

BARS

9

BONUS	0.1	0.2	CHOICE OF ELEMENTS ≠ CL			DISMOUNT ≠ CL	RESTRICTED 'RE'	VALUE PARTS 'VP'
NO Turn or Flight	CC		1) Fwd circle/release "B" min	2 of 3	0.0	C 0.00	More than 1 D/E attempted	1/1 Pirouettes (B/C root) = C A (3) 0.1
2 different 3/6/7	CC		2) Group 3/6/7 "B" min	1 of 3	0.1	CB 0.05	- No VP & 0.5 off SV	B (4) 0.3
Turn or Flight - in both		CC	3) Pirouette min 180°	0 of 3	0.2	BB 0.10	if DMT, also -0.3 off SV	1 st 'RE' D/E is allowable C (1) 0.5

No CV if Fall or Spot

Pirouette must be on top of bar

A B C

9.7 SV +CV _____

-VP _____

-SR 0.5 _____

'RE' 0.5 _____

-No Dmt 0.3 _____

Dismount≠CL ↑1 _____

Elements .1 .2 _____

F 367 P _____

SR 0.5 ea

2 Bar Changes _____

B Flight - not DMT _____

C Flight -Diff, not DMT _____

or B Turn -not MT/DMT _____

B Salto Dismount _____

No Direction Δ 0.1 _____

¾ Fwd Giant 0.1 ea _____

Uncharacteristic 0.1 ea _____

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

A B C

9.7 SV +CV _____

-VP _____

-SR 0.5 _____

'RE' 0.5 _____

-No Dmt 0.3 _____

Dismount≠CL ↑1 _____

Elements .1 .2 _____

F 367 P _____

SR 0.5 ea

2 Bar Changes _____

B Flight - not DMT _____

C Flight -Diff, not DMT _____

or B Turn -not MT/DMT _____

B Salto Dismount _____

No Direction Δ 0.1 _____

¾ Fwd Giant 0.1 ea _____

Uncharacteristic 0.1 ea _____

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

A B C

9.7 SV +CV _____

-VP _____

-SR 0.5 _____

'RE' 0.5 _____

-No Dmt 0.3 _____

Dismount≠CL ↑1 _____

Elements .1 .2 _____

F 367 P _____

SR 0.5 ea

2 Bar Changes _____

B Flight - not DMT _____

C Flight -Diff, not DMT _____

or B Turn -not MT/DMT _____

B Salto Dismount _____

No Direction Δ 0.1 _____

¾ Fwd Giant 0.1 ea _____

Uncharacteristic 0.1 ea _____

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

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2 different 3/6/7	CC		2) Group 3/6/7 "B" min	1 of 3	0.1	CB 0.05	- No VP & 0.5 off SV	B (4) 0.3
Turn or Flight - in both		CC	3) Pirouette min 180°	0 of 3	0.2	BB 0.10	if DMT, also -0.3 off SV	1 st 'RE' D/E is allowable C (1) 0.5

No CV if Fall or Spot

Pirouette must be on top of bar

A B C

9.7 SV +CV _____

-VP _____

-SR 0.5 _____

'RE' 0.5 _____

-No Dmt 0.3 _____

Dismount≠CL ↑1 _____

Elements .1 .2 _____

F 367 P _____

SR 0.5 ea

2 Bar Changes _____

B Flight - not DMT _____

C Flight -Diff, not DMT _____

or B Turn -not MT/DMT _____

B Salto Dismount _____

No Direction Δ 0.1 _____

¾ Fwd Giant 0.1 ea _____

Uncharacteristic 0.1 ea _____

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

A B C

9.7 SV +CV _____

-VP _____

-SR 0.5 _____

'RE' 0.5 _____

-No Dmt 0.3 _____

Dismount≠CL ↑1 _____

Elements .1 .2 _____

F 367 P _____

SR 0.5 ea

2 Bar Changes _____

B Flight - not DMT _____

C Flight -Diff, not DMT _____

or B Turn -not MT/DMT _____

B Salto Dismount _____

No Direction Δ 0.1 _____

¾ Fwd Giant 0.1 ea _____

Uncharacteristic 0.1 ea _____

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

A B C

9.7 SV +CV _____

-VP _____

-SR 0.5 _____

'RE' 0.5 _____

-No Dmt 0.3 _____

Dismount≠CL ↑1 _____

Elements .1 .2 _____

F 367 P _____

SR 0.5 ea

2 Bar Changes _____

B Flight - not DMT _____

C Flight -Diff, not DMT _____

or B Turn -not MT/DMT _____

B Salto Dismount _____

No Direction Δ 0.1 _____

¾ Fwd Giant 0.1 ea _____

Uncharacteristic 0.1 ea _____

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

BEAM	0.1		0.2		0.1		0.2		RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'		
	9	2 Acro Flight <i>NO Mt/Dmt</i>		BC* (<i>C* = Salto</i>)						More than 1 Acro 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 D/E = C	
2 Acro Flight <i>NO Dmt</i>		CC		2 Dance / Mix <i>NO Dmt</i>		BC	CC	1 st 'RE' Acro D/E = C				B (4) 0.3	
3 Acro Flight		BBC		Turns		AC	CA					C (1) 0.5	

