

**BARS**

**8**

CHOICE OF ELEMENTS ≠ CL	DISMOUNT ≠ CL	Cast before:	RESTRICTED 'RE'	Allowable "C"s = B	VP
1) Fwd circle/release "B" min 2 of 3 <b>0.0</b>	<b>B or BA</b> 0.00	Peach Salto or	More than 1 C (or any D/E) attempted	Cast HS ½ Toe-on HS ± ½	A (4) 0.1
2) Group 3/6/7 "B" min 1 of 3 <b>0.1</b>		Bail overshoot ½ turn =	= No VP & 0.5 off SV	Clear Hip HS ± ½ Stalder HS ± ½	B (4) 0.3
3) Pirouette min 180° 0 of 3 <b>0.2</b>	<b>A</b> 0.10	NO Amplitude deduction	if Dismount, also -0.3 off SV	1 <sup>st</sup> Restricted C = B	

*Pirouette must be on top of bar*

A	B	10.0 SV	SR 0.5 ea
		-B VP 0.3	1 Bar Change
		-A VP 0.1	2 B-Elements, same or different:
		-SR 0.5	B Flight* or Turn**
		'RE' 0.5	B 3/6/7 clear circle*
		-No Dmt 0.3	Dismount A Salto
			<i>*Not in DMT **Not in Mt or DMT</i>
		Vertical lack ↑.2	
		DMT≠CL ↑.1	¾ Fwd Giant 0.1 ea
		Elements .1 .2	Uncharacteristic 0.1 ea
		F 367 P	
		<i>Thru-out:</i>	Dynamics ↑.2 HS Precision ↑.1

A	B	10.0 SV	SR 0.5 ea
		-B VP 0.3	1 Bar Change
		-A VP 0.1	2 B-Elements, same or different:
		-SR 0.5	B Flight* or Turn**
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		-SR 0.5	B Flight* or Turn**
		'RE' 0.5	B 3/6/7 clear circle*
		-No Dmt 0.3	Dismount A Salto
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2) Group 3/6/7 "B" min 1 of 3 <b>0.1</b>		Bail overshoot ½ turn =	= No VP & 0.5 off SV	Clear Hip HS ± ½ Stalder HS ± ½	B (4) 0.3
3) Pirouette min 180° 0 of 3 <b>0.2</b>	<b>A</b> 0.10	NO Amplitude deduction	if Dismount, also -0.3 off SV	1 <sup>st</sup> Restricted C = B	

*Pirouette must be on top of bar*

A	B	10.0 SV	SR 0.5 ea
		-B VP 0.3	1 Bar Change
		-A VP 0.1	2 B-Elements, same or different:
		-SR 0.5	B Flight* or Turn**
		'RE' 0.5	B 3/6/7 clear circle*
		-No Dmt 0.3	Dismount A Salto
			<i>*Not in DMT **Not in Mt or DMT</i>
		Vertical lack ↑.2	
		DMT≠CL ↑.1	¾ Fwd Giant 0.1 ea
		Elements .1 .2	Uncharacteristic 0.1 ea
		F 367 P	
		<i>Thru-out:</i>	Dynamics ↑.2 HS Precision ↑.1

A	B	10.0 SV	SR 0.5 ea
		-B VP 0.3	1 Bar Change
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		Vertical lack ↑.2	
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		<i>Thru-out:</i>	Dynamics ↑.2 HS Precision ↑.1

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		-B VP 0.3	1 Bar Change
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		-SR 0.5	B Flight* or Turn**
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		DMT≠CL ↑.1	¾ Fwd Giant 0.1 ea
		Elements .1 .2	Uncharacteristic 0.1 ea
		F 367 P	
		<i>Thru-out:</i>	Dynamics ↑.2 HS Precision ↑.1

