

# BEAM

- .2 no dance series
- .1 no fwd/swd or no bwd acro  
- .05 if only dismount
- .1 > 2 same shape dance
- .1 > 1 180° pivot (straight legs)
- .1 level changes
- .1 space - entire beam
- ea .05 direction - 2/3 fwd/bwd/swd

### ACRO LEVEL (up to .2)

no ded	series w/ 2 B flights + 2 add'l acro, one a B
.05	series w/ 2 B flights + 2 A's <i>or</i> 1 B
.1	series w/ 2 B flights + 1 A <i>or</i> series w/ 1 B flight + 1 B
.15	series w/ 1 B flight + 1 A <i>or</i> series w/ 2 B flights
.2	no series <i>or</i> series w/ 1 B flight + no other acro

### DANCE LEVEL (up to .2)

no ded	B B A
.05	B B
.1	B A A
.15	B A
.2	only A's

### DISMOUNT LEVEL (up to .1)

no ded	B <i>or</i> B acro + A
.05	A acro + A
.1	non-VP <i>or</i> isolated A

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# FLOOR

- .2 no "B" turn on one foot
- .3 not 3 saltos
- .1 no fwd/swd or no bwd (salto)
- .1 use of floor area
- .1 > 2 same shape dance

### ACRO LEVEL (up to .2)

#### If 2 passes --

no ded	B+B (dir) - B+A (dir)
.05	B+B (dir) - B+A (ind)
.1	B+B (dir) - B
.15	B - B+A (dir) <i>or</i> B - A+A (dir)
.2	no B saltos <i>or</i> < above

#### If 3 passes--

no ded	B - B - B <i>or</i> B - B - A+A (dir)
.05	B - B - A+A (ind)
.1	B - A+A (dir) - A <i>or</i> B - B - A
.15	B - A+A (ind) - A
.2	no B saltos <i>or</i> < above

### DANCE LEVEL (up to .2)

no ded	B B A
.05	B B
.1	B A A
.15	B A
.2	only A's

### DISMOUNT LEVEL (up to .1)

no ded	B
.05	A+A (dir / ind)
.1	isolated A <i>or</i> acro flight (non-salto)

# BARS

- .2 lack of elements thru vertical
- .1 ea  $\frac{3}{4}$  giant fwd w/wo grip chg  
· (+ → .1 amp)
- .1 ea uncharacteristic element

### DISMOUNT LEVEL (up to .1)

no ded	any B <i>or</i> B + A
.1	A + A or less

# BEAM

- .2 no dance series
- .1 no fwd/swd or no bwd acro  
- .05 if only dismount
- .1 > 2 same shape dance
- .1 > 1 180° pivot (straight legs)
- .1 level changes
- .1 space - entire beam
- ea .05 direction - 2/3 fwd/bwd/swd

## ACRO LEVEL (up to .2)

no ded	series w/ 2 flights, one a C + 1 salto/aerial <b>or</b> D/E flight (if series w/salto, add'l flight can be C)
.05	series w/ 2 flights, one a C + C flight w/hands
.1	series w/ 2 flights, one a C + 1 or more B flights
.15	series w/ 1 or 2 B flights + C salto/aerial
.2	no series <b>or</b> series w/ 1 or 2 B flights + no other B or more acro

## DANCE LEVEL (up to .2)

no ded	C C (min)
.05	C B
.1	C
.15	B B
.2	B

## DISMOUNT LEVEL (up to .1)

no ded	C <b>or</b> B flight + B <b>or</b> C dance + B
.05	A acro + B <b>or</b> B dance + B
.1	A <b>or</b> isolated B

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# FLOOR

- .2 no "B" turn on one foot
- .3 no "B" salto
- .1 no fwd/swd or no bwd (salto)
- .1 use of floor area
- .1 > 2 same shape dance

## ACRO LEVEL (up to .2)

### If 3 passes--

no ded	C - C - C <b>or</b> C - C - B+B (dir)
.05	C - C - B+A (dir)
.1	C - B+B (dir) - B+B (dir) <b>or</b> C - C - B+A (ind)
.15	C - B+B (dir) - B
.2	no C saltos <b>or</b> < above

## DANCE LEVEL (up to .2)

no ded	C C (min)
.05	C B
.1	C
.15	B B
.2	B

### If 2 passes --

no ded	C+B (dir) - C+B (dir)
.05	C+B (dir) - C+B (ind)
.1	C - C+B (dir) <b>or</b> B+C (ind) - C+A (dir)
.15	C+A (dir) - C+A (dir) <b>or</b> C - C+A (dir) <b>or</b> C - C+A/B (ind)
.2	no C saltos <b>or</b> < above

