

This project is one of the NAWGJ 2021 RFP Winners



Level 8 Practical Practice Test

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Instructions for taking the Level 8 Practical Practice Test – (Read all the instructions before beginning.)

1. Print the Demo Sheet for the scores of the Demo routines.
2. Have your materials ready to assist you in judging each event.
3. Play the video [\[Click Here\]](#) – You will see each vault number, the vault will play two times, then you will have one minute to score the vault.
4. You may stop the video after each Demo routine to look at the Demo scores.
5. Once you start an event you need to continue without stopping. Each event is timed. For Bars, Beam, & Floor Exercise you will have two minutes to score the routine before the next routine begins.
6. Upon completion you may print the scripts/score sheet to compare your Start Values/Scores. Remember, you do not need to have the exact score. There is a range in which you receive points. We do not know exactly what that range is but it is assumed that the higher the score the tighter the range is.

Special Thanks to Eric Pung for all his work on the video. Also, thank you to the judges who assisted in scoring these routines; Courtney Campbell, Debbie Campbell, Sue Kane, Linda Morton, and Nichole Otterson.

Vault Demo		
#3.201	1ST FLIGHT	
Tsuk Pike	Body Position - Pike	0.10
	Early Tuck	0.10
SV - 10.00		
	SUPPORT/REPULSION	
	Bent Arms	0.10
	Angle of Repulsion	0.10
	SECOND FLIGHT	
	Height	0.20
	Body Position	0.10
	Lack of Open	0.20
	LANDING/GENERAL	
	Body Posture on Landing	0.20
	Step	0.10
	Dynamics	0.10
	TOTAL DEDUCTIONS	1.30
	SCORE	8.70

BARS DEMO		
VALUE PARTS	4 A's	0.00
	4 B's	0.00
SPECIAL REQ	1 BAR CHANGE	0.00
	2 B - ELEMENTS	
	B FLIGHT/TURN	0.00
	B 3/6/7 CIRCLE	0.00
	DISMOUNT A SALTO	0.00
EXECUTION		1.00
COMPOSITION		
	Lack of Elements	
	thru vertical	0.00
	Choice of Dismount	0.10
	Dynamics	0.10
TOTAL DEDUCTIONS		1.20
SCORE		8.80

BEAM DEMO		
VALUE PARTS	4 A's	0.00
	4 B's	0.00
SPECIAL REQ.	Acro series - 1 flight min.	0.00
	180° Split in Leap/Jump	0.00
	Full Turn	0.00
	Dis. A Salto/Aerial	0.00
Dance ≠ CL		0.00
Acro ≠ CL		0.00
Dismt. ≠ CL		0.00
EXECUTION		0.60
ARTISTRY		0.10
RESTRICTED	Back Tuck = Unallowable	0.50
	2nd Acro C	
SCORE		8.80

FX DEMO		
VALUE PARTS	4 A's	0.00
	4 B's	0.00
SPECIAL REQ.	2 Salto Series	0.00
	3 Different Saltos	0.00
	Dance Passage w/ Leap	0.00
	Dismount - A Salto	0.00
Dance ≠ CL		0.00
Acro ≠ CL		0.00
Last Salto ≠ CL		0.00
EXECUTION		1.20
ARTISTRY		0.00
TOTAL DEDUCTIONS		1.20
SCORE		8.80

VAULT #1

#1.101	1ST FLIGHT	
Handspring	Body Position- Pike	0.15
SV - 9.00		
	SUPPORT/REPULSION	
	Angle of Repulsion	0.30
	Too Long in Support	0.25
	SECOND FLIGHT	
	Height	0.30
	Body Position	0.10
	LANDING/GENERAL	
	Step	0.10
	Dynamics	0.10
	TOTAL DEDUCTIONS	1.30
	SCORE	7.70

VAULT #3

#1.105	1ST FLIGHT	
1/2 On - 1/2 Off	Legs bent/separated	0.20
SV - 9.2		
	SUPPORT/REPULSION	
	Not thru vertical	0.20
	Bent Arms	0.20
	SECOND FLIGHT	
	Height	0.30
	Body Position	0.20
	LANDING/GENERAL	
	Landing	0.10
	Dynamics	0.10
	TOTAL DEDUCTIONS	1.30
	SCORE	7.90

