720°		

Mermaid Skill Skill Execution Scoring Criteria

—— Level C

No.	Skill	Score Value	Item	Score	Scoring Criteria
C3	360° Straight Transverse Rotation/10	Overall Determination		0	Loss of balance
		2	Body Posture	0	Body line not smooth, poor core control
				1	Body line basically smooth, average core control
				2	Body in a straight line, strong core control
		2	Rotation Angle	0	Severely over or under
				1	Slightly over or under
				2	Angle exactly 360°
		2	concentric	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
2	Rotation Efficiency	0	Multiple sculling, difficult rotate		
		1	Efficient sculling, basically smooth		
		2	Highly efficient sculling, smooth rotate		
C4	Horizontal Figure "8"/10	Overall Determination		0	No basic figure-8 structure formed
		2	Circle Levelness	0	Severe different in vertical height of the 2 circles
				1	Small different in vertical height of the 2 circles
				2	circles perfect aligned on the horizontal line
		2	Circle Shape	0	Two circles completely different in size
				1	Two circles basically the same in size
				2	Two circles highly identical in size
		2	Rotation Angle	0	Any somersault angle severely over or under
				1	Both somersault angles slightly over or under
				2	Both somersault angles exactly 360°
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
2	Axis Deviation	0	Severe deviation		
		1	Slight deviation		
		2	No deviation		

Mermaid Skill Skill Execution Scoring Criteria

—— Level C

No.	Skill	Score Value	Item	Score	Scoring Criteria
C5	Vertical Figure "8"/10	Overall Determination		0	No basic figure-8 structure formed
		2	Circle Vertically	0	Severe different in vertical height of the two circl
				1	Slight different in vertical height of the two circl
				2	Perfectly aligned on the vertical line
		2	Circle Shape	0	Two circles completely different in size
				1	Two circles basically the same in size
				2	Two circles highly identical in size
		2	Rotation Angle	0	Any somersault angle severely over or under
				1	Both somersault angles slightly over or under
				2	Both somersault angles exactly 360°
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
2	No deviation				
C6	Inverted Sculling Ascent/10	Overall Determination		0	Pause or sinking midway
		2	Ascending Path	0	Major deviation from vertical
				1	Small deviation from vertical
				2	Perpendicular to pool bottom
		2	Body Posture	0	Body line not smooth, poor core control
				1	Body line basically smooth, average core control
				2	Body in a straight line, strong core control
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Sculling Efficiency	0	Multiple sculling
				1	Effective sculling
				2	Highly efficient sculling
		2	Fluency	0	Obvious pause, floating up and down
				1	Slight pause, can ascend from core zone to surface
2	Stable posture, continuous smooth ascent from core zone to surface				

Mermaid Skill Skill Execution Scoring Criteria

—— Level C

No.	Skill	Score Value	Item	Score	Scoring Criteria
C7	720° "J"-Tail Rotation/10	Overall Determination		0	Knees below head, rotation less than 720°
		2	()Rotation Angle (overall)	0	Angle severely over or under
				1	Angle slightly over or under
				2	Angle exactly 720°
		2	Body Posture	0	Body cannot form "J", knees below head
				1	Body basically forms "J", knees parallel to head
				2	Body forms "J", chest as center, hips parallel to head
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
		2	Rotation Fluency	0	Choppy and stiff
				1	Natural completion, no obvious pause
2	Highly fluent, smooth and continuous				
C8	720° Inverted Sitting Sculling Spin/10	Overall Determination		0	Loss of balance
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Angle	0	Angle severely over or under
				1	Angle slightly over or under
				2	Angle exactly 720°
		2	Body Posture	0	Unable to maintain inverted sitting posture
				1	Basically maintains inverted sitting posture
				2	Maintains inverted sitting posture throughout
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
2	Highly efficient sculling, smooth rotate				

Mermaid Skill Skill Execution Scoring Criteria

—— Level C

No.	Skill	Score Value	Item	Score	Scoring Criteria
C9	180° Vertical Backward Somersault/10	Overall Determination		0	Unable to suspend at both start and finish
		2	Rotation trajectory	0	Trajectory in obvious angle
				1	Trajectory in half circle
				2	Trajectory in perfect U shape
		2	Suspension	0	Suspension in start and the end
				1	Suspension in start and the end in different depth
				2	Suspension in start and the end in same depth
		2	Rotation Efficiency	0	Multiple sculling, choppy
				1	Reasonable sculling, relatively smooth
				2	Efficient sculling, smooth
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Angle	0	Angle severely over or under
				1	Angle slightly over or under
				2	Entry and exit lines fully coincide (supine), angle 360°

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Mermaid Skill Skill Execution Scoring Criteria