## DISMOUNT LEVEL (up to .1)

no ded	C <b>or</b> B+B (dir)
.05	B+B (ind) <b>or</b> B+A (dir)
.1	B+A (ind or less) <b>or</b> isolated B or less

# BARS

- .1 facing same direction thru-out
- .1 ea fail to perform 2 of 3, min B  
- fwd circle or fwd release  
- 3,6,7 element  
- C w/180° LA turn (w/wo flight)
- .1 ea ¾ giant fwd w/wo grip chg  
- (+ → .1 amp)
- .1 ea uncharacteristic element

## DISMOUNT LEVEL (up to .1)

no ded	any C
.05	C + B
.1	B (or less) + B (or less)

**If C in series --**

**ACRO LEVEL (up to .2)**

no ded	2 elem w/ C salto <b>or</b> 3 w/ C w/wo hands + D/E acro + add'l C salto <b>or</b> D/E acro
.05	2 element w/ C salto + D/E acro
.1	2 element w/ C salto + add'l C salto <b>or</b> series w/o C salto + C salto + D/E acro
.15	2 element w/ C salto <b>or</b> series w/o C salto + D/E acro
.2	no series <b>or</b> series w/o salto + no add'l C salto <b>or</b> no series <b>or</b> series w/o salto + isolated C salto

**If D/E in series --**

no ded	series w/ D/E + add'l D/E acro
.05	series w/ D/E + add'l C salto
.1	series w/ D/E + add'l B or C flight
.15	series w/ D/E + no add'l acro flight <b>or</b> no series + D/E acro
.2	no series <b>or</b> w/o salto + no add'l C salto <b>or</b> no series <b>or</b> w/o salto + isolated C salto

**DANCE LEVEL (up to .2)**

no ded	C C C <b>or</b> D/E D/E
.05	C C B <b>or</b> C D/E
.1	C C <b>or</b> B D/E
.15	C B <b>or</b> D/E
.2	C <b>or</b> B B

.2 no dance series  
 .1 no fwd/swd or no bwd acro  
 - .05 if only dismount  
 .1 > 2 same shape dance  
 .1 > 1 180° pivot (straight legs)  
 → .1 level changes  
 → .1 space - entire beam  
 ea .05 direction - 2/3 fwd/bwd/swd

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**DISMOUNT LEVEL (up to .1)**

no ded	B acro flight + C <b>or</b> C dance + C <b>or</b> D/E
.05	A acro + C <b>or</b> B dance + C <b>or</b> series w/ C + B <b>or</b> D/E acro + B
.1	isolated C <b>or</b> C (acro flight or dance) + B

.1 facing same direction thru-out  
 .1 ea fail to perform 2 of 3, min B  
 · fwd circle or fwd release  
 · 3,6,7 element · C w/180° LA  
 lack of 2 bar changes  
 .1 ea > 1 squat (2nd OK after fall)  
 .1 ea ¾ giant fwd w/wo grip chg  
 .1 ea uncharacteristic element

**RELEASES (up to .2)**

no ded	2 D/E
.05	C + D connected
.1	C and D (isolated)
.15	C + C connected <b>or</b> B and D (isolated)
.2	C and C (isolated) <b>or</b> B and C (or less)

**DISMOUNT LEVEL (up to .1)**

no ded	D/E + C <b>or</b> D/E
.05	C + C + C <b>or</b> D + C + C
.1	C (or less) + C (or less)

**BARS**

**FLOOR**

**ACRO LEVEL (up to .2)**

.2 no "B" turn on one foot  
 .3 no "C" salto  
 .1 no fwd/swd or no bwd (salto)  
 → .1 use of floor area  
 .1 > 2 same shape dance

**If 3 passes--**

no ded	D/E - D/E - D/E <b>or</b> D - D - B+C (dir) <b>or</b> C+C (ind)
.05	D - D - C+A (dir) <b>or</b> C+B (ind)
.1	D - D - C+A (ind) <b>or</b> D - C+A/B/C (dir) <b>or</b> C+C (ind) - C+B (dir) <b>or</b> C+C (ind)
.15	D - C+A/B (dir) <b>or</b> C+C (ind) - C+B (ind) <b>or</b> D - C+B (dir) - C
.2	no D/E salto <b>or</b> < above

**If 2 passes --**

no ded	E - E <b>or</b> E - D + salto (dir)
.05	2 salto w/ D - 2 salto w/ D <b>or</b> E - D + salto (ind)
.1	D - 2 salto w/ D <b>or</b> E - 2 salto w/ C (dir) <b>or</b> C+B/C (ind)
.15	D - C+B/C <b>or</b> 2 salto w/ D - C <b>or</b> E - C+A (ind or less)
.2	no D/E salto <b>or</b> < above