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	DANCE SERIES 2 VP	RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'	
8	Broken if NOT immediate take-off of 2 <sup>nd</sup> element • Arms move as low as thighs into 2nd element • Cautious or slow attempt to connect	Dance Mounts Leaps/Hops/Jumps Turns	More than 1 Acro C (or any D/E) attempted = No VP credit & 0.5 off SV	No dismount or salto not initiated or restricted element dismount = - 0.3 off SV	All Dance C = B 1 <sup>st</sup> 'RE' Acro C = B	A (4) 0.1 B (4) 0.3
			A	B	10.0 SV	
					-B VP 0.3	
					-A VP 0.1	
					-SR 0.5	
					'RE' 0.5	
					-No Dmt 0.3	
					Dance≠CL ↑.2	
					Acro≠CL ↑.2	
					Dmt≠CL ↑.1	
					-Move FB&S ↑.1	
					-Levels ↑.1	
					-Spatial ↑.1	
					SR 0.5 ea	
					Acro flight series (1 flight)	
					180° Split in Leap / Jump	
					Full Turn	
					Dismount A Salto/Aerial	
					No Dance Series 0.2	
					No Fwd/Swd & Bwd Acro 0.1	
					in dsmt only 0.05	
					>2 Λ straddles 0.1	
					>2 <b>nw</b> tuck/wolf 0.1	
					>2 Pivots straight legs 0.1	
					Thru-out: Art ↑.3 Foot ↑.2 Dyn ↑.2 Pos/Flex ↑.3 Rhy ↑.2 Sure ↑.2	
			A	B	10.0 SV	
					-B VP 0.3	
					-A VP 0.1	
					-SR 0.5	
					'RE' 0.5	
					-No Dmt 0.3	
					Dance≠CL ↑.2	
					Acro≠CL ↑.2	
					Dmt≠CL ↑.1	
					-Move FB&S ↑.1	
					-Levels ↑.1	
					-Spatial ↑.1	
					SR 0.5 ea	
					Acro flight series (1 flight)	
					180° Split in Leap / Jump	
					Full Turn	
					Dismount A Salto/Aerial	
					No Dance Series 0.2	
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					>2 Λ straddles 0.1	
					>2 <b>nw</b> tuck/wolf 0.1	
					>2 Pivots straight legs 0.1	
					Thru-out: Art ↑.3 Foot ↑.2 Dyn ↑.2 Pos/Flex ↑.3 Rhy ↑.2 Sure ↑.2	
			A	B	10.0 SV	
					-B VP 0.3	
					-A VP 0.1	
					-SR 0.5	
					'RE' 0.5	
					-No Dmt 0.3	
					Dance≠CL ↑.2	
					Acro≠CL ↑.2	
					Dmt≠CL ↑.1	
					-Move FB&S ↑.1	
					-Levels ↑.1	
					-Spatial ↑.1	
					SR 0.5 ea	
					Acro flight series (1 flight)	
					180° Split in Leap / Jump	
					Full Turn	
					Dismount A Salto/Aerial	
					No Dance Series 0.2	
					No Fwd/Swd & Bwd Acro 0.1	
					in dsmt only 0.05	
					>2 Λ straddles 0.1	
					>2 <b>nw</b> tuck/wolf 0.1	
					>2 Pivots straight legs 0.1	
					Thru-out: Art ↑.3 Foot ↑.2 Dyn ↑.2 Pos/Flex ↑.3 Rhy ↑.2 Sure ↑.2	

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	DANCE SERIES 2 VP	RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'	
8	Broken if NOT immediate take-off of 2 <sup>nd</sup> element • Arms move as low as thighs into 2nd element • Cautious or slow attempt to connect	Dance Mounts Leaps/Hops/Jumps Turns	More than 1 Acro C (or any D/E) attempted = No VP credit & 0.5 off SV	No dismount or salto not initiated or restricted element dismount = - 0.3 off SV	All Dance C = B	A (4) 0.1
					1 <sup>st</sup> 'RE' Acro C = B	B (4) 0.3

A	B	10.0 SV	SR 0.5 ea		
		-B VP 0.3	Acro flight series (1 flight)		
		-A VP 0.1	180° Split in Leap / Jump		
		-SR 0.5	Full Turn		
		'RE' 0.5	Dismount A Salto/Aerial		
		-No Dmt 0.3			
		Dance≠CL ↑.2	No Dance Series	0.2	
		Acro≠CL ↑.2	No Fwd/Swd & Bwd Acro	0.1	
		Dmt≠CL ↑.1	in dsmt only		0.05
		-Move FB&S ↑.1	>2 Λ straddles	0.1	
		-Levels ↑.1	>2 <b>iw</b> tuck/wolf	0.1	
		-Spatial ↑.1	>2 Pivots straight legs	0.1	
		<i>Thru-out:</i>	Art ↑.3	Foot ↑.2	Dyn ↑.2
			Pos/Flex ↑.3	Rhy ↑.2	Sure ↑.2

