
















BB Leaps and Jumps - Cross vs Side

	Cross vs Side Turns → Root Skill ↓	Root Elements		Total Turns					
		Skill in CROSS	Skill in SIDE	¼ to show in CROSS	¼ to show in SIDE	½ in CROSS	½ to show in SIDE	¾ either	1/1 either
Basic	Split Leap  stag leap = A	B 2.201			B side leap 2.201	C 2.301			
Jumps	Split Jump 	B 2.201	C also Heinrich 2.301	B 2.201	C 2.301	C cross 2.301	D side 2.401	D 2.401	E 2.501
	Pike Jump  Hip < 90o	B 2.206	C side 2.306			C Sekerova 2.306	D side 2.406	D 2.406	E Cox 2.506
	Straddle Jump  or side split jump	B Hill 2.202	C side 2.302	B 2.202	C 2.302	D cross 2.402	D side 2.402	D 2.402	E 2.502
	Straddle Swingdown  to cross sit/support/circle	B 2.203	C side Fuman 2.303	C 2.303	C also from switch leap 2.303 /2.305	D cross 2.403	D side 2.403	D Companioni 2.403	E 2.503
Leaps	Tour Jeté  (½ turning leap)					D Tour jeté 2.404		D Tour jeté + ¼ 2.404	E Tour jeté + ½ 2.504
	Switch Leap 	C also to straddle also to scale 2.305	D side Concannon 2.405			E switch ½ 2.505		E Ikoma 2.505	E Ikoma 2.505
	Switch Side Leap 				D switch side Johnson 2.405		D switch side + additional ¼ 2.405	E switch side + additional ½ 2.505	

	Leg Variations →	Stag CROSS	Stag SIDE	Regular CROSS	Regular SIDE	Sheep CROSS	Sheep SIDE	Oversplit CROSS	Oversplit SIDE
Rings	Ring Jump  arch / head release / foot at head	C 2.307		C 2.307		D 2.407		E Yang-bo 2.501	E Teza 2.501
	Switch Ring  arch / head release / foot at head	D 2.407	E side-Concannon 2.507	E 2.507				E Courville 2.505	

	Turns →	Root Skill	½ cross or side	¾ cross or side	1/1 cross or side	1½ cross or side
Non-split Basics	Straight Jump  = arch = beat jump	A 2.108	A 2.108	B 2.208	C 2.308	D 2.408
	Leg Hop ↑ Horizontal 	A 2.104	B also fouetté 2.204			
	Cat Leap 	A 2.109	B 2.209		C 2.309	D 2.409
	Tuck Jump or Hop 	A 2.110	B 2.210	C 2.310	D 2.410	E 2.510
	Wolf Jump or Hop 	A 2.111	B 2.211	C 2.311	D 2.411	E 2.511

Unless otherwise stated, a ¼ turn does NOT make a element different!

Stag jumps with one or both legs staged are the same element. A stag jump is an "A" while a split jump is a "B".

A straight jump, an arch jump and a beat jump are the same "A" elements.