**DANCE LEVEL (up to .2)**

no ded	C C C <b>or</b> D/E D/E
.05	C C B <b>or</b> C D/E
.1	C C <b>or</b> B D/E
.15	C B <b>or</b> D/E
.2	C <b>or</b> B B

**DISMOUNT LEVEL (up to .1)**

no ded	D/E <b>or</b> C+B (dir)
.05	C+B (ind) <b>or</b> C+A (dir)
.1	C+A (ind or less) <b>or</b> isolated C or less

# BARS COMPOSITION

## LEVEL 8

- .2 lack of elements thru vertical
- .1 ea ¾ giant fwd w/wo grip chg  
· (+ → .1 amp)
- .1 ea uncharacteristic element

### DISMOUNT (up to .1)

no ded	any B <i>or</i> B + A
.1	A + A or less

## LEVEL 9

- .1 facing same direction thru-out
- .1 ea fail to perform 2 of 3, min B  
· fwd circle or fwd release  
· 3,6,7 element  
· C w/180° LA turn (w/wo flight)
- .1 ea ¾ giant fwd w/wo grip chg  
· (+ → .1 amp)
- .1 ea uncharacteristic element

### DISMOUNT (up to .1)

no ded	any C
.05	C + B
.1	B (or less) + B (or less)

## LEVEL 10

- .1 facing same direction thru-out
- .1 ea fail to perform 2 of 3, min B  
· fwd circle or fwd release  
· 3,6,7 element  
· C w/180° LA turn (w/wo flight)
- .2 lack of 2 bar changes
- .1 ea > 1 squat (2nd OK after fall)
- .1 ea ¾ giant fwd w/wo grip chg  
· (+ → .1 amp)
- .1 ea uncharacteristic element

### RELEASES (up to .2)

no ded	2 D/E
.05	C + D connected
.1	C and D (isolated)
.15	C + C connected <i>or</i> B and D (isolated)
.2	C and C (isolated) <i>or</i> B and C (or less)

### DISMOUNT (up to .1)

no ded	D/E + C <i>or</i> D/E
.05	C + C + C <i>or</i> D + C + C
.1	C (or less) + C (or less)

# BEAM COMPOSITION

## LEVEL 8

- .2 no dance series
- .1 no fwd/swd or no bwd acro  
- .05 if only dismount
- .1 > 2 same shape dance
- .1 > 1 180° pivot (straight legs)
- .1 level changes
- .1 space - entire beam
- ea .05 direction - 2/3 fwd/bwd/swd

### ACRO (up to .2)

.0	series w/ 2 B flights + 2 add'l acro, one a B
.05	series w/ 2 B flights + 2 A's <i>or</i> 1 B
.1	series w/ 2 B flights + 1 A <i>or</i> series w/ 1 B flight + 1 B
.15	series w/ 1 B flight + 1 A <i>or</i> series w/ 2 B flights
.2	no series <i>or</i> series w/ 1 B flight + no other acro

### DANCE (up to .2)

.0	B B A
.05	B B
.1	B A A
.15	B A
.2	only A's

### DISMOUNT (up to .1)

.0	B <i>or</i> B acro + A
.05	A acro + A
.1	non-VP <i>or</i> isolated A

## LEVEL 9

- .2 no dance series
- .1 no fwd/swd or no bwd acro  
- .05 if only dismount
- .1 > 2 same shape dance
- .1 > 1 180° pivot (straight legs)
- .1 level changes
- .1 space - entire beam
- ea .05 direction - 2/3 fwd/bwd/swd

### ACRO (up to .2)

.0	series w/ 2 flights, one a C + 1 salto/aerial <i>or</i> D/E flight (if series w/salto, add'l flight can be C)
.05	series w/ 2 flights, one a C + C flight w/hands
.1	series w/ 2 flights, one a C + 1 or more B flights
.15	series w/ 1 or 2 B flights + C salto/aerial
.2	no series <i>or</i> series w/ 1 or 2 B flights + no other B or more acro

### DANCE (up to .2)

.0	C C (min)
.05	C B
.1	C
.15	B B
.2	B

### DISMOUNT (up to .1)

.0	C <i>or</i> B flight/C dance + B
.05	A acro + B <i>or</i> B dance + B
.1	A <i>or</i> isolated B

## LEVEL 10

- .2 no dance series
- .1 no fwd/swd or no bwd acro  
- .05 if only dismount
- .1 > 2 same shape dance
- .1 > 1 180° pivot (straight legs)
- .1 level changes
- .1 space - entire beam
- ea .05 direction - 2/3 fwd/bwd/swd

