

BARS

10

BONUS	0.1	0.2	RELEASE ≠ CL	<i>Expect DD different</i>	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

SR 0.5 ea	+D/E	+CV	9.5 SV	E	D	C	B	A	<i>D. Hanford</i>
C Flight - Not Dmt		-VP							
B Flight - Diff./ Not Dmt		0.5 -SR							
C Turn - Not Mt / Dmt		0.3 -No Dmt							
C Salto Dismount		BONUS +0.1							
If 10.0 SV & ≥0.6 bonus with an "E"									
0.2 Not 2 bar changes		↑2 Release≠CL							
0.1 No Direction Δ		↑1 Dismount≠CL							
0.1 ea ¾ Fwd Giant		.1 .2 Elements							
0.1 ea >1 squat on ± circle		F 367 P							
0.1 ea Uncharacteristic									
HS Precision ↑.1	Dynamics ↑.2	<i>Thru-out</i>							

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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

SR 0.5 ea	+D/E	+CV	9.5 SV	E	D	C	B	A	<i>D. Hanford</i>
C Flight - Not Dmt		-VP							
B Flight - Diff./ Not Dmt		0.5 -SR							
C Turn - Not Mt / Dmt		0.3 -No Dmt							
C Salto Dismount		BONUS +0.1							
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0.1 ea Uncharacteristic								
HS Precision ↑.1	Dynamics ↑.2	<i>Thru-out</i>						

BEAM	All Acro must have flight for CV	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 an "E" ACRO NOT IN SV	Dismount: C salto/aerial or CB** combo: **B DMT connect to: 1) C-Acro Flight Series or 2) C-Acro Flight or 3) C-Dance	A (3) 0.1	
	2 Acro Flight NO Dmt		CC BD	2 Dance / Mix NO Dmt	BC AD			CC BD	B (3) 0.3
	3 Acro Flight	BBC	BCC BBD	Turns	CA AC				C (2) 0.5

SR 0.5 ea		+D/E	+CV	9.5 SV	E	D	C	B	A	<i>D. Hanford</i>
Acro Flight Series BC or EA		-VP								
180° Leap / Jump		0.5 -SR								
Full Turn		0.3 -No Dmt								
Dmt C Salto/Aerial or CB**		BONUS +0.1 <input type="text"/>								
0.2 No Dance Series		↑.2 Dance≠CL								
0.1 -Fwd/Swd & Bwd Acro		↑.2 Acro≠CL								
0.05 in dsmt only		↑.1 Dmt≠CL								
0.1 >2 Λ straddles		↑.1 -Move B&S								
0.1 >2 nw tuck/wolf		↑.1 -Levels								
0.1 >2 Pivots <i>straight legs</i>		↑.1 -Spatial								
Dyn ↑.2	Foot ↑.2	Art ↑.3	<i>Thru-out</i>							
Sure ↑.2	Rhy ↑.2	Pos/Flex ↑.3								

SR 0.5 ea		+D/E	+CV	9.5 SV	E	D	C	B	A
Acro Flight Series BC or EA		-VP							
180° Leap / Jump		0.5 -SR							
Full Turn		0.3 -No Dmt							
Dmt C Salto/Aerial or CB**		BONUS +0.1 <input type="text"/>							
0.2 No Dance Series		↑.2 Dance≠CL							
0.1 -Fwd/Swd & Bwd Acro		↑.2 Acro≠CL							
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Full Turn		0.3 -No Dmt							
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10	2 Acro Flight NO Mt/Dmt	BC* ←(C* = Salto)				If 10.0 SV & ≥0.6 bonus with an "E" ACRO NOT IN SV	Dismount: C salto/aerial or CB** combo: **B DMT connect to: 1) C-Acro Flight Series or 2) C-Acro Flight or 3) C-Dance	A (3) 0.1	
	2 Acro Flight NO Dmt		CC BD	2 Dance / Mix NO Dmt	BC AD			CC BD	B (3) 0.3
	3 Acro Flight	BBC	BCC BBD	Turns	CA AC				C (2) 0.5

SR 0.5 ea	+D/E +CV	9.5 SV	E	D	C	B	A	<i>D. Hanford</i>
Acro Flight Series BC or EA	-VP							
180° Leap / Jump	0.5 -SR							
Full Turn	0.3 -No Dmt							
Dmt C Salto/Aerial or CB**	BONUS +0.1 <input type="text"/>							
<u>0.2</u> No Dance Series	↑.2 Dance≠CL							
<u>0.1</u> -Fwd/Swd & Bwd Acro	↑.2 Acro≠CL							
<u>0.05</u> <i>in dsmt only</i>	↑.1 Dmt≠CL							
<u>0.1</u> >2 Λ straddles	↑.1 -Move B&S							
<u>0.1</u> >2 nw tuck/wolf	↑.1 -Levels							
<u>0.1</u> >2 Pivots <i>straight legs</i>	↑.1 -Spatial							
Dyn ↑.2 Foot ↑.2 Art ↑.3	<i>Thru-out</i>							
Sure ↑.2 Rhy ↑.2 Pas/Flex ↑.3								

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Full Turn	0.3 -No Dmt						
Dmt C Salto/Aerial or CB**	BONUS +0.1 <input type="text"/>						
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Dyn ↑.2 Foot ↑.2 Art ↑.3	<i>Thru-out</i>						
Sure ↑.2 Rhy ↑.2 Pas/Flex ↑.3							

FLOOR

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BONUS	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

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

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3 Different Saltos	0.5 -SR						
180o Leap Passage	0.3 -No Dmt						
Dismount C Salto	BONUS +0.1 <input type="checkbox"/>						
0.3 No C Salto	↑.2 Dance≠CL						
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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

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180o Leap Passage		0.3 -No Dmt						
Dismount C Salto		BONUS +0.1	<input type="checkbox"/>					
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Pos/Flx ↑.3	Rhy ↑.2	MM≠Relate ↑.2	Dyn ↑.2					