All Acro must have flight for CV

A B C

9.7 SV	+CV	SR 0.5 ea
-VP	_____	Acro Flight Series (<i>both flight</i>)
-SR 0.5	_____	180° Leap / Jump
'RE' 0.5	_____	Full Turn
-No Dmt 0.3	_____	B Dismount Salto/Aerial
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 FB&S ↑.1	_____	>2 Λ straddles 0.1
-Levels ↑.1	_____	>2 nw tuck/wolf 0.1
-Spatial ↑.1	_____	>2 Pivots <i>straight legs</i> 0.1
<i>Thru-out:</i>	Art ↑.3	Foot ↑.2
	Pos/Flex ↑.3	Rhy ↑.2
		Dyn ↑.2
		Sure ↑.2

A B C

9.7 SV	+CV	SR 0.5 ea
-VP	_____	Acro Flight Series (<i>both flight</i>)
-SR 0.5	_____	180° Leap / Jump
'RE' 0.5	_____	Full Turn
-No Dmt 0.3	_____	B Dismount Salto/Aerial
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 FB&S ↑.1	_____	>2 Λ straddles 0.1
-Levels ↑.1	_____	>2 nw tuck/wolf 0.1
-Spatial ↑.1	_____	>2 Pivots <i>straight legs</i> 0.1
<i>Thru-out:</i>	Art ↑.3	Foot ↑.2
	Pos/Flex ↑.3	Rhy ↑.2
		Dyn ↑.2
		Sure ↑.2

A B C

9.7 SV	+CV	SR 0.5 ea
-VP	_____	Acro Flight Series (<i>both flight</i>)
-SR 0.5	_____	180° Leap / Jump
'RE' 0.5	_____	Full Turn
-No Dmt 0.3	_____	B Dismount Salto/Aerial
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 FB&S ↑.1	_____	>2 Λ straddles 0.1
-Levels ↑.1	_____	>2 nw tuck/wolf 0.1
-Spatial ↑.1	_____	>2 Pivots <i>straight legs</i> 0.1
<i>Thru-out:</i>	Art ↑.3	Foot ↑.2
	Pos/Flex ↑.3	Rhy ↑.2
		Dyn ↑.2
		Sure ↑.2

BEAM	0.1		0.2		RESTRICTED 'RE'		NO DISMOUNT		VALUE PARTS 'VP'		
	9	2 Acro Flight <i>NO Mt/Dmt</i> BC* (<i>C* = Salto</i>)				More than 1 Acro D/E attempted		No dmt or salto not initiated		All Dance D/E = C	
2 Acro Flight <i>NO Dmt</i>		CC		2 Dance / Mix <i>NO Dmt</i> BC CC		or restricted element dmt		1 st 'RE' Acro D/E = C		B (4) 0.3	
3 Acro Flight BBC		BCC		Turns AC CA		= No VP credit & 0.5 off SV		= - 0.3 off SV		C (1) 0.5	

All Acro must have flight for CV

A B C

9.7 SV	+CV	SR 0.5 ea
-VP	_____	Acro Flight Series (<i>both flight</i>)
-SR 0.5	_____	180° Leap / Jump
'RE' 0.5	_____	Full Turn
-No Dmt 0.3	_____	B Dismount Salto/Aerial
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 FB&S ↑.1	_____	>2 Λ straddles 0.1
-Levels ↑.1	_____	>2 iw tuck/wolf 0.1
-Spatial ↑.1	_____	>2 Pivots <i>straight legs</i> 0.1
<i>Thru-out:</i>	Art ↑.3	Foot ↑.2
	Pos/Flex ↑.3	Rhy ↑.2
		Dyn ↑.2
		Sure ↑.2

A B C

9.7 SV	+CV	SR 0.5 ea
-VP	_____	Acro Flight Series (<i>both flight</i>)
-SR 0.5	_____	180° Leap / Jump
'RE' 0.5	_____	Full Turn
-No Dmt 0.3	_____	B Dismount Salto/Aerial
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 FB&S ↑.1	_____	>2 Λ straddles 0.1
-Levels ↑.1	_____	>2 iw tuck/wolf 0.1
-Spatial ↑.1	_____	>2 Pivots <i>straight legs</i> 0.1
<i>Thru-out:</i>	Art ↑.3	Foot ↑.2
	Pos/Flex ↑.3	Rhy ↑.2
		Dyn ↑.2
		Sure ↑.2