### ACRO (up to .2)

#### If C in series --

.0	2 elem w/C salto <i>or</i> 3 w/C w/wo hands + D/E acro + add'l C salto <i>or</i> D/E acro
.05	2 element w/ C salto + D/E acro
.1	2 element w/ C salto + add'l C salto <i>or</i> series w/o C salto + C salto + D/E acro
.15	2 element w/ C salto <i>or</i> series w/o C salto + D/E acro
.2	no series <i>or</i> series w/o salto + no add'l C salto <i>or</i> no series <i>or</i> series w/o salto + isolated C salto

#### If D/E in series --

.0	series w/ D/E + add'l D/E acro
.05	series w/ D/E + add'l C salto
.1	series w/ D/E + add'l B or C flight
.15	series w/ D/E + no add'l acro flight <i>or</i> no series + D/E acro
.2	no series <i>or</i> w/o salto + no add'l C salto <i>or</i> no series <i>or</i> w/o salto + isolated C salto

### DISMOUNT (up to .1)

.0	B acro flight + C <i>or</i> C dance + C <i>or</i> D/E
.05	A acro + C <i>or</i> B dance + C <i>or</i> series w/ C + B <i>or</i> D/E acro + B
.1	isolated C <i>or</i> C (acro flight or dance) + B

### DANCE (up to .2)

.0	C C C <i>or</i> D/E D/E
.05	C C B <i>or</i> C D/E
.1	C C <i>or</i> B D/E
.15	C B <i>or</i> D/E
.2	C <i>or</i> B B

# FLOOR COMPOSITION

## LEVEL 8

- .2 no "B" turn on one foot
- .3 not 3 saltos
- .1 no fwd/swd or no bwd (salto)
- .1 use of floor area
- .1 > 2 same shape dance

**ACRO (up to .2)**

**If 2 passes --**

.0	B+B (dir) - B+A (dir)
.05	B+B (dir) - B+A (ind)
.1	B+B (dir) - B
.15	B - B+A (dir) <i>or</i> B - A+A (dir)
.2	no B saltos <i>or</i> < above

**If 3 passes--**

.0	B - B - B <i>or</i> B - B - A+A (dir)
.05	B - B - A+A (ind)
.1	B - A+A (dir) - A <i>or</i> B - B - A
.15	B - A+A (ind) - A
.2	no B saltos <i>or</i> < above

**DANCE (up to .2)**

.0	B B A
.05	B B
.1	B A A
.15	B A
.2	only A's

**DISMOUNT (up to .1)**

.0	B
.05	A+A (dir / ind)
.1	isolated A <i>or</i> acro flight (non-salto)

## LEVEL 9

- .2 no "B" turn on one foot
- .3 no "B" salto
- .1 no fwd/swd or no bwd (salto)
- .1 use of floor area
- .1 > 2 same shape dance

**ACRO (up to .2)**

**If 2 passes --**

.0	C+B (dir) - C+B (dir)
.05	C+B (dir) - C+B (ind)
.1	C - C+B (dir) <i>or</i> B+C (ind) - C+A (dir)
.15	C+A (dir) - C+A (dir) <i>or</i> C - C+A (dir) <i>or</i> C - C+A/B (ind)
.2	no C saltos <i>or</i> < above

**If 3 passes--**

.0	C - C - C <i>or</i> C - C - B+B (dir)
.05	C - C - B+A (dir)
.1	C - B+B (dir) - B+B (dir) <i>or</i> C - C - B+A (ind)
.15	C - B+B (dir) - B
.2	no C saltos <i>or</i> < above

**DANCE (up to .2)**

.0	C C (min)
.05	C B
.1	C
.15	B B
.2	B

**DISMOUNT (up to .1)**

.0	C <i>or</i> B+B (dir)
.05	B+B (ind) <i>or</i> B+A (dir)
.1	B+A (ind or less) <i>or</i> isolated B or less

## LEVEL 10

- .2 no "B" turn on one foot
- .3 no "C" salto
- .1 no fwd/swd or no bwd (salto)
- .1 use of floor area
- .1 > 2 same shape dance

**ACRO (up to .2)**

**If 2 passes --**

.0	E - E <i>or</i> E - D + salto (dir)
.05	2 salto w/D - 2 salto w/ D <i>or</i> E - D + salto (ind)
.1	D - 2 salto w/ D <i>or</i> E - 2 salto w/ C (dir) <i>or</i> E - C+B/C (ind)
.15	D - C+B/C <i>or</i> 2 salto w/ D - C <i>or</i> E - C+A (ind or less)
.2	no D/E salto <i>or</i> < above

