

BARS

10

BONUS	0.1	0.2	RELEASE ≠ CL	Expect DD different	DISMOUNT ≠ CL	CHOICE of ELEMENTS, min B	↑0.2	VP					
Turn or Flight - in both	CC		DC combo	0.05	CC combo	0.15	D DC	0.0	1) Forward circle/release "B" min	2 of 3	0.0	A (3)	0.1
2 different 3/6/7	CC		D--C isolated	0.1	C--C isolated	0.2	CCC DCC	0.05	2) Group 3/6/7 element "B" min	1 of 3	0.1	B (3)	0.3
No Turn or Flight required	CD	DD	D--B isolated	0.15	BC or less	0.2	CC BC	0.1	3) Pirouette min 180° on top of bar	0 of 3	0.2	C (2)	0.5

No CV if Fall or Spot

A B C D E

9.5 SV +CV ___ +D/E ___
 ___ -VP ___
 ___ -SR ___
 ___ -No Dmt 0.3 ___
 BONUS +0.1
If 10.0 SV & ≥0.6 bonus with an "E"

Release≠CL ↑2 ___ Not 2 bar changes 0.2 ___
 Dismount≠CL ↑1 ___ No Direction Δ 0.1 ___
 Elements .1 .2 ___ ¾ Fwd Giant 0.1 ea ___
 F 367 P ___ >1 squat on ± circle 0.1 ea ___
 Uncharacteristic 0.1 ea ___

Thru-out: Dynamics ↑.2 HS Precision ↑.1

A B C D E

9.5 SV +CV ___ +D/E ___
 ___ -VP ___
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No Turn or Flight required	CD	DD	D--B isolated	0.15	BC or less	0.2	CC BC	0.1	3) Pirouette min 180° on top of bar	0 of 3	0.2	C (2)	0.5

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 BONUS +0.1
If 10.0 SV & ≥0.6 bonus with an "E"

Release≠CL ↑2 ___ Not 2 bar changes 0.2 ___
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 Elements .1 .2 ___ ¾ Fwd Giant 0.1 ea ___
 F 367 P ___ >1 squat on ± circle 0.1 ea ___
 Uncharacteristic 0.1 ea ___

Thru-out: Dynamics ↑.2 HS Precision ↑.1

BEAM	0.1	0.2	0.1	0.2	BONUS +0.1	Acro Series: BC (2 flight) or EA (non-flight)	VP
10	2 Acro Flight NO Mt/Dmt	BC* ←(C* = Salto)			If 10.0 SV & ≥0.6 bonus with at least one "E" ACRO = +0.1 bonus NOT IN SV	Dismount: C salto/aerial or CB** combo:	A (3) 0.1
	2 Acro Flight NO Dmt	CC BD	2 Dance / Mix NO Dmt	BC AD CC BD		**Acro Flight series with a C (CB-B) or an Acro flight-C or Dance-C connected to B dismount	B (3) 0.3
	3 Acro Flight	BBC BCC BBD	Turns	CA AC			C (2) 0.5

All Acro must have flight for CV

A B C D E **9.5 SV**

+CV	+D/E	SR 0.5 ea
-VP	___	Acro Flight Series BC or EA
-SR	0.5	180° Leap / Jump
-No Dmt	0.3	Full Turn
<input type="checkbox"/> BONUS +0.1	___	Dmt C Salto/Aerial or CB**
Dance≠CL	↑.2	No Dance Series 0.2
Acro≠CL	↑.2	- Fwd/Swd & Bwd Acro 0.1
Dmt≠CL	↑.1	<i>in dsmt only</i> 0.05
-Move B&S	↑.1	>2 Λ straddles 0.1
-Levels	↑.1	>2 W tuck/wolf 0.1
-Spatial	↑.1	>2 Pivots <i>straight legs</i> 0.1
<i>Thru-out:</i>		Art ↑.3 Foot ↑.2 Dyn ↑.2
		Pos/Flex ↑.3 Rhy ↑.2 Sure ↑.2