A	B	10.0 SV	SR 0.5 ea		
		-B VP 0.3	Acro flight series (1 flight)		
		-A VP 0.1	180° Split in Leap / Jump		
		-SR 0.5	Full Turn		
		'RE' 0.5	Dismount A Salto/Aerial		
		-No Dmt 0.3			
		Dance≠CL ↑.2	No Dance Series	0.2	
		Acro≠CL ↑.2	No Fwd/Swd & Bwd Acro	0.1	
		Dmt≠CL ↑.1	in dsmt only		0.05
		-Move FB&S ↑.1	>2 Λ straddles	0.1	
		-Levels ↑.1	>2 <b>iw</b> tuck/wolf	0.1	
		-Spatial ↑.1	>2 Pivots straight legs	0.1	
		<i>Thru-out:</i>	Art ↑.3	Foot ↑.2	Dyn ↑.2
			Pos/Flex ↑.3	Rhy ↑.2	Sure ↑.2

A	B	10.0 SV	SR 0.5 ea		
		-B VP 0.3	Acro flight series (1 flight)		
		-A VP 0.1	180° Split in Leap / Jump		
		-SR 0.5	Full Turn		
		'RE' 0.5	Dismount A Salto/Aerial		
		-No Dmt 0.3			
		Dance≠CL ↑.2	No Dance Series	0.2	
		Acro≠CL ↑.2	No Fwd/Swd & Bwd Acro	0.1	
		Dmt≠CL ↑.1	in dsmt only		0.05
		-Move FB&S ↑.1	>2 Λ straddles	0.1	
		-Levels ↑.1	>2 <b>iw</b> tuck/wolf	0.1	
		-Spatial ↑.1	>2 Pivots straight legs	0.1	
		<i>Thru-out:</i>	Art ↑.3	Foot ↑.2	Dyn ↑.2
			Pos/Flex ↑.3	Rhy ↑.2	Sure ↑.2

FLOOR	Common B Acro	Dance Passage	DISMOUNT	RESTRICTED 'RE'	VALUE PARTS	VP
8	Front Pike or Layout	Must be 2 different	"A" salto in last pass or isolated	More than 1 Acro C (or any D/E) attempted	All Dance C = B	A (4) 0.1
	Back ½ or Full	Group 1 VP, one must be	No VP for Last Salto = No Dismount	= No VP credit & 0.5 off SV	1 <sup>st</sup> 'RE' Acro C = B	B (4) 0.3
	Arabian any position	180o leap in cross or side	NO Dismount (or RE DMT) = 0.3 off SV	If last salto, then take -0.3 off SV		

A	B	10.0 SV	-B VP 0.3	SR 0.5 ea
			_____	
			-A VP 0.1 _____	2-Salto Series _____
			-SR 0.5 _____	3 Different Saltos _____
			'RE' 0.5 _____	Dance Passage-180° leap _____
			-No Dmt 0.3 _____	Dismount A Salto _____
			Dance≠CL ↑.2 _____	No B Salto 0.3 _____
			Acro≠CL ↑.2 _____	No B Turn 0.2 _____
			Last Salto≠CL ↑.1 _____	No FS&B Salto,Aer 0.1 _____
			Spatial use ↑.1 _____	>2ea Λ or <i>iw</i> 0.1 _____
			<i>Thru-out</i> Art ↑.3 _____	Foot ↑.2 _____
			Dyn ↑.2 _____	MM≠Sync ↑.3 _____
			Pos/Flx ↑.3 _____	Rhy ↑.2 _____
				MM≠Relate ↑.2 _____

A	B	10.0 SV	-B VP 0.3	SR 0.5 ea
			_____	
			-A VP 0.1 _____	2-Salto Series _____
			-SR 0.5 _____	3 Different Saltos _____
			'RE' 0.5 _____	Dance Passage-180° leap _____
			-No Dmt 0.3 _____	Dismount A Salto _____
			Dance≠CL ↑.2 _____	No B Salto 0.3 _____
			Acro≠CL ↑.2 _____	No B Turn 0.2 _____
			Last Salto≠CL ↑.1 _____	No FS&B Salto,Aer 0.1 _____
			Spatial use ↑.1 _____	>2ea Λ or <i>iw</i> 0.1 _____
			<i>Thru-out</i> Art ↑.3 _____	Foot ↑.2 _____
			Dyn ↑.2 _____	MM≠Sync ↑.3 _____
			Pos/Flx ↑.3 _____	Rhy ↑.2 _____
				MM≠Relate ↑.2 _____