**If 3 passes--**

.0	D/E - D/E - D/E <i>or</i> D - D - B+C (dir) <i>or</i> C+C (ind)
.05	D - D - C+A (dir) <i>or</i> C+B (ind)
.1	D - D - C+A (ind) <i>or</i> D - C+A/B/C (dir) <i>or</i> C+C (ind) <i>or</i> - C+B (dir) <i>or</i> C+C (ind)
.15	D - C+A/B (dir) <i>or</i> C+C (ind) <i>or</i> - C+B (ind) <i>or</i> D - C+B (dir) - C
.2	no D/E salto <i>or</i> < above

**DANCE (up to .2)**

.0	C C C <i>or</i> D/E D/E
.05	C C B <i>or</i> C D/E
.1	C C <i>or</i> B D/E
.15	C B <i>or</i> D/E
.2	C <i>or</i> B B

**DISMOUNT (up to .1)**

.0	D/E <i>or</i> C+B (dir)
.05	C+B (ind) <i>or</i> C+A (dir)
.1	C+A (ind or less) <i>or</i> isolated C or less

# LEVEL 10 FLOOR

## ACRO LEVEL (up to .2)

### If 3 passes--

no ded	D/E - D/E - D/E D - D - B+C (dir) D - D - C+C (ind)
.05	D - D - C+A (dir) D - D - C+B (ind)
.1	D - D - C+A (ind) D - C+A/B/C (dir) - C+B (dir) D - C+A/B/C (dir) - C+C (ind) D - C+C (ind) - C+B (dir) D - C+C (ind) - C+C (ind)
.15	D - C+A/B (dir) - C+B (ind) D - C+C (ind) - C+B (ind) D - C+B (dir) - C
.2	no D/E salto <b>or</b> < above

### If 2 passes --

no ded	E - E E - D + salto (dir)
.05	2 salto w/ D - 2 salto w/ D E - D + salto (ind)
.1	D - 2 salto w/ D E - 2 salto w/ C (dir) E - C+B/C (ind)
.15	D - C+B/C 2 salto w/ D - C E - C+A (ind or less)
.2	no D/E salto <b>or</b> < above

## DANCE LEVEL (up to .2)

no ded	C C C <b>or</b> D/E D/E
.05	C C B <b>or</b> C D/E
.1	C C <b>or</b> B D/E
.15	C B <b>or</b> D/E
.2	C <b>or</b> B B

## DISMOUNT LEVEL (up to .2)

no ded	D/E <b>or</b> C+B (dir)
.05	C+B (ind) <b>or</b> C+A (dir)
.1	C+A (ind or less) <b>or</b> isolated C or less

## CONNECTION VALUE (CV)

	Indirect	Direct	Dance or Mixed
.1	saltos/aerials (may be in any order) B + C A + D A/B + A/B + C	saltos/aerials A + C B + B A + A + C	*acro=saltos or flight w/no hands C + C (same or different) B + D D + A (salto + jump)
.2	C + C B/C + D/E A + E A + A + D	A/B + D B/C + C A + A + D	C + D

\* Turns on 1 foot followed by jump from 2 feet = no CV; reverse possible

### SPECIAL REQ (.5 ea)

- dance passage w/leap
- acro pass w/2 saltos
- 3 different saltos
- "C" last salto

### 9.5

3 A's  
3 B's  
2 C's

- no restrictions
- max .5 Bonus  
- min. of .1 CV  
- min. of .1 D/E

.2 no "B" turn on one foot

.3 no "C" salto

.1 no fwd/swd or no bwd (salto)

→ .1 use of floor area

.1 > 2 same shape dance

### Add'l 0.1 bonus if:

- start value = 10.0
- total bonus = 0.6 or more
- min. one acro E (no fall/spot)

### RANGE (average score determines range)

9.5 - 10.0	.2
9.0 - 9.475	.5
8.0 - 8.975	.7
Below 8.0	1.0

# LEVEL 10 BEAM

## ACRO LEVEL (up to .2)

### If C in series --

no ded	2 elem w/ C salto <b>or</b> 3 w/ C w/wo hands + D/E acro + add'l C salto <b>or</b> D/E acro
.05	2 element w/ C salto + D/E acro
.1	2 element w/ C salto + add'l C salto <b>or</b> series w/o C salto + C salto + D/E acro
.15	2 element w/ C salto <b>or</b> series w/o C salto + D/E acro
.2	no series <b>or</b> series w/o salto + no add'l C salto <b>or</b> no series <b>or</b> series w/o salto + isolated C salto