—— Level D

No.	Skill	Score Value	Item	Score	Scoring Criteria
D1	1080° Backward Somersault/10	Overall Determination		0	Obvious pause
		2	Somersault Trajectory	0	Body line with angles, swimming trajectory cannot close
				1	Body line basically elliptical, trajectory basically closed
				2	Body line basically circular, trajectory highly closed
		2	concentric	0	Not coincident
				1	Basically coincident
				2	Highly coincident
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Angle	0	Angle severely over or under
				1	Angle slightly over or under
				2	Entry and exit lines fully coincide, angle 1080°
D2	Inverted Suspension/10	Overall Determination		0	Body keeps shaking during suspension
		2	Vertically	0	Major deviation from vertical line
				1	Small deviation from vertical
				2	Fully parallel to vertical
		2	Body Posture	0	Body line not smooth, poor core control
				1	Body line basically smooth, average core control
				2	Body line smooth and extended, strong core control
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Suspension Duration	0	Less than 3 seconds (exclusive)
				1	3-5 3-5 seconds
				2	More than 5 seconds (exclusive)
		2	Limb Assistance	0	Requires substantial limb assistance
				1	Requires slight limb assistance
				2	No limb assistance needed

Mermaid Skill Skill Execution Scoring Criteria

—— Level D

No.	Skill	Score Value	Item	Score	Scoring Criteria
D3	1080° Horizontal Spin/10	Overall Determination		0	Obvious pause
		2	Levelness	0	Major deviation from pool bottom
				1	Small deviation from pool bottom
				2	Fully parallel to pool bottom
		2	Coaxially	0	Severe coaxially error
				1	Slight coaxially error
				2	Perfect coaxially
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
		2	Power Generation Location	0	Not core-driven
				1	Core-driven but poor coordination
				2	Core-driven with natural coordination
		2	Rotation Angle	0	Angle severely over or under
				1	Angle slightly over or under
				2	Angle exactly 1080°
D4	360° Straight Forward Pivot Rotation (Foot Axis)/10	Overall Determination		0	Loss of balance
		2	Body Posture	0	Body line not smooth, poor core control
				1	Body line basically smooth, average core control
				2	Body in a straight line, strong core control
		2	Rotation Angle	0	Angle severely over or under
				1	Angle slightly over or under
				2	Angle exactly 360°
		2	concentric	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate

Mermaid Skill Skill Execution Scoring Criteria

—— Level D

No.	Skill	Score Value	Item	Score	Scoring Criteria
D5	720° Inverted Sculling Spin/10	Overall Determination		0	Obvious pause
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Angle	0	Angle severely over or under
				1	Angle slightly over or under
				2	Angle exactly 720°
		2	Body Posture	0	Body line not smooth, poor core control
				1	Body line basically smooth, average core control
				2	Core stable, body in a straight line throughout
2	Rotation Efficiency	0	Multiple sculling, difficult rotate		
		1	Efficient sculling, basically smooth		
		2	Highly efficient sculling, smooth rotate		
D6	360° Prone Straight Rolling Rotation/10	Overall Determination		0	Self-rotation less than 720°
		2	Center Deviation	0	Severe eccentric
				1	Slight eccentric
				2	Perfect concentric
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation
		2	Rotation Angle	0	Angle severely over or under
				1	Angle slightly over or under
				2	360 Angle exactly 360°
		2	Body Levelness	0	Major deviation from pool bottom
				1	Small deviation from pool bottom
				2	Highly parallel to pool bottom
2	Rotation Efficiency	0	Multiple sculling, difficult rotate		
		1	Efficient sculling, basically smooth		
		2	Highly efficient sculling, smooth rotate		

Mermaid Skill Skill Execution Scoring Criteria

—— Level D

No.	Skill	Score Value	Item	Score	Scoring Criteria
D7	Horizontal Advanced Figure "8" (bird's-eye view)/10	Overall Determination		0	No basic figure-8 structure formed
		2	Circle Levelness	0	Major deviation in vertical height of the two circles
				1	Small deviation in vertical height
				2	Two circles at the same vertical height
		2	Circle Shape	0	Two circles completely different in size
				1	Two circles basically the same in size
				2	Two circles highly identical in size
		2	Rotation Angle	0	Any somersault angle severely over or under
				1	Both somersault angles slightly over or under
				2	Both somersault angles exactly 360°
		2	Rotation Efficiency	0	Multiple sculling, difficult rotate
				1	Efficient sculling, basically smooth
				2	Highly efficient sculling, smooth rotate
		2	Axis Deviation	0	Severe deviation
				1	Slight deviation
				2	No deviation