A B C

9.7 SV	+CV	SR 0.5 ea
-VP	_____	Acro Flight Series (<i>both flight</i>)
-SR 0.5	_____	180° Leap / Jump
'RE' 0.5	_____	Full Turn
-No Dmt 0.3	_____	B Dismount Salto/Aerial
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 FB&S ↑.1	_____	>2 Λ straddles 0.1
-Levels ↑.1	_____	>2 iw tuck/wolf 0.1
-Spatial ↑.1	_____	>2 Pivots <i>straight legs</i> 0.1
<i>Thru-out:</i>	Art ↑.3	Foot ↑.2
	Pos/Flex ↑.3	Rhy ↑.2
		Dyn ↑.2
		Sure ↑.2

FLOOR

9

BONUS	0.1		0.2	0.1		RESTRICTED 'RE'	VALUE PARTS VP	
Acro Direct: BB AC AAC	BC	2 Dance / Mix		CC	>1 Acro D or E attempted =	All Dance D/E = C	A (3)	0.1
Acro Indirect: C--C AA--C			No CV for a turn followed by a jump		No VP credit & 0.5 off SV	1 st 'RE' Acro D/E = C	B (4)	0.3
Only Saltos and Aerials may be used for CV					If last salto, then take -0.3 off SV	C (1)	0.5	

A

B

C

9.7 SV

+CV	_____	SR 0.5 ea	
-VP	_____	2-Salto Series _____	
-SR	<u>0.5</u> _____	3 Different Saltos _____	
'RE'	<u>0.5</u> _____	Dance Passage 180° leap _____	
-No Dmt	<u>0.3</u> _____	Dismount B Salto _____	
Dance≠CL	↑.2 _____	No B Salto	<u>0.3</u> _____
Acro≠CL	↑.2 _____	No B Turn	<u>0.2</u> _____
Last Salto≠CL	↑.1 _____	No FS&B Salto,Aer	<u>0.1</u> _____
Spatial use	↑.1 _____	>2ea Λ or WW	<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

9.7 SV

+CV	_____	SR 0.5 ea	
-VP	_____	2-Salto Series _____	
-SR	<u>0.5</u> _____	3 Different Saltos _____	
'RE'	<u>0.5</u> _____	Dance Passage 180° leap _____	
-No Dmt	<u>0.3</u> _____	Dismount B Salto _____	
Dance≠CL	↑.2 _____	No B Salto	<u>0.3</u> _____
Acro≠CL	↑.2 _____	No B Turn	<u>0.2</u> _____
Last Salto≠CL	↑.1 _____	No FS&B Salto,Aer	<u>0.1</u> _____
Spatial use	↑.1 _____	>2ea Λ or WW	<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

9.7 SV

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

FLOOR

9

BONUS	0.1		0.2	0.1		RESTRICTED 'RE'	VALUE PARTS VP	
Acro Direct: BB AC AAC	BC	2 Dance / Mix		CC	>1 Acro D or E attempted =	All Dance D/E = C	A (3)	0.1
Acro Indirect: C--C AA--C			No CV for a turn followed by a jump		No VP credit & 0.5 off SV	1 st 'RE' Acro D/E = C	B (4)	0.3
Only Saltos and Aerials may be used for CV					If last salto, then take -0.3 off SV	C (1)	0.5	

A

B

C

9.7 SV

+CV	_____	SR 0.5 ea	
-VP	_____	2-Salto Series _____	
-SR	<u>0.5</u> _____	3 Different Saltos _____	
-'RE'	<u>0.5</u> _____	Dance Passage 180° leap _____	
-No Dmt	<u>0.3</u> _____	Dismount B Salto _____	
Dance≠CL	↑.2 _____	No B Salto	<u>0.3</u> _____
Acro≠CL	↑.2 _____	No B Turn	<u>0.2</u> _____
Last Salto≠CL	↑.1 _____	No FS&B Salto,Aer	<u>0.1</u> _____
Spatial use	↑.1 _____	>2ea Λ or WW	<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

9.7 SV

+CV	_____	SR 0.5 ea	
-VP	_____	2-Salto Series _____	
-SR	<u>0.5</u> _____	3 Different Saltos _____	
-'RE'	<u>0.5</u> _____	Dance Passage 180° leap _____	
-No Dmt	<u>0.3</u> _____	Dismount B Salto _____	
Dance≠CL	↑.2 _____	No B Salto	<u>0.3</u> _____
Acro≠CL	↑.2 _____	No B Turn	<u>0.2</u> _____
Last Salto≠CL	↑.1 _____	No FS&B Salto,Aer	<u>0.1</u> _____
Spatial use	↑.1 _____	>2ea Λ or WW	<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

9.7 SV

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