VAULT #2

#4.304	1ST FLIGHT	
Yurchenko Pike	Body Position/Arch	0.05
SV - 10.0		
	SUPPORT/REPULSION	
	Shoulder Angle	0.05
	2ND FLIGHT	
	Height	0.20
	Slight Knee Bend	0.05
	Lack of Open	0.20
	LANDING/GENERAL	
	Landing	0.10
	Dynamics	0.20
	TOTAL DEDUCTIONS	0.85
	SCORE	9.15

VAULT #4

#4.101	1ST FLIGHT	
Yurchenko on-	Body Position - arch	0.10
Repulsion Off		
SV - 9.0		
	SUPPORT/REPULSION	
	Head Alignment	0.10
	Shoulders	0.10
	Angle of Repulsion	0.15
	Long in Support	0.15
	2ND FLIGHT	
	Height	0.30
	Arch	0.15
	Pike down	0.15
	LANDING/GENERAL	
	Landing	0.20
	Dynamics	0.10
	TOTAL DEDUCTIONS	1.50
	SCORE	7.50

VAULT #5

#3.303

Tsukahara Pike

SV - 10.0

1ST FLIGHT

Leg Separation

0.20

SUPPORT/REPULSION**2ND FLIGHT**

Height

0.25

Knee Bend

0.50

Lack of Open

0.30

LANDING/GENERAL

Landing

0.20

Dynamics

0.20

TOTAL DEDUCTIONS

1.10

SCORE

8.90

DISMOUNT # CL	Cast before:	RESTRICTED 'RE'	Allowable "C"s = B	VP
B or BA 0.00	Peach Saito or Ball overshoot ½ turn = NO Amplitude deduction	More than 1 C (or any D/E) attempted = No VP & 0.5 off SV <i>If Dismount, also -0.3 off \$V</i>	Cast HS ½ Clear Hip HS ± ½ Toe-on HS ± ½ Stadler HS ± ½ 1 st Restricted C = B	A (4) 0.1 B (4) 0.3
A 0.10				

井

$\frac{1}{\sqrt{2}}$

Rhythm

SV-10.0

Score 8.3-8.5

#2

 $\rightarrow \begin{matrix} & L \\ \swarrow & \\ 0 & 1 \end{matrix}$

$\frac{1}{2} \rightarrow$
 $\frac{1}{2} \rightarrow$
 $\frac{1}{2} \rightarrow$
 $\frac{1}{2} \rightarrow$

SV-10.0

Score 87-88.5

#

\downarrow

L
M₀₀

✓

off RZ ✓

M₀₀ ✓

1. 2. 3. 4. 5. 6.

SV-10.0

9.0 - 9.5

8/2/19 D.Hanfords

Thru-out:

Dynamics ↑.2

HS Precision \uparrow .1

4.A

4B

10.0 SY

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
		*Not in DMT **Not in Mt or DMT

Vertical	↑.2	¾ Fwd Giant	0.1 ea
DMT≠CL	↑.1	Uncharacteristic	0.1 ea

Thru-out:

Dynamics ↑.2

HS Precision \uparrow .1

4A

4B

10.0 SV

B VP	0.3	1 Bar Change
A VP	0.1	2 B-Elements, <i>same or different</i> :
SR	0.5	B Flight* or Turn**
'RE'	0.5	B 3/6/7 clear circle*
No Dmt	0.3	Dismount A Salto
		*Not in DMT **Not in Mt or DMT

Vertical	↑.2	¾ Fwd Giant	<u>0.1</u> ea
DMT≠CL	↑.1	Uncharacteristic	<u>0.1</u> ea

DISMOUNT # CL	Cast before:	RESTRICTED 'RE'	Allowable "C"s = B	VP
B or BA 0.00	Peach Saito or Bail overshoot ½ turn = NO Amplitude deduction	More than 1 C (or any D/E) attempted = No VP & 0.5 off SV <i>if Dismount, also -0.3 off SV</i>	Cast HS ½ Toe-on HS ± ½ Clear Hip HS ± ½ Stalder HS ± ½ 1 st Restricted C = B	A (4) 0.1 B (4) 0.3
A 0.10				