A B C D E **9.5 SV**

+CV	+D/E	SR 0.5 ea
-VP	___	Acro Flight Series BC or EA
-SR	0.5	180° Leap / Jump
-No Dmt	0.3	Full Turn
<input type="checkbox"/> BONUS +0.1	___	Dmt C Salto/Aerial or CB**
Dance≠CL	↑.2	No Dance Series 0.2
Acro≠CL	↑.2	- Fwd/Swd & Bwd Acro 0.1
Dmt≠CL	↑.1	<i>in dsmt only</i> 0.05
-Move B&S	↑.1	>2 Λ straddles 0.1
-Levels	↑.1	>2 W tuck/wolf 0.1
-Spatial	↑.1	>2 Pivots <i>straight legs</i> 0.1
<i>Thru-out:</i>		Art ↑.3 Foot ↑.2 Dyn ↑.2
		Pos/Flex ↑.3 Rhy ↑.2 Sure ↑.2

A B C D E **9.5 SV**

+CV	+D/E	SR 0.5 ea
-VP	___	Acro Flight Series BC or EA
-SR	0.5	180° Leap / Jump
-No Dmt	0.3	Full Turn
<input type="checkbox"/> BONUS +0.1	___	Dmt C Salto/Aerial or CB**
Dance≠CL	↑.2	No Dance Series 0.2
Acro≠CL	↑.2	- Fwd/Swd & Bwd Acro 0.1
Dmt≠CL	↑.1	<i>in dsmt only</i> 0.05
-Move B&S	↑.1	>2 Λ straddles 0.1
-Levels	↑.1	>2 W tuck/wolf 0.1
-Spatial	↑.1	>2 Pivots <i>straight legs</i> 0.1
<i>Thru-out:</i>		Art ↑.3 Foot ↑.2 Dyn ↑.2
		Pos/Flex ↑.3 Rhy ↑.2 Sure ↑.2

BEAM	0.1	0.2	0.1	0.2	BONUS +0.1	Acro Series: BC (2 flight) or EA (non-flight)	VP
10	2 Acro Flight NO Mt/Dmt	BC* ←(C* = Salto)			If 10.0 SV & ≥0.6 bonus with at least one "E" ACRO = +0.1 bonus NOT IN SV	Dismount: C salto/aerial or CB** combo:	A (3) 0.1
	2 Acro Flight NO Dmt	CC BD	2 Dance / Mix NO Dmt	BC AD CC BD		**Acro Flight series with a C (CB-B) or an Acro flight-C or Dance-C connected to B dismount	B (3) 0.3
	3 Acro Flight	BBC BCC BBD	Turns	CA AC			C (2) 0.5

All Acro must have flight for CV

A B C D E **9.5 SV**

+CV	+D/E	SR 0.5 ea
-VP	___	Acro Flight Series BC or EA
-SR	0.5	180° Leap / Jump
-No Dmt	0.3	Full Turn
<input type="checkbox"/> BONUS +0.1	___	Dmt C Salto/Aerial or CB**
Dance≠CL	↑.2	No Dance Series 0.2
Acro≠CL	↑.2	- Fwd/Swd & Bwd Acro 0.1
Dmt≠CL	↑.1	<i>in dsmt only</i> 0.05
-Move B&S	↑.1	>2 Λ straddles 0.1
-Levels	↑.1	>2 W tuck/wolf 0.1
-Spatial	↑.1	>2 Pivots <i>straight legs</i> 0.1
<i>Thru-out:</i>		Art ↑.3 Foot ↑.2 Dyn ↑.2
		Pos/Flex ↑.3 Rhy ↑.2 Sure ↑.2