A	B	10.0 SV	-B VP 0.3	SR 0.5 ea
			_____	
			-A VP 0.1 _____	2-Salto Series _____
			-SR 0.5 _____	3 Different Saltos _____
			'RE' 0.5 _____	Dance Passage-180° leap _____
			-No Dmt 0.3 _____	Dismount A Salto _____
			Dance≠CL ↑.2 _____	No B Salto 0.3 _____
			Acro≠CL ↑.2 _____	No B Turn 0.2 _____
			Last Salto≠CL ↑.1 _____	No FS&B Salto,Aer 0.1 _____
			Spatial use ↑.1 _____	>2ea Λ or <i>iw</i> 0.1 _____
			<i>Thru-out</i> Art ↑.3 _____	Foot ↑.2 _____
			Dyn ↑.2 _____	MM≠Sync ↑.3 _____
			Pos/Flx ↑.3 _____	Rhy ↑.2 _____
				MM≠Relate ↑.2 _____

FLOOR	Common B Acro	Dance Passage	DISMOUNT	RESTRICTED 'RE'	VALUE PARTS	VP
8	Front Pike or Layout	Must be 2 different	"A" salto in last pass or isolated	>1 Acro C (or any D/E) attempted	All Dance C = B	A (4) 0.1
	Back ½ or Full	Group 1 VP, one must be	No VP for Last Salto = No Dismount	No VP credit & 0.5 off SV	1 <sup>st</sup> 'RE' Acro C = B	B (4) 0.3
	Arabian any position	180o leap in cross or side	NO Dismount (or RE DMT) = 0.3 off SV	If last salto, then take -0.3 off SV		

A	B	10.0 SV	-B VP 0.3	SR 0.5 ea
			_____	
			-A VP 0.1 _____	2-Salto Series _____
			-SR 0.5 _____	3 Different Saltos _____
			'RE' 0.5 _____	Dance Passage-180° leap _____
			-No Dmt 0.3 _____	Dismount A Salto _____
			Dance≠CL ↑.2 _____	No B Salto 0.3 _____
			Acro≠CL ↑.2 _____	No B Turn 0.2 _____
			Last Salto≠CL ↑.1 _____	No FS&B Salto,Aer 0.1 _____
			Spatial use ↑.1 _____	>2ea Λ or <i>iw</i> 0.1 _____
			<i>Thru-out</i> Art ↑.3 _____	Foot ↑.2 _____
			Dyn ↑.2 _____	MM≠Sync ↑.3 _____
			Pos/Flx ↑.3 _____	Rhy ↑.2 _____
				MM≠Relate ↑.2 _____

A	B	10.0 SV	-B VP 0.3	SR 0.5 ea
			_____	
			-A VP 0.1 _____	2-Salto Series _____
			-SR 0.5 _____	3 Different Saltos _____
			'RE' 0.5 _____	Dance Passage-180° leap _____
			-No Dmt 0.3 _____	Dismount A Salto _____
			Dance≠CL ↑.2 _____	No B Salto 0.3 _____
			Acro≠CL ↑.2 _____	No B Turn 0.2 _____
			Last Salto≠CL ↑.1 _____	No FS&B Salto,Aer 0.1 _____
			Spatial use ↑.1 _____	>2ea Λ or <i>iw</i> 0.1 _____
			<i>Thru-out</i> Art ↑.3 _____	Foot ↑.2 _____
			Dyn ↑.2 _____	MM≠Sync ↑.3 _____
			Pos/Flx ↑.3 _____	Rhy ↑.2 _____
				MM≠Relate ↑.2 _____

A	B	10.0 SV	-B VP 0.3	SR 0.5 ea
			_____	
			-A VP 0.1 _____	2-Salto Series _____
			-SR 0.5 _____	3 Different Saltos _____
			'RE' 0.5 _____	Dance Passage-180° leap _____
			-No Dmt 0.3 _____	Dismount A Salto _____
			Dance≠CL ↑.2 _____	No B Salto 0.3 _____
			Acro≠CL ↑.2 _____	No B Turn 0.2 _____
			Last Salto≠CL ↑.1 _____	No FS&B Salto,Aer 0.1 _____
			Spatial use ↑.1 _____	>2ea Λ or <i>iw</i> 0.1 _____
			<i>Thru-out</i> Art ↑.3 _____	Foot ↑.2 _____
			Dyn ↑.2 _____	MM≠Sync ↑.3 _____
			Pos/Flx ↑.3 _____	Rhy ↑.2 _____
				MM≠Relate ↑.2 _____