4#

$$\begin{array}{c} \textcircled{1} \\ \textcircled{2} \\ \textcircled{3} \\ \textcircled{4} \\ \textcircled{5} \\ \textcircled{6} \\ \textcircled{7} \\ \textcircled{8} \\ \textcircled{9} \\ \textcircled{10} \\ \textcircled{11} \\ \textcircled{12} \\ \textcircled{13} \\ \textcircled{14} \\ \textcircled{15} \\ \textcircled{16} \\ \textcircled{17} \\ \textcircled{18} \\ \textcircled{19} \\ \textcircled{20} \\ \textcircled{21} \\ \textcircled{22} \\ \textcircled{23} \\ \textcircled{24} \\ \textcircled{25} \\ \textcircled{26} \\ \textcircled{27} \\ \textcircled{28} \\ \textcircled{29} \\ \textcircled{30} \\ \textcircled{31} \\ \textcircled{32} \\ \textcircled{33} \\ \textcircled{34} \\ \textcircled{35} \\ \textcircled{36} \\ \textcircled{37} \\ \textcircled{38} \\ \textcircled{39} \\ \textcircled{40} \\ \textcircled{41} \\ \textcircled{42} \\ \textcircled{43} \\ \textcircled{44} \\ \textcircled{45} \\ \textcircled{46} \\ \textcircled{47} \\ \textcircled{48} \\ \textcircled{49} \\ \textcircled{50} \\ \textcircled{51} \\ \textcircled{52} \\ \textcircled{53} \\ \textcircled{54} \\ \textcircled{55} \\ \textcircled{56} \\ \textcircled{57} \\ \textcircled{58} \\ \textcircled{59} \\ \textcircled{60} \\ \textcircled{61} \\ \textcircled{62} \\ \textcircled{63} \\ \textcircled{64} \\ \textcircled{65} \\ \textcircled{66} \\ \textcircled{67} \\ \textcircled{68} \\ \textcircled{69} \\ \textcircled{70} \\ \textcircled{71} \\ \textcircled{72} \\ \textcircled{73} \\ \textcircled{74} \\ \textcircled{75} \\ \textcircled{76} \\ \textcircled{77} \\ \textcircled{78} \\ \textcircled{79} \\ \textcircled{80} \\ \textcircled{81} \\ \textcircled{82} \\ \textcircled{83} \\ \textcircled{84} \\ \textcircled{85} \\ \textcircled{86} \\ \textcircled{87} \\ \textcircled{88} \\ \textcircled{89} \\ \textcircled{90} \\ \textcircled{91} \\ \textcircled{92} \\ \textcircled{93} \\ \textcircled{94} \\ \textcircled{95} \\ \textcircled{96} \\ \textcircled{97} \\ \textcircled{98} \\ \textcircled{99} \\ \textcircled{100} \end{array}$$

SV to 0.0

Score 6.2-6.5

#51

Handwritten notes on lined paper, including the word "L" and a large, stylized letter "E" or "L" with a horizontal line through it.

SV-10

SCORE 9.15-9.2

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

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 nd 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 <i>(or any D/E)</i> 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 st 'RE' Acro C = B	A (4) 0.1 B (4) 0.3

1/ #

[illegible]

- 9-1.0 Ex
- 1 Rhythm
- 1 Footwork

SV-10,0

SCORE 8.6-8.7

A B

72

$\frac{Z_{26}}{\sqrt{-1}}$

24
27/1
X-1

1.0 - 1.2 EX
11 SURENESS
11 FOOTWIDK

SV-9.5

SCORE 7.6-7.8

A	B
---	---

#3

Handwritten notes:

11 + 1

S:-

-

1 -

11 - 11

02

(17)

11 -

Xd

1.55 - 1.65 EX

SV-94

SCORE 7.3-7.4

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 Acr	0.1	
Dmt#CL ↑ 1	<i>in dsmt only</i>	0.05	
-Move FB&S ↑ 1	>2 A straddles	0.1	
-Levels ↑ 1	>2 uw tuckwolt	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	Surv ↑ 2	
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 Acr	0.1	
Dmt#CL ↑ 1	<i>in dsmt only</i>	0.05	
-Move FB&S ↑ 1	>2 A straddles	0.1	
-Levels ↑ 1	>2 uw tuckwolt	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	Surv ↑ 2	
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 Acr	0.1	
Dmt#CL ↑ 1	<i>in dsmt only</i>	0.05	
-Move FB&S ↑ 1	>2 A straddles	0.1	
-Levels ↑ 1	>2 uw tuckwolt	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	Surv ↑ 2	
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 Acr	0.1	
Dmt#CL ↑ 1	<i>in dsmt only</i>	0.05	
-Move FB&S ↑ 1	>2 A straddles	0.1	
-Levels ↑ 1	>2 uw tuckwolt	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	Surv ↑ 2	