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Appendix III

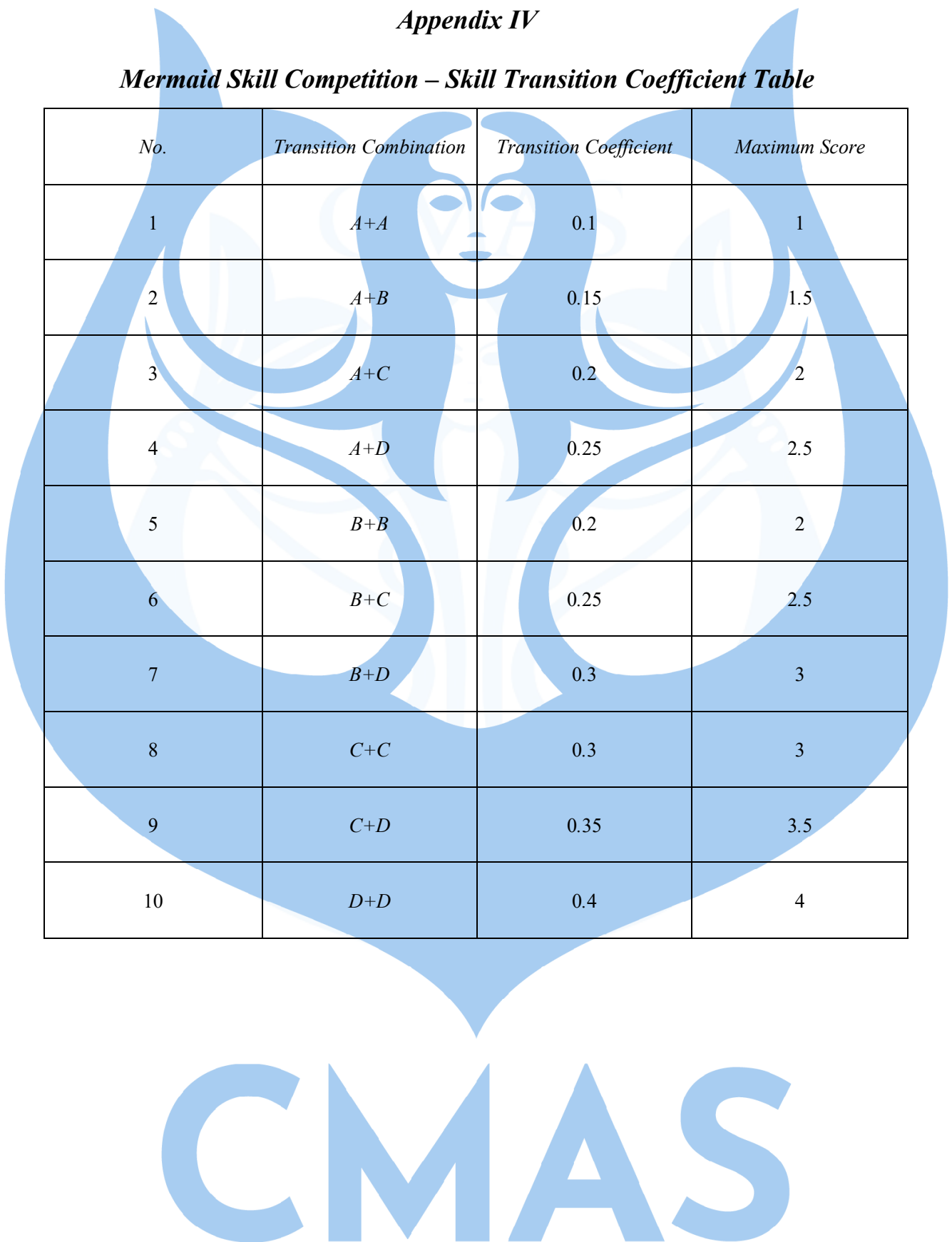
Mermaid Skill Competition – Skill Transition Scoring Criteria

Score	Criteria
0	Transition not declared in advance; transition not executed.
1	Unreasonable skill transition; severe pause; obvious hand sculling required for body adjustment.
2	Unreasonable skill transition; pause; body posture adjustment required.
3	Unreasonable skill transition; no pause.
4	Reasonable skill transition; pause; body posture adjustment required.
5	Reasonable skill transition; slight pause; body posture adjustment required.
6	Reasonable skill transition; slight pause; no body posture adjustment.
7	Reasonable skill transition; no pause; no body posture adjustment.
8	Ingenious and reasonable skill transition; no pause; slight body posture adjustment.
9	Ingenious and reasonable skill transition; no pause; no body posture adjustment.
10	Ingenious and reasonable skill transition; no pause; no body posture adjustment; natural and smooth movement.