### If D/E in series --

no ded	series w/ D/E + add'l D/E acro
.05	series w/ D/E + add'l C salto
.1	series w/ D/E + add'l B or C flight
.15	series w/ D/E + no add'l acro flight <b>or</b> no series + D/E acro
.2	no series <b>or</b> w/o salto + no add'l C salto <b>or</b> no series <b>or</b> w/o salto + isolated C salto

## DISMOUNT LEVEL (up to .1)

no ded	B acro flight + C <b>or</b> C dance + C <b>or</b> D/E
.05	A acro + C <b>or</b> B dance + C <b>or</b> series w/ C + B <b>or</b> D/E acro + B
.1	isolated C <b>or</b> C (acro flight or dance) + B

## DANCE LEVEL (up to .2)

no ded	C C C <b>or</b> D/E D/E
.05	C C B <b>or</b> C D/E
.1	C C <b>or</b> B D/E
.15	C B <b>or</b> D/E
.2	C <b>or</b> B B

## CONNECTION VALUE (CV)

	Dance/Mixed * not dismt	2 Acro Flight * not dismt	3 Acro Flight * includes mt/dismt
.1	A + C (turns only) A + D/E B + C <b>* acro must have flight</b>	B + C <b>* C must be salto (or aerial for L9 only)</b>	B + B + C <b>* see below</b>
.2	B + D/E C + C (same or diff) C + D/E	C + C B + D/E C/D + D	B + C + C B + B + D B + C + D

\* +.1 CV - any 3 acro flight w/C salto/aer/D/E (incl mt/not dsmt)

### SPECIAL REQ (.5 ea)

- acro series w/2 flights, 1 a C  
**or** E with non-flight A
- leap / jump w/ 180°
- 360° turn
- "C" salto / aerial dismount

### 9.5

- 3 A's
- 3 B's
- 2 C's
- no restrictions
- max .5 Bonus  
- min. of .1 CV  
- min. of .1 D/E

### Add'l 0.1 bonus if:

- start value = 10.0
- total bonus = 0.6 or more
- min. one acro E (no fall/spot)

### RANGE

(average score determines range)

9.5 - 10.0	.2
9.0 - 9.475	.5
8.0 - 8.975	.7
Below 8.0	1.0

- .2 no dance series
- .1 no fwd/swd or no bwd acro  
- .05 if only dismount
- .1 > 2 same shape dance
- .1 > 1 180° pivot (straight legs)
- .1 level changes
- .1 space - entire beam
- ea .05 direction - 2/3 fwd/bwd/swd



# LEVEL 10 BARS

## SPECIAL REQ (.2 ea)

- “C” LA turn
- “C” flight
- different flight - min. “B”
- “C” salto dismount

- .1 facing same direction thru-out
- .1 ea fail to perform 2 of 3, min B
  - fwd circle or fwd release
  - 3,6,7 element
  - C w/180° LA
- .2 lack of 2 bar changes
- .1 ea > 1 squat (2nd OK after fall)
- .1 ea ¾ giant fwd w/wo grip chg
- .1 ea uncharacteristic element

## Connection Value (CV) - Level 10

C + C = +.1  
(both must have flight/turn—except mts/dsmts)

C + C = +.1  
(Grp 3/6/7 w/o flight/turn—C's must be different)

C + D = +.1 (no flight/turn requirement)

D + D = +.2 (all D's may be used)

## RELEASES (up to .2)

no ded	2 D/E
.05	C + D connected
.1	C and D (isolated)
.15	C + C connected <i>or</i> B and D (isolated)
.2	C and C (isolated) <i>or</i> B and C (or less)

## DISMOUNT LEVEL (up to .2)

no ded	D/E + C <i>or</i> D/E
.05	C + C + C <i>or</i> D + C + C
.1	C (or less) + C (or less)

## 9.5

3 A's  
3 B's  
2 C's

- no restrictions
- max .5 Bonus
  - min. of .1 CV
  - min. of .1 D/E

## Add'l 0.1 bonus if:

- start value = 10.0
- total bonus = 0.6 or more
- min. one E (no fall/spot)

RANGE	(average score determines range)
9.5 - 10.0	.2
9.0 - 9.475	.5
8.0 - 8.975	.7
Below 8.0	1.0

# LEVEL 10

# FLOOR

# LEVEL 9

## ACRO (up to .2)

### If 3 passes--

no ded	D/E - D/E - D/E <i>or</i> D/E - D/E - B+C
.05	D - D - C+A
.1	D - D - C (or less) <i>or</i> D - C+A/B - C+B
.15	D - C+A/B - C+B (indirect) <i>or</i> D - C+B - C (or less)
.2	no D/E Saltos