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 nd 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 st 'RE' Acro C = B	A (4) 0.1 B (4) 0.3

4#

$$\begin{array}{r} \text{---} \\ \sqrt{} \\ \text{---} \end{array}$$

1-1-1

1.0-1.2 EX
.1 ARTISTRY
.1 FOOTWORK

SV-10.0

SCORE 8.65-8.8

#5

$\frac{1}{2}$

15

1.05-1.25 EX
1 Rhythm
1 Artistry
1 Footwork

SV - 9.5

Score - 74-79

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 Acr	0.1	
Dmt#CL ↑ 1	<i>in dsmt only</i>	0.05	
-Move FB&S ↑ 1	>2 A straddles	0.1	
-Levels ↑ 1	>2 nw 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	
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 Acr	0.1	
Dmt#CL ↑ 1	<i>in dsmt only</i>	0.05	
-Move FB&S ↑ 1	>2 A straddles	0.1	
-Levels ↑ 1	>2 nw 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	
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 Acr	0.1	
Dmt#CL ↑ 1	<i>in dsmt only</i>	0.05	
-Move FB&S ↑ 1	>2 A straddles	0.1	
-Levels ↑ 1	>2 nw 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	
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 Acr	0.1	
Dmt#CL ↑ 1	<i>in dsmt only</i>	0.05	
-Move FB&S ↑ 1	>2 A straddles	0.1	
-Levels ↑ 1	>2 nw 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
8

Common B Acro	Dance Passage	DISMOUNT	RESTRICTED 'RE'	VALUE PARTS	VP
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 1/2 or Full	Group 1 VP, one must be	No VP for Last Salto = No Dismount	= No VP credit & 0.5 off SV	1st 'RE' Acro C = B	B (4) 0.3
Arabian any position	1800 leap in cross or side	NO Dismount (or RE DMT) = 0.3 off SV	If last salto, then take -0.3 off SV		

#1

1.0 - 1.1 Execution
1.1 Artistry

S.V.-10.0

SCORE 8.8-9.0

A		B		SV		SR 0.5 ea	
-A VP	0.1	-B VP	0.3	-A VP	0.1	-B VP	0.3
-SR	0.5	-SR	0.5	-SR	0.5	-SR	0.5
-RE	0.5	-RE	0.5	-RE	0.5	-RE	0.5
-No Dmt	0.3	-No Dmt	0.3	-No Dmt	0.3	-No Dmt	0.3
Dance#CL	1.2	Dance#CL	1.2	Dance#CL	1.2	Dance#CL	1.2
Acro#CL	1.2	Acro#CL	1.2	Acro#CL	1.2	Acro#CL	1.2
Last Salto#CL	1.1	Last Salto#CL	1.1	Last Salto#CL	1.1	Last Salto#CL	1.1
Spatial use	1.1	Spatial use	1.1	Spatial use	1.1	Spatial use	1.1
Thru-out	Art 1.3	Thru-out	Art 1.3	Thru-out	Art 1.3	Thru-out	Art 1.3
Dyn 1.2	Pos/Fix 1.3	Dyn 1.2	Pos/Fix 1.3	Dyn 1.2	Pos/Fix 1.3	Dyn 1.2	Pos/Fix 1.3
Rhy 1.2		Rhy 1.2		Rhy 1.2		Rhy 1.2	
MM#Sync	1.3	MM#Sync	1.3	MM#Sync	1.3	MM#Sync	1.3
MM#Relate	1.2	MM#Relate	1.2	MM#Relate	1.2	MM#Relate	1.2