Definition of Skill Transition: A skill transition refers to the continuous execution of two skills. Ideally, the finishing posture of the first skill becomes the starting posture of the second skill without pause. Athletes must declare transitions in the Skill Sequence Form before the competition to receive the Skill Transition Score

*Appendix IV**Mermaid Skill Competition – Skill Transition Coefficient Table*

<i>No.</i>	<i>Transition Combination</i>	<i>Transition Coefficient</i>	<i>Maximum Score</i>
1	<i>A+A</i>	0.1	1
2	<i>A+B</i>	0.15	1.5
3	<i>A+C</i>	0.2	2
4	<i>A+D</i>	0.25	2.5
5	<i>B+B</i>	0.2	2
6	<i>B+C</i>	0.25	2.5
7	<i>B+D</i>	0.3	3
8	<i>C+C</i>	0.3	3
9	<i>C+D</i>	0.35	3.5
10	<i>D+D</i>	0.4	4



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Appendix V

Mermaid Skill Competition – Skill Synchronization Scoring Criteria

<i>Score</i>	<i>Criteria</i>
0	<i>Synchronization completely lost.</i>
1	<i>Hardly recognizable synchronization.</i>
2	<i>Very weak synchronization.</i>
3	<i>Weak synchronization.</i>
4	<i>Fair synchronization.</i>
5	<i>Moderate synchronization.</i>
6	<i>Good synchronization.</i>
7	<i>Very good synchronization.</i>
8	<i>Excellent synchronization.</i>
9	<i>Near perfect synchronization.</i>
10	<i>Perfect synchronization.</i>

Definition of Synchronization: Synchronization refers to the consistency among multiple athletes performing the same movement simultaneously in terms of timing, spatial position, direction, rhythm, frequency and overall presentation

Appendix VI: Appendix 6: Scoring Criteria for Solo Mermaid Dance

Item		Score	Criteria	Item		Score	Criteria
Form Art Score/25 Points	Physique	0	Disproportionate physique, obvious physical deformities or exposed tattoos	Theme	Music Artistry	0	Mismatch between music theme and performance theme
		1	Disproportionate physique, lack of curvy aesthetic			1	Slight alignment between music theme and performance theme
		2	Proportionate physique, average curvy aesthetic			2	Moderate alignment between music theme and performance theme
		3	Proportionate physique, graceful curves			3	Basic alignment between music theme and performance theme
		4	Perfect proportional physique, graceful curves			4	High alignment between music theme and performance theme
		5	Perfect proportional physique, graceful curves with tensile lines			5	Complete alignment between music theme and performance theme
	Costumes & Accessories	0	Costumes violate competition requirements		Music compilation	0	No musical compilation
		1	Costumes or accessories fall off or are indecently exposed			1	Patchy, incoherent and unreasonable compilation
		2	Costumes and accessories meet basic competition requirements			2	Reasonable music compilation with poor theme matching
		3	Costumes and accessories match the performance theme with adequate presentation			3	Reasonable music compilation with average theme matching
		4	Costumes and accessories fully match the performance theme with adequate presentation			4	Reasonable music compilation with high theme matching
		5	Costumes and accessories perfectly match the performance theme with flawless presentation			5	Original composition with reasonable compilation and high theme matching

Appendix VI: Appendix 6: Scoring Criteria for Solo Mermaid Dance

Item		Score	Criteria	Item		Score	Criteria
Form Art Score /25 Points	Makeup	0	No makeup styling	Sound Effects	Music Artistry	0	No sound effects or sound interruption
		1	Make-up becomes dislodged / Make-up is dislodged			1	Poor live music sound quality
		2	Makeup fails to match character style and performance theme			2	Average live music sound quality
		3	Makeup basically matches character style and performance theme			3	Good live music sound quality
		4	Makeup fully matches character style and performance theme			4	Very good live music sound quality
		5	Exquisite makeup perfectly matching character style and performance theme			5	Perfect live music sound quality
	Character Portrayal	0	No character portrayed	Dubbing & Instrumentation	Score/ 25 Points	0	Dubbing, voiceover or instrumentation mismatches the theme
		1	Character portrayal mismatches the theme			1	Dubbing, voiceover or instrumentation slightly fits the theme
		2	Simplistic and rigid character portrayal			2	Dubbing, voiceover or instrumentation moderately fits the theme
		3	Character portrayal basically fits the performance theme			3	Dubbing, voiceover or instrumentation basically fits the theme
		4	Character portrayal fully fits the performance theme			4	Dubbing, voiceover or instrumentation highly fits the theme
		5	Character is fully and vividly portrayed, that perfectly fits the performance theme			5	Dubbing, voiceover or instrumentation completely fits the theme

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Appendix VI: Appendix 6: Scoring Criteria for Solo Mermaid Dance

Item		Score	Criteria	Item		Score	Criteria
Form Art Score /25 Points	Props	0	No props used or severe mismatch with the theme	Music Artistry Score/ 25 Points	Style	0	Mismatch between music style and performance style
		1	Props are used but fall off			1	Slight match between music style and performance style
		2	Featureless props used smoothly			2	Moderate match between music style and performance style
		3	Creative props used smoothly			3	Basic match between music style and performance style
		4	Creative props used smoothly and fit the theme			4	High match between music style and performance style
		5	Highly creative props used smoothly and fit the theme			5	Complete match between music style and performance style