A B C D E **9.5 SV**

+CV	+D/E	SR 0.5 ea
-VP	___	Acro Flight Series BC or EA
-SR	0.5	180° Leap / Jump
-No Dmt	0.3	Full Turn
<input type="checkbox"/> BONUS +0.1	___	Dmt C Salto/Aerial or CB**
Dance≠CL	↑.2	No Dance Series 0.2
Acro≠CL	↑.2	- Fwd/Swd & Bwd Acro 0.1
Dmt≠CL	↑.1	<i>in dsmt only</i> 0.05
-Move B&S	↑.1	>2 Λ straddles 0.1
-Levels	↑.1	>2 W tuck/wolf 0.1
-Spatial	↑.1	>2 Pivots <i>straight legs</i> 0.1
<i>Thru-out:</i>		Art ↑.3 Foot ↑.2 Dyn ↑.2
		Pos/Flex ↑.3 Rhy ↑.2 Sure ↑.2

A B C D E **9.5 SV**

+CV	+D/E	SR 0.5 ea
-VP	___	Acro Flight Series BC or EA
-SR	0.5	180° Leap / Jump
-No Dmt	0.3	Full Turn
<input type="checkbox"/> BONUS +0.1	___	Dmt C Salto/Aerial or CB**
Dance≠CL	↑.2	No Dance Series 0.2
Acro≠CL	↑.2	- Fwd/Swd & Bwd Acro 0.1
Dmt≠CL	↑.1	<i>in dsmt only</i> 0.05
-Move B&S	↑.1	>2 Λ straddles 0.1
-Levels	↑.1	>2 W tuck/wolf 0.1
-Spatial	↑.1	>2 Pivots <i>straight legs</i> 0.1
<i>Thru-out:</i>		Art ↑.3 Foot ↑.2 Dyn ↑.2
		Pos/Flex ↑.3 Rhy ↑.2 Sure ↑.2

FLOOR

10

0.1			0.2			0.1			0.2			BONUS +0.1			VP	
Acro Direct:	BB	AC	AAC	BC	AD	AAD	2 Dance / Mix	CC	BD	CD	If 10.0 SV & ≥0.6 bonus with at least			A (3)	0.1	
Acro Indirect:	C--C	A--D	AA--C	C--D				D-salto + A-jump			one "E" Acro = +0.1 bonus			B (3)	0.3	
Only Saltos and Aerials may be used for CV						No CV for a turn followed by a jump						NOT IN SV			C (2)	0.5