#2

1.0 - 1.1 Execution
1.1 Artistry

S.V.-10.0

SCORE 9.15-9.25

A		B		SV		SR 0.5 ea	
-A VP	0.1	-B VP	0.3	-A VP	0.1	-B VP	0.3
-SR	0.5	-SR	0.5	-SR	0.5	-SR	0.5
-RE	0.5	-RE	0.5	-RE	0.5	-RE	0.5
-No Dmt	0.3	-No Dmt	0.3	-No Dmt	0.3	-No Dmt	0.3
Dance#CL	1.2	Dance#CL	1.2	Dance#CL	1.2	Dance#CL	1.2
Acro#CL	1.2	Acro#CL	1.2	Acro#CL	1.2	Acro#CL	1.2
Last Salto#CL	1.1	Last Salto#CL	1.1	Last Salto#CL	1.1	Last Salto#CL	1.1
Spatial use	1.1	Spatial use	1.1	Spatial use	1.1	Spatial use	1.1
Thru-out	Art 1.3	Thru-out	Art 1.3	Thru-out	Art 1.3	Thru-out	Art 1.3
Dyn 1.2	Pos/Fix 1.3	Dyn 1.2	Pos/Fix 1.3	Dyn 1.2	Pos/Fix 1.3	Dyn 1.2	Pos/Fix 1.3
Rhy 1.2		Rhy 1.2		Rhy 1.2		Rhy 1.2	
MM#Sync	1.3	MM#Sync	1.3	MM#Sync	1.3	MM#Sync	1.3
MM#Relate	1.2	MM#Relate	1.2	MM#Relate	1.2	MM#Relate	1.2

#3

1.0 - 1.1 Execution
1.1 Artistry

9.2-9.3

A		B		SV		SR 0.5 ea	
-A VP	0.1	-B VP	0.3	-A VP	0.1	-B VP	0.3
-SR	0.5	-SR	0.5	-SR	0.5	-SR	0.5
-RE	0.5	-RE	0.5	-RE	0.5	-RE	0.5
-No Dmt	0.3	-No Dmt	0.3	-No Dmt	0.3	-No Dmt	0.3
Dance#CL	1.2	Dance#CL	1.2	Dance#CL	1.2	Dance#CL	1.2
Acro#CL	1.2	Acro#CL	1.2	Acro#CL	1.2	Acro#CL	1.2
Last Salto#CL	1.1	Last Salto#CL	1.1	Last Salto#CL	1.1	Last Salto#CL	1.1
Spatial use	1.1	Spatial use	1.1	Spatial use	1.1	Spatial use	1.1
Thru-out	Art 1.3	Thru-out	Art 1.3	Thru-out	Art 1.3	Thru-out	Art 1.3
Dyn 1.2	Pos/Fix 1.3	Dyn 1.2	Pos/Fix 1.3	Dyn 1.2	Pos/Fix 1.3	Dyn 1.2	Pos/Fix 1.3
Rhy 1.2		Rhy 1.2		Rhy 1.2		Rhy 1.2	
MM#Sync	1.3	MM#Sync	1.3	MM#Sync	1.3	MM#Sync	1.3
MM#Relate	1.2	MM#Relate	1.2	MM#Relate	1.2	MM#Relate	1.2

Common B Acro	Dance Passage	DISMOUNT	RESTRICTED 'RE'	VALUE PARTS VP	
Front Pike or Layout Back 1/2 or Full Arabian any position	Must be 2 different Group 1 VP, one must be 1800 leap in cross or side	"A" salto in last pass or isolated No VP for Last Salto = No Dismount NO Dismount (or RE DMT) = 0.3 off SV	More than 1 Acro C (or any D/E) attempted = No VP credit & 0.5 off SV If last salto, then take -0.3 off SV	All Dance C = B 1st 'RE' Acro C = B	A (4) B (4) 0.1 0.3

#4

5
1.15-1.25 Execution
1.15 ACRO
1.15 ARISTOCRAT

SV-10.0

SCORE 8.4-8.5

#5

5
1.15-1.25 Execution
1.15 ACRO
1.15 ARISTOCRAT

SV-10.0

SCORE 9.0-9.1

A B

10.0 SV

-B VP 0.3

SR 0.5ea

-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 1.2

No B Salto 0.3

Acro#CL 1.2

No B Turn 0.2

Last Salto#CL 1.1

No FS&B Salto Aer 0.1

Spatial use 1.1

>2ee A or NW 0.1

Thru-out

Art 1.3

Foot 1.2

MM#Sync 1.3

Dyn 1.2

Pos/Fix 1.3

Rhy 1.2

MM#Relat 1.2

A B

10.0 SV

-B VP 0.3

SR 0.5ea

-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 1.2

No B Salto 0.3

Acro#CL 1.2

No B Turn 0.2

Last Salto#CL 1.1

No FS&B Salto Aer 0.1

Spatial use 1.1

>2ee A or NW 0.1

Thru-out

Art 1.3

Foot 1.2

MM#Sync 1.3

Dyn 1.2

Pos/Fix 1.3

Rhy 1.2

MM#Relat 1.2