Performance Artistic Score / 25 Points	Theme Relevance	0	Less than 10% relevance between performance and theme	Overall Artistry Score / 25 Points	Theme	0	Negative themes
		1	Less than 30% relevance between performance and theme			1	Unclear and vague theme
		2	Over 30% relevance between performance and theme			2	Concrete theme with average presentation
		3	Over 50% relevance between performance and theme			3	Positive energy theme, concrete with average presentation
		4	Over 75% relevance between performance and theme			4	Positive energy theme, concrete with sufficient presentation
		5	Over 90% relevance between performance and theme			5	Positive energy theme, concrete with sufficient presentation and strong appeal
	Narrative Plot	0	No narrative or plot		Style & Stage Layout	0	Stacked movements with no distinctive style
		1	Few plot and narrative elements related to the theme			1	Unclear dance style
		2	Chaotic plot and narrative related to the theme			2	Clear dance style with average presentation

		3	Average plot and narrative related to the theme			3	Clear dance style with comprehensive presentation and average visual effect
		4	Complete plot and narrative related to the theme			4	Clear dance style with comprehensive presentation and aesthetic visuals
		5	Complete, ups and downs plot and narrative related to the theme			5	Clear dance style, comprehensive presentation, aesthetic visuals and excellent space utilization

Appendix VI: Appendix 6: Scoring Criteria for Solo Mermaid Dance

Item		Score	Criteria	Item		Score	Criteria
Performance Artistry Score / 25 Points	Facial Expression Control	0	No expression or ferocious facial expressions	Overall Artistry Score / Choreography 25 Points		0	No Choreography
		1	Stiff expressions with poor appeal			1	Unreasonable choreography with poor relevance
		2	Monotonous expressions with average expressiveness			2	Incoherent choreography with weak artistic appeal
		3	Rich expressions with strong expressiveness			3	Coherent and creative choreography with average artistic appeal
		4	Rich, expressive and appealing expressions			4	Coherent, highly creative and reasonable choreography with average artistic appeal

		5	<i>Rich, expressive, appealing expressions fully aligned with the theme</i>			5	<i>Coherent, highly creative and reasonable choreography with extremely strong artistic appeal</i>
	<i>Body Movement</i>	0	<i>No body language presented</i>		<i>Creativity</i>	0	<i>No creative elements</i>
		1	<i>Simple body language with no expressiveness</i>			1	<i>One creativity element among theme, movement, music, choreography and styling</i>
		2	<i>Simple body language with moderate expressiveness</i>			2	<i>Two creativity elements among theme, movement, music, choreography and styling</i>
		3	<i>Rich body language with strong expressiveness but mismatched character image</i>			3	<i>Three creativity elements among theme, movement, music, choreography and styling</i>
		4	<i>Rich body language basically fitting character features</i>			4	<i>Four creativity elements among theme, movement, music, choreography and styling</i>
		5	<i>Rich body language highly fitting character features</i>			5	<i>creations in theme, movement, music, choreography and styling</i>



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Appendix VI: Appendix 6: Scoring Criteria for Solo Mermaid Dance

Item		Score	Criteria	Item		Score	Criteria
	Melody & Rhythm	0	Performance mismatches music melody and rhythm	Interaction		0	No interaction
		1	Over 15% matching between performance and melody & rhythm			1	Effective interaction in fewer than half of dives
		2	Over 30% matching between performance and melody & rhythm			2	Effective interaction in more than half of dives, basically aligned with the theme
		3	Over 50% matching between performance and melody & rhythm			3	Effective interaction in more than half of dives, highly aligned with the theme
		4	Over 75% matching between performance and melody & rhythm			4	Effective interaction in every dive, basically aligned with the theme
		5	Over 90% matching between performance and melody & rhythm			5	Effective interaction in every dive, highly aligned with the theme
Fundamental Performance Score / 55 Points	Swimming Efficiency	0	Non core-driven swimming with extremely low efficiency	Fundamental Performance Score / 55 Points	Time Utilization	0	Unreasonable intervals, underwater performance time accounts for less than 40% (exclusive)
		1	Non core-driven swimming with moderate efficiency			1	Unreasonable intervals, underwater performance time accounts for more than 40%
		2	Partial core-driven swimming			2	Reasonable intervals, underwater performance time accounts for more than 50%
		3	Disfluent core-driven swimming with low efficiency			3	Reasonable intervals, underwater performance time accounts for more than 60%
		4	Natural and fluent core-driven swimming with moderate efficiency			4	Reasonable intervals, underwater performance time accounts for more than 70%
		5	Natural and fluent core-driven swimming with high efficiency			5	Reasonable intervals, underwater performance time accounts for more than 80%