### If 2 passes --

no ded	E - E <i>or</i> E - D + salto (direct)
.05	2 salto w/D - 2 salto w/ D <i>or</i> E - D + salto (indirect)
.1	D - 2 salto w/ D <i>or</i> E - 2 salto w/ C (w/CV)
.15	D - C+B/C (w/CV) <i>or</i> 2 salto w/ D - C <i>or</i> E - 1 or 2 saltos, B+B (or less)
.2	D - 2 saltos w/o CV

.2 no "B" turn on one foot

.3 no "C" salto

.1 no fwd/swd or no bwd  
(salto or aerial)

→ .1 use of floor area

.1 > 2 same shape dance

## DANCE (up to .2)

no ded	C C C <i>or</i> D/E D/E
.05	C C B <i>or</i> C D/E
.1	C C <i>or</i> B D/E
.15	C B <i>or</i> D/E
.2	C <i>or</i> B B

## DISMOUNT (up to .2)

no ded	D/E <i>or</i> C+B
.05	C+B indirect <i>or</i> C+A direct
.1	C+A indirect or less <i>or</i> isolated C or less

## ACRO (up to .2)

### If 3 passes--

no ded	C - C - C <i>or</i> C - C - B+B (w/CV)
.05	C - C - B+A (dir)
.1	C - B+B (dir) - B+B (dir) <i>or</i> C - C - B (or B+A ind)
.15	C - B+B (dir) - B
.2	no C saltos

### If 2 passes --

no ded	both w/ C (w/CV)
.05	C - C (w/CV)
.1	C - C+B (ind)
.15	C - C+A (ind)
.2	no C saltos

.2 no "B" turn on one foot

.3 no "B" salto

.1 no fwd/swd or no bwd  
(salto or aerial)

→ .1 use of floor area

.1 > 2 same shape dance

## DANCE (up to .2)

no ded	C C (min)
.05	C B
.1	C
.15	B B
.2	B

## DISMOUNT (up to .2)

no ded	C <i>or</i> B+B (dir)
.05	B+B (ind) <i>or</i> B+A (dir)
.1	B+A (ind or less) <i>or</i> isolated B or less

# LEVEL 9 FLOOR

## ACRO (up to .2)

### If 3 passes--

no ded	C - C - C C - C - B+B (w/CV) C - C - A+C C - C+B - A+B
.05	C - C - B+A (dir)
.1	C - B+B (dir) - B+B (dir) C - C - B (or B+A ind) C - B+B - B+A C - C+A - A C+B - B/C+A - B C+A/B - B+B - B
.15	C - B+B (dir) - B C - B+A - B+B (ind) C - B+A - B C - B+B - A C - B - A+B (ind)
.2	no C saltos

### If 2 passes --

no ded	both w/ C (w/CV)
.05	C - C (w/CV)
.1	C - C+B (ind) C+A - B+B
.15	C - C+A (ind) C - B+B B - C+B C - B+A
.2	no C saltos

## DANCE (up to .2)

no ded	C C (min)
.05	C B
.1	C
.15	B B
.2	B

## DISMOUNT (up to .2)

no ded	C <i>or</i> B+B (dir)
.05	B+B (ind) <i>or</i> B+A (dir)
.1	B+A (ind or less) <i>or</i> isolated B or less

## CONNECTION VALUE (CV)

	Indirect	Direct	Dance or Mixed
.1	saltos/aerials (may be in any order) C + C A/B + D A/B + A/B + C A/B + A/B + D	saltos/aerials A + C B + B A + A + C	*acro=saltos or flight w/wo hands C + C (same or different) B + D D + A (salto + jump)
.2	C + D	A/B + D B/C + C A + A + D	C + D

\* Turns on 1 foot followed by jump from 2 feet = no CV; reverse possible

## 9.7

3 A's  
4 B's  
1 C

- max .3 Bonus
- dance D/E's = C
- 1 restricted D/E allowed
- Add'l D/E's - no VP, no SR, -.5 ea from SV

RANGE	(average score determines range)
9.5 - 10.0	.2
9.0 - 9.475	.5
8.0 - 8.975	.7
Below 8.0	1.0

- .2 no "B" turn on one foot
- .3 no "B" salto
- .1 no fwd/swd or no bwd (salto or aerial)
- .1 use of floor area
- .1 > 2 same shape dance

## SPECIAL REQ (.5 ea)

- dance passage w/leap
- series w/2 saltos
- 3 different saltos
- "B" last salto

# LEVEL 10

# FLOOR

# LEVEL 9

## ACRO (up to .2)

### If 3 passes--

no ded	D/E - D/E - D/E D/E - D/E - B+C
.05	D - D - C+A D - C - D+A
.1	D - D - C (or less, B+B) D - C+A/B - C+B D - B+B - C+B
.15	D - C+A/B - C+B (indirect) D - C+B - C (or less) D - C - B+B D - C - C+A
.2	no D/E Saltos