A

B

C

D

E

9.5 SV

+CV _____ +D/E _____

-VP _____

-SR 0.5 _____

-No Dmt 0.3 _____

BONUS +0.1

Dance≠CL ↑.2 _____

Acro≠CL ↑.2 _____

Last Salto≠CL ↑.1 _____

Spatial use ↑.1 _____

Thru-out Art ↑.3 _____

Dyn ↑.2 Pos/Flx ↑.3 _____

SR 0.5 ea

2-Salto Series _____

3 Different Saltos _____

180o Leap Passage _____

Dismount C Salto _____

No C Salto 0.3 _____

No B Turn 0.2 _____

- FS&B Salto,Aer 0.1 _____

>2ea Λ or **iw** 0.1 _____

Foot ↑.2 MM≠Sync ↑.3 _____

Rhy ↑.2 MM≠Relate ↑.2 _____

A

B

C

D

E

9.5 SV

+CV _____ +D/E _____

-VP _____

-SR 0.5 _____

-No Dmt 0.3 _____

BONUS +0.1

Dance≠CL ↑.2 _____

Acro≠CL ↑.2 _____

Last Salto≠CL ↑.1 _____

Spatial use ↑.1 _____

Thru-out Art ↑.3 _____

Dyn ↑.2 Pos/Flx ↑.3 _____

SR 0.5 ea

2-Salto Series _____

3 Different Saltos _____

180o Leap Passage _____

Dismount C Salto _____

No C Salto 0.3 _____

No B Turn 0.2 _____

- FS&B Salto,Aer 0.1 _____

>2ea Λ or **iw** 0.1 _____

Foot ↑.2 MM≠Sync ↑.3 _____

Rhy ↑.2 MM≠Relate ↑.2 _____

A

B

C

D

E

9.5 SV

+CV _____ +D/E _____

-VP _____

-SR 0.5 _____

-No Dmt 0.3 _____

BONUS +0.1

Dance≠CL ↑.2 _____

Acro≠CL ↑.2 _____

Last Salto≠CL ↑.1 _____

Spatial use ↑.1 _____

Thru-out Art ↑.3 _____

Dyn ↑.2 Pos/Flx ↑.3 _____

SR 0.5 ea

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Dismount C Salto _____

No C Salto 0.3 _____

No B Turn 0.2 _____

- FS&B Salto,Aer 0.1 _____

>2ea Λ or **iw** 0.1 _____

Foot ↑.2 MM≠Sync ↑.3 _____

Rhy ↑.2 MM≠Relate ↑.2 _____

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	0.1	0.2	0.1	0.2	BONUS +0.1	VP
Acro Direct:	BB AC AAC	BC AD AAD	2 Dance / Mix	CC BD CD	If 10.0 SV & ≥0.6 bonus with at least one "E" Acro = +0.1 bonus NOT IN SV	A (3) 0.1
Acro Indirect:	C--C A--D AA--C	C--D	D-salto + A-jump			B (3) 0.3
<i>Only Saltos and Aerials may be used for CV</i>			<i>No CV for a turn followed by a jump</i>			C (2) 0.5

A	B	C	D	E	9.5 SV	+CV _____ +D/E _____	SR 0.5 ea
						-VP _____	2-Salto Series _____
						-SR 0.5 _____	3 Different Saltos _____
						-No Dmt 0.3 _____	180o Leap Passage _____
						<input type="checkbox"/> BONUS +0.1	Dismount C Salto _____
						Dance≠CL ↑.2 _____	No C Salto <u>0.3</u> _____
						Acro≠CL ↑.2 _____	No B Turn <u>0.2</u> _____
						Last Salto≠CL ↑.1 _____	- FS&B Salto,Aer <u>0.1</u> _____
						Spatial use ↑.1 _____	>2ea Λ or IW <u>0.1</u> _____
						Thru-out Art ↑.3 _____	Foot ↑.2 _____ MM≠Sync ↑.3 _____
						Dyn ↑.2 Pos/Flx ↑.3 _____	Rhy ↑.2 _____ MM≠Relate ↑.2 _____

A	B	C	D	E	9.5 SV	+CV _____ +D/E _____	SR 0.5 ea
						-VP _____	2-Salto Series _____
						-SR 0.5 _____	3 Different Saltos _____
						-No Dmt 0.3 _____	180o Leap Passage _____
						<input type="checkbox"/> BONUS +0.1	Dismount C Salto _____
						Dance≠CL ↑.2 _____	No C Salto <u>0.3</u> _____
						Acro≠CL ↑.2 _____	No B Turn <u>0.2</u> _____
						Last Salto≠CL ↑.1 _____	- FS&B Salto,Aer <u>0.1</u> _____
						Spatial use ↑.1 _____	>2ea Λ or IW <u>0.1</u> _____
						Thru-out Art ↑.3 _____	Foot ↑.2 _____ MM≠Sync ↑.3 _____
						Dyn ↑.2 Pos/Flx ↑.3 _____	Rhy ↑.2 _____ MM≠Relate ↑.2 _____

A	B	C	D	E	9.5 SV	+CV _____ +D/E _____	SR 0.5 ea
						-VP _____	2-Salto Series _____
						-SR 0.5 _____	3 Different Saltos _____
						-No Dmt 0.3 _____	180o Leap Passage _____
						<input type="checkbox"/> BONUS +0.1	Dismount C Salto _____
						Dance≠CL ↑.2 _____	No C Salto <u>0.3</u> _____
						Acro≠CL ↑.2 _____	No B Turn <u>0.2</u> _____
						Last Salto≠CL ↑.1 _____	- FS&B Salto,Aer <u>0.1</u> _____
						Spatial use ↑.1 _____	>2ea Λ or IW <u>0.1</u> _____
						Thru-out Art ↑.3 _____	Foot ↑.2 _____ MM≠Sync ↑.3 _____
						Dyn ↑.2 Pos/Flx ↑.3 _____	Rhy ↑.2 _____ MM≠Relate ↑.2 _____