Appendix VI: Appendix 6: Scoring Criteria for Solo Mermaid Dance

Item		Score	Criteria	Item		Score	Criteria	
	Swimming Posture	0	Poor streamline body, only one swimming posture (Prone / Supine / Lateral)	Space Utilization	0	Insufficient use of screen area		
		1	Basically streamlined body, two swimming postures		1	Reasonable use of screen area		
		2	Basically streamlined body, three swimming postures		2	Full use of screen area		
		3	Perfect streamlined body with graceful posture, one swimming posture		3	3D venue space utilized, insufficient screen area usage		
		4	Perfect streamlined body with graceful posture, two swimming postures		4	3D venue space utilized, reasonable screen area usage		
		5	Perfect streamlined body with graceful posture, three swimming postures		5	3D venue space utilized, full screen area usage		
	Swimming Trajectory	0	Only two types of trajectories: horizontal, vertical, diagonal, S-shaped, broken line, arc, circular	Curtain Call	-5	No curtain call		
		1	Three types of trajectories presented	Equipment Bonus	0	Wearing a mask		
		2	Four types of trajectories presented		10	No mask with nose clip		
		3	Five types of trajectories presented		30	No mask and no nose clip		
		4	Six types of trajectories presented	Timing Score / 10 Points	Insufficient Time	10	10 Score = (Actual Time / Music Duration) × 10	
		5	Seven types of trajectories presented			10	Score = (Music Duration-Excess Time) / Music Duration × 10	
Overall Impression Score / 10 Points		10	Comprehensive appeal, subjective scoring item for judges					
Maximum Total Score: 265 Points								

Appendix VII: Scoring Criteria for Group Mermaid Dance

Item		Score	Criteria	Item		Score	Criteria
Form Art Score / 25 Points	Physique	0	Disproportionate physique, obvious physical deformities or exposed tattoos	Music Artistry Score / 25 Points	Theme	0	Mismatch between music theme and performance theme
		1	Disproportionate physique, lack of curvy aesthetic			1	Slight alignment between music theme and performance theme
		2	Proportionate physique, average curvy aesthetic			2	Basic alignment between music theme and performance theme
		3	Proportionate physique, graceful curves			3	Good alignment between music theme and performance theme
		4	Perfect proportional physique, graceful curves			4	High alignment between music theme and performance theme
		5	Perfect proportional physique, graceful curves with tensile lines			5	Perfect alignment between music theme and performance theme
	Costumes & Accessories	0	Costumes violate competition requirements		Compilation	0	No musical compilation
		1	Costumes or accessories fall off or are indecently exposed			1	Patchy, incoherent and unreasonable compilation
		2	Costumes and accessories meet basic competition requirements			2	Reasonable music compilation with poor theme matching
		3	Costumes and accessories match the performance theme with adequate presentation			3	Reasonable music compilation with average theme matching
		4	Costumes and accessories fully match the performance theme with adequate presentation			4	Reasonable music compilation with high theme matching
		5	Costumes and accessories perfectly match the performance theme with flawless presentation			5	Original composition with reasonable compilation and high theme matching



Appendix VII: Scoring Criteria for Group Mermaid Dance

Item		Score	Criteria	Item		Score	Criteria
Form Art Score / 25 Points	Makeup	0	No makeup styling	Sound Effects	0	No sound effects or sound interruption	
		1	Athlete’s makeup smudges		1	Poor live music sound quality	
		2	Makeup fails to match character style and performance theme		2	Average live music sound quality	
		3	Makeup basically matches character style and performance theme		3	Good live music sound quality	
		4	Makeup fully matches character style and performance theme		4	Very good live music sound quality	
		5	Exquisite makeup perfectly matching character style and performance theme		5	Perfect live music sound quality	
	Character Portrayal	0	No character portrayed	Dubbing & Instrumentation	0	Dubbing, voiceover or instrumentation mismatches the theme	
		1	Character portrayal mismatches the theme		1	Dubbing, voiceover or instrumentation slightly fits the theme	
		2	Simplistic and rigid character portrayal		2	Dubbing, voiceover or instrumentation basically fits the theme	
		3	Character portrayal basically fits the performance theme		3	Dubbing, voiceover or instrumentation well fits the theme	
		4	Character portrayal fully fits the performance theme		4	Dubbing, voiceover or instrumentation highly fits the theme	
		5	Character is fully and vividly portrayed, that perfectly fits the performance theme		5	Dubbing, voiceover or instrumentation perfectly fits the theme	