### If 2 passes --

no ded	E - E E - D + salto (direct)
.05	2 salto w/D - 2 salto w/ D E - D + salto (indirect)
.1	D - 2 salto w/ D E - 2 salto w/ C (w/CV)
.15	D - C+B/C (w/CV) 2 salto w/ D - C E - 1 or 2 saltos, B+B (or less) D - B+B
.2	D - 2 saltos w/o CV

- .2 no "B" turn on one foot
- .3 no "C" salto
- .1 no fwd/swd or no bwd (salto or aerial)
- .1 use of floor area
- .1 > 2 same shape dance

## DANCE (up to .2)

no ded	C C C <i>or</i> D/E D/E
.05	C C B <i>or</i> C D/E
.1	C C <i>or</i> B D/E
.15	C B <i>or</i> D/E
.2	C <i>or</i> B B

## DISMOUNT (up to .2)

no ded	D/E <i>or</i> C+B
.05	C+B indirect <i>or</i> C+A direct
.1	C+A indirect or less <i>or</i> isolated C or less

## ACRO (up to .2)

### If 3 passes--

no ded	C - C - C C - C - B+B (w/CV) C - C - A+C C - C+B - A+B
.05	C - C - B+A (dir)
.1	C - B+B (dir) - B+B (dir) C - C - B (or B+A ind) C - B+B - B+A C - C+A - A C+B - B/C+A - B C+A/B - B+B - B
.15	C - B+B (dir) - B C - B+A - B+B (ind) C - B+A - B C - B+B - A C - B - A+B (ind)
.2	no C saltos

### If 2 passes --

no ded	both w/ C (w/CV)
.05	C - C (w/CV)
.1	C - C+B (ind) C+A - B+B
.15	C - C+A (ind) C - B+B B - C+B C - B+A
.2	no C saltos

- .2 no "B" turn on one foot
- .3 no "B" salto
- .1 no fwd/swd or no bwd (salto or aerial)
- .1 use of floor area
- .1 > 2 same shape dance

## DANCE (up to .2)

no ded	C C (min)
.05	C B
.1	C
.15	B B
.2	B

## DISMOUNT (up to .2)

no ded	C <i>or</i> B+B (dir)
.05	B+B (ind) <i>or</i> B+A (dir)
.1	B+A (ind or less) <i>or</i> isolated B or less

# LEVEL 9 BEAM

## ACRO (up to .2)

no ded	series w/ 2 flights, one a C + 1 salto/aerial <b>or</b> D/E flight (if series w/salto, add'l flight can be C)
.05	series w/ 2 flights, one a C + C flight w/hands
.1	series w/ 2 flights, one a C + 1 or more B flights
.15	series w/ 1 or 2 B flights + C salto/aerial
.2	no series <b>or</b> series w/ 1 or 2 B flights + no other B or more acro

- .2 no dance series
- .1 no fwd/swd or no bwd  
- .05 if only dismount
- .1 > 2 same shape dance
- .1 > 2 pivots (straight legs)
- .1 level changes
- .1 space - entire beam
- .1 direction - fwd/bwd/swd

## DANCE (up to .2)

no ded	C C (min)
.05	C B
.1	C
.15	B B
.2	B

## DISMOUNT (up to .1)

no ded	C <b>or</b> B flight/C dance + B
.05	A + B <b>or</b> B dance + B
.1	A <b>or</b> isolated B

## CONNECTION VALUE (CV)

	<u>Dance/Mixed</u> * not dsmt	<u>2 Acro Flight</u>	<u>3 Acro Flight</u> * includes mt/dsmt
.1	A + C (turns only) A + D B + C  * acro must have flight	B + C * not mt/dsmt * C must be salto (or aerial for L9 only)	B + B + C * see below
.2	B + D C + C (same or diff) C + D	C + C B + D * not dsmt B + E C/D + D	B + C + C B + B + D B + C + D

\* +.1 CV - any 3 acro flight w/C salto/aer/D/E (incl mt/not dsmt)

## 9.7

3 A's  
4 B's  
1 C

- max .3 CV only
- dance D/E's = C
- max one restricted D/E
- add'l D/E- no VP, no SR, -.5 ea from SV

## SPECIAL REQ (.5 ea)

- acro series w/2 flights
- leap / jump w/ 180°
- 360° turn
- "B" salto / aerial dismount

## RANGE (average score determines range)

9.5 - 10.0	.2
9.0 - 9.475	.5
8.0 - 8.975	.7
Below 8.0	1.0