

**BARS**

8

DISMOUNT # CL	Cast before:	RESTRICTED 'RE'	Allowable "C"s = B	VP
<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
	Bail overshoot ½ turn =	= No VP & 0.5 off SV	Clear Hip HS ± ½      Stalder HS ± ½	B (4) 0.3
<b>A</b> 0.10	NO Amplitude deduction	if Dismount, also -0.3 off SV	1st Restricted C = B	

*D. Hanford*

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

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**BEAM**

**8**

ACRO SERIES: BWD or SWD-BWD Flight	DANCE SERIES 2 VP	RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'	
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 dmt or salto not initiated or Restricted Element dmt = - 0.3 off SV	All Dance C = B 1 <sup>st</sup> 'RE' Acro C = B	A (4) 0.1 B (4) 0.3

*D. Hanford*

SR 0.5 ea	10.0 SV	B	A
Acro flight series (1 flight)	-VP		
180° Split in Leap / Jump	0.5 -SR		
Full Turn	0.5 -'RE'		
Dismount A Salto/Aerial	0.3 -No Dmt		
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 FB&S		
0.1 >2 <b>vw</b> 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 Pas/Flex ↑.3			

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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 dmt or salto not initiated or Restricted Element dmt = - 0.3 off SV	All Dance C = B 1 <sup>st</sup> 'RE' Acro C = B	A (4) 0.1 B (4) 0.3

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180° Split in Leap / Jump	0.5 -SR		
Full Turn	0.5 -'RE'		
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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 FB&S		
0.1 >2 <b>vw</b> tuck/wolf	↑.1 -Levels		
0.1 >2 Pivots <i>straight legs</i>	↑.1 -Spatial		
Dyn ↑.2 Foot ↑.2 Art ↑.3	<i>Thru-out</i>		
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0.2 No Dance Series	↑.2 Dance≠CL		
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FLOOR

8

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

SR 0.5 ea	10.0 SV	B	A
2-Salto Series	-VP		
3 Different Saltos	0.5 -SR		
180° Leap Passage	0.5 -'RE'		
Dismount A Salto	0.3 -No Dmt		
0.3 No B Salto	↑.2 Dance≠CL		
0.2 No B Turn	↑.2 Acro≠CL		
0.1 No 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		
180° Leap Passage	0.5 -'RE'		
Dismount A Salto	0.3 -No Dmt		
0.3 No B Salto	↑.2 Dance≠CL		
0.2 No B Turn	↑.2 Acro≠CL		
0.1 No 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>
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