Appendix VII: Scoring Criteria for Group Mermaid Dance

Item		Score	Criteria	Item		Score	Criteria
Form Art Score / 25 Points	Props	0	No props used or severe mismatch with the theme	Music Artistry Score / 25 Points	Style	0	Mismatch between music style and performance style
		1	Props are used but fall off			1	Slight match between music style and performance style
		2	Featureless props used smoothly			2	Basic match between music style and performance style
		3	Creative props used smoothly			3	Good match between music style and performance style
		4	Creative props used smoothly and fit the theme			4	High match between music style and performance style
		5	Highly creative props used smoothly and fit the theme			5	Perfect match between music style and performance style
Performance Artistry Score / 25 Points	Theme Relevance	0	No relevance between performance and theme	Overall Artistry Score / 25 Points	Theme	0	Negative themes
		1	Slight relevance between performance and theme			1	Unclear and vague theme
		2	Basic relevance between performance and theme			2	Concrete theme with average presentation
		3	Good relevance between performance and theme			3	Positive energy theme, concrete with average presentation
		4	High relevance between performance and theme			4	Positive energy theme, concrete with sufficient presentation
		5	Perfect relevance between performance and theme			5	Positive energy theme, concrete with sufficient presentation and strong appeal
	Narrative Plot	0	No narrative or plot	Style & Stage Layout		0	Stacked movements with no distinctive style
		1	Few plot and narrative elements related to the theme			1	Unclear dance style
		2	Chaotic plot and narrative related to the theme			2	Clear dance style with average presentation
		3	Average plot and narrative related to the theme			3	Clear dance style with comprehensive presentation and average visual effect
		4	Complete plot and narrative related to the theme			4	Clear dance style with comprehensive presentation and aesthetic visuals
		5	Complete, ups and downs plot and narrative related to the theme			5	Clear dance style, comprehensive presentation, aesthetic visuals and excellent space utilization

Appendix VII: Scoring Criteria for Group Mermaid Dance

Item		Score	Criteria	Item		Score	Criteria
Performance Artistry Score / 25 Points	Facial Expression Control	0	No expression or ferocious facial expressions	Choreography	Overall	0	No Choreography
		1	Stiff expressions with poor appeal			1	Unreasonable choreography with poor relevance
		2	Monotonous expressions with average expressiveness			2	Incoherent choreography with weak artistic appeal
		3	Rich expressions with strong expressiveness			3	Coherent and creative choreography with average artistic appeal
		4	Rich, expressive and appealing expressions			4	Coherent, highly creative and reasonable choreography with average artistic appeal
		5	Rich, expressive, appealing expressions fully aligned with the theme			5	Coherent, highly creative and reasonable choreography with extremely strong artistic appeal
	Body Movement	0	No body language presented	Creativity	Artistry Score / 25 Points	0	No creative elements
		1	Simple body language with no expressiveness			1	One creativity element among theme, movement, music, choreography and styling
		2	Simple body language with moderate expressiveness			2	Two creativity elements among theme, movement, music, choreography and styling
		3	Rich body language with strong expressiveness but mismatched character image			3	Three creativity elements among theme, movement, music, choreography and styling
		4	Rich body language basically fitting character features			4	Four creativity elements among theme, movement, music, choreography and styling
		5	Rich body language highly fitting character features			5	creations in theme, movement, music, choreography and styling

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Appendix VII: Scoring Criteria for Group Mermaid Dance

Item		Score	Criteria	Item		Score	Criteria
	Melody & Rhythm	0	Performance mismatches music melody and rhythm	Interaction		0	No interaction
		1	Slight match between performance and melody & rhythm			1	Effective interaction in fewer than half of dives
		2	Basic match between performance and melody & rhythm			2	Effective interaction in more than half of dives, basically aligned with the theme
		3	Good match between performance and melody & rhythm			3	Effective interaction in more than half of dives, highly aligned with the theme
		4	High match between performance and melody & rhythm			4	Effective interaction in every dive, basically aligned with the theme
		5	Perfect match between performance and melody & rhythm			5	Effective interaction in every dive, highly aligned with the theme
Fundamental Performance Score / 60 Points	Swimming Efficiency	0	Non core-driven swimming with extremely low efficiency	Fundamental Performance Score / 60 Points	Space Utilization	0	Insufficient use of screen area
		1	Non core-driven swimming with moderate efficiency			1	Reasonable use of screen area
		2	Partial core-driven swimming			2	Full use of screen area
		3	Disfluent core-driven swimming with low efficiency			3	3D venue space utilized, insufficient screen area usage
		4	Natural and fluent core-driven swimming with moderate efficiency			4	3D venue space utilized, reasonable screen area usage
		5	Natural and fluent core-driven swimming with high efficiency			5	3D venue space utilized, full screen area usage

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Appendix VII: Scoring Criteria for Group Mermaid Dance

