

BARS

Level 10

9.5

- 3 A's @ .1
- 3 B's @ .3
- 2 C's @ .5

Sp Req (.5 ea)

- "C" LA turn
- "C" flight
- different flight - min "B"
- "C" salto dismount

Composition

- .1 facing same direction
- .2 2 bar changes
- .1 ea 2 of 3 (fwd - circle/rel / pirouette / 3,6,7)
- .1 ea >1 squat

Connection Value (CV)

- C + C = +.1 (both must have flight/turn—ex: mts/dsmts)
- C + C = +.1 (Grp 3/6/7 w/o flight/turn—different C's)
- C + D = +.1 (no flight/turn requirement)
- D + D = +.2 (all D's may be used)

→ .2 releases

- no ded = 2 D's
- .05 = D+C
- .1 = D - C
- .15 = C+C or D - B
- .2 = C - C

→ .1 dismount level

- no ded = D/E + C or D/E
- .05 = C/D + C + C
- .1 = C + C or less

BEAM

Level 10

9.5

- 3 A's @ .1
- 3 B's @ .3
- 2 C's @ .5

Sp Req (.5 ea)

- acro series
 - 2 flights, w/ C or E w/non-flt A
- lp/jp w/ 180°
- 360° turn
- aer/salto dsmt
 - C or C + B or B in acro ser w/C

Composition

- no dance series (.2)
- no fwd/swd or no bwd (.1)
 - if only dismount (.05)
- > 2 same shape (.1)
- > 2 pivots (.1)
- lev/space/direct (→ .1 ea)

• acro not up to level (→ .2)

- if C in series-
 - no ded = 2 w/C salto or 3 w/C w/w hds + D/E
 - + add'l C salto or D/E
 - .05 = series w/ C salto + D/E
 - 0.1 = series w/ C salto + add'l C salto
 - or series w/o C salto + C salto + D/E
 - 0.15 = series w/ C salto
 - or series w/o C salto + D/E
 - 0.2 = no series or w/o salto + no add'l or isolated C salto

CONNECTION VALUE (CV)

| | Dance/Mixed * not dismt | 2 Acro Flight | 3 Acro Flight * includes mt/dsmt |
|----|---|--|-------------------------------------|
| .1 | A + C (turns only) A + D B + C * acro must have flight | B + C * not mt/dsmt * C must be salto (or aerial for L9 only) | B + B + C |
| .2 | B + D C + C (same or diff) C + D | C + C B + D * not dsmt B + E C/D + D | B + C + C B + B + D B + C + D |

• dance not up to level (→ .2)

- no ded = C - C - C or C - C - D/E
- .05 = C - C - B or C - D/E
- 0.1 = C - C or B - D/E
- 0.15 = C - B or D/E
- 0.2 = C or B - B

• dismount up to level (→ .1)

- no ded = D/E or B flight/C dance + C
- .05 = A+C or B dance + C
- or acro series w/C + B
- or D/E acro + B
- 0.1 = C or C flight/dance + B

if D in series-

- no ded = series w/ D/E + D/E
- .05 = series w/ D/E + C salto
- 0.1 = series w/ D/E + B or C flight
- 0.15 = series w/ D/E + no add'l flight
- or no series + D/E
- 0.2 = no series or w/o salto + no add'l or isolated C salto

FLOOR

Level 10

9.5

- 3 A's @ .1
- 3 B's @ .3
- 2 C's @ .5

Sp Req (.5 ea)

- dance passage
- acro series w/ 2 saltos or 2 direct saltos
- 3 different saltos
- last salto - "C"

Composition

- no "B" turn (.2)
- no "C" salto (.3)
- no fwd/swd or no bwd (.1)
 - (salto or aerial)
- use of floor area (→ .1)
- > 2 same shape (.1)

• acro not up to level (→ .2)

- if 3 passes -
 - no ded = D/E in each or
 - D - D - B+C
 - .05 = D - D - C+A
 - 0.1 = D - D - C (or less) or
 - D - C+A/B - C+B
 - 0.15 = D - C+A/B - C+B (ind) or
 - D - C+B - C (or less)
 - 0.2 = no D/E salto

CONNECTION VALUE (CV)

| | Indirect | Direct | 2 Dance OR Mixed |
|----|---|---|--|
| .1 | saltos/aerials (may be in any order) C + C A/B + D A/B + A/B + C A/B + A/B + D | saltos/aerials A + C B + B A + A + C | * acro=saltos or flight w/w hands C + C (same or different) B + D D + A (salto + jump) |
| .2 | C + D | A/B + D B/C + C A + A + D | C + D |

• dance not up to level (→ .2)

- no ded = C - C - C or C - C - D/E
- .05 = C - C - B or C - D/E
- 0.1 = C - C or B - D/E
- 0.15 = C - B or D/E
- 0.2 = C or B - B

• last salto up to level (→ .1)

- no ded = D/E or C+B (dir / more)
- .05 = C+B (ind) or C+A (dir)
- 0.1 = C+A (ind/less) or isolated C

if 2 passes -

- no ded = both w/ E or
- E - D + direct salto
- .05 = 2 salto w/D - 2 salto w/D or
- E - D + salto (ind)
- 0.1 = D - 2 salto w/D or
- E - 2 salto w/C (w/CV)
- 0.15 = D - C+B/C (w/CV) or
- 2 salto w/D - C or
- E - 1/2 saltos, B+B (or less)
- 0.2 = D - 2 saltos w/o CV