Item		Score	Criteria	Item		Score	Criteria
	Swimming Posture	0	Poor streamline body, only one swimming posture (Prone / Supine / Lateral)		Combined Movements	0	No combined movements (coordinated movements performed by all athletes together)
		1	Basically streamlined body, two swimming postures			1	One combined movement
		2	Basically streamlined body, three swimming postures			2	Two combined movements
		3	Perfect streamlined body with graceful posture, one swimming posture			3	Three combined movements
		4	Perfect streamlined body with graceful posture, two swimming postures			4	Four combined movements
		5	Perfect streamlined body with graceful posture, three swimming postures			5	Five combined movements
Fundamental Performance Score / 60 Points	Swimming Trajectory	0	Only two types of trajectories: horizontal, vertical, diagonal, S-shaped, broken line, arc, circular	Fundamental Performance Score / 60 Points	Coordination Success Score	0	Three or more mistakes
		1	Three types of trajectories presented			1	Two mistakes
		2	Four types of trajectories presented			2	One mistake
		3	Five types of trajectories presented			3	No mistakes with stiff coordination
		4	Six types of trajectories presented			4	No mistakes
		5	Seven types of trajectories presented			5	No mistakes with high tacit coordination
	Equipment Bonus	0	Wearing a mask	Timing Score / 10 Points	Insufficient Time	-5	
		10	No mask with nose clip			10	Score = (Actual Time / Music Duration) ×10
		30	No mask and no nose clip			10	Score = (Music Duration-Excess Time)/Music Duration × 10
Overall Impression Score/10 points		10	Comprehensive appeal, subjective scoring item for judges	Excessive Time		10	
Maximum Total Score: 270 Points							

Appendix VIII : Glossary of Terms

1. *The intersection of the two diagonals of the competition venue ' s viewing window.*
2. *Horizontal Central Axis: The horizontal line passing through the Center Point.*
3. *Core Zone: A rectangular area formed by shifting the Horizontal Central Axis 1.5 meters upward and downward within the viewing window. When athletes perform skill movements in the Skill Competition, no part of their body shall exceed the upper boundary of the Core Zone (except during descent and surface skills).*
4. *Specified Depth: The depth where the Core Zone is located.*
5. *Swimming Trajectory: The path trace formed by the athlete ' s body and mermaid tail while moving.*
6. *Longitudinal Central Axis: The central axis running from the athlete ' s head to the end of the lower limbs.*
7. *Horizontal Spin: An in-place left or right rotation performed by the athlete around their Longitudinal Central Axis.*
8. *Pivot Rotation: A straight-body rotation completed by the athlete with their feet as the center of the circle.*
9. *Transverse Rotation: A straight-body rotation completed by the athlete with the center of their torso as the center of the circle.*
10. *Rolling Rotation: A left or right straight-body roll performed by the athlete within the same horizontal plane.*
11. *Swimming Deviation: The degree of deviation between the athlete ' s straight swimming trajectory and the Horizontal Central Axis.*
12. *Trajectory Closure: The spatial overlap degree between the exit point and the starting point when the athlete completes a somersault movement.*
13. *Axis Line: A straight line perpendicular to the circular movement plane and passing through the circle ' s center.*
14. *Axis Deviation: The swing degree of the Axis Line caused by body deflection when the athlete completes a somersault with a circular trajectory. somersault movements with a circular Swimming Trajectory.*
15. *Vertical Posture: The upward upright posture with head facing up is defined as Vertical Suspension; the downward upright posture with head facing down is defined as Inverted Suspension.*
16. *Straight Body: A rigid posture with all the athlete ' s joints fully extended to form a straight line (facing any direction).*
17. *Center Deviation: The shifting degree of the circle ' s center caused by body floating or changes in movement radius when the athlete completes circular movements.*
18. *Seated Posture: A posture with a straight upper body, thighs perpendicular to the torso, and calves perpendicular to the thighs.*
19. *Core-driven:*
A power generation method where athletes rely solely on deep abdominal and lumbar muscle groups to control body posture for swimming or executing movements,

without hand sculling propulsion.

20. *Streamline: A smooth, fluid body contour of athletes that greatly reduces water resistance during Dolphin Kick.*
21. *Suspension: A state where the athlete hovers motionless in water under neutral buoyancy.*
22. *Bottom Contact: Any part of the athlete's body or equipment touching the pool bottom.*
23. *Synchronization: Multiple athletes performing identical movements with identical start time, movement flow, frequency, distance, trajectory, depth, direction and finish time.*
24. *Makeup: Facial and body decoration and beautification.*
25. *Theme: The central creative idea and concept of a competitive entry.*
26. *Interaction: Effective communication behaviors directed by athletes toward the audience, including but not limited to body gestures, facial expressions and bubble effects.*
27. *Preparation Whistle: A series of 3 – 4 short continuous whistles blown by the Chief Referee, signaling athletes to enter the starting zone and prepare equipment.*
28. *Start Whistle: One long whistle blown by the Chief Referee to signal athletes to get ready for departure; the starter judge will conduct the starting procedure after this whistle.*
29. *BO (Blackout): Temporary loss of consciousness caused by a rapid decline in blood oxygen saturation during breath-hold diving, usually occurring as athletes approaches or breaks the water surface.*
30. *LMC (Loss of Motor Control): Partial or complete loss of voluntary control over skeletal muscles due to reduced blood oxygen levels, while the athlete remains fully conscious and able to retain environmental awareness and respond through blinking, nodding and other gestures.*

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