**LEVEL 10 BARS**

### SPECIAL REQ (0.5 ea)
- “C” LA turn
- “C” flight
- different flight - min. “B”
- “C” salto dismount

### RELEASES (up to 0.2)

<table>
<thead>
<tr>
<th>No Ded</th>
<th>C + D Connected</th>
<th>C and D (Isolated)</th>
<th>C + C Connected</th>
<th>C and C (Isolated)</th>
<th>B and C (Isolated)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.05</td>
<td>0.05</td>
<td>0.1</td>
<td>0.15</td>
<td>0.2</td>
<td></td>
</tr>
</tbody>
</table>

### DISMOUNT LEVEL (up to 0.1)

<table>
<thead>
<tr>
<th>No Ded</th>
<th>D/E + C or D/E</th>
<th>C + C + C or D + C + C</th>
<th>C (or less) + C (or less)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.05</td>
<td>0.05</td>
<td>0.1</td>
<td>0.1</td>
</tr>
</tbody>
</table>

### 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

---

**Connection Value (CV) - Level 10**

- C + C = +.1  
- (both must have flight/turn—except mts/dsmts)
- C + D = +.1  
- (Grp 3/6/7 w/o flight/turn—C’s must be different)
- D + D = +.2 (all D’s may be used)
LEVEL 10 BEAM

ACRO LEVEL (up to .2)

If C in series --

- no ded
  - 2 elem w/ C salto or 3 w/ C w/o hands
  - + D/E acro
  - + add'l 1 C salto or D/E acro

- .05
  - 2 element w/ C salto
  - + D/E acro

- .1
  - 2 element w/ C salto
  - + add'l 1 C salto
  - or
  - series w/o C salto
  - + C salto
  - + D/E acro

- .15
  - 2 element w/ C salto
  - or
  - series w/o C salto
  - + D/E acro

- .2
  - no series or series w/o salto
  - + no add'l 1 C salto
  - or
  - no series or series w/o salto
  - + isolated C salto

DANCE LEVEL (up to .2)

- no ded
  - C C C or D/E D/E

- .05
  - C C B or C D/E

- .1
  - C C or B D/E

- .15
  - C B or D/E

- .2
  - C or B B

If D/E in series --

- no ded
  - series w/ D/E
  - + add'l 1 D/E acro

- .05
  - series w/ D/E
  - + add'l 1 C salto

- .1
  - series w/ D/E
  - + add'l B or C flight

- .15
  - series w/ D/E
  - + no add'l acro flight
  - or
  - no series
  - + D/E acro

- .2
  - no series or series w/o salto
  - + no add'l 1 C salto
  - or
  - no series or series w/o salto
  - + isolated C salto

DISMOUNT LEVEL (up to .1)

- no ded
  - B acro flight + C
  - or
  - C dance + C
  - or
  - D/E

- .05
  - A acro + C
  - or
  - B dance + C
  - or
  - series w/ C + B
  - or
  - D/E acro + B

- .1
  - isolated C
  - or
  - C (acro flight or dance) + B

CONNECTION VALUE (CV)

<table>
<thead>
<tr>
<th>Dance/Mixed</th>
<th>2 Acro Flight</th>
<th>3 Acro Flight</th>
</tr>
</thead>
<tbody>
<tr>
<td>- .05</td>
<td>- .05</td>
<td>- .2</td>
</tr>
<tr>
<td>.1</td>
<td>A + C (turns only)</td>
<td>B + C</td>
</tr>
<tr>
<td>.1</td>
<td>A + D/E</td>
<td>* C must be salto (or aerial for L9 only)</td>
</tr>
<tr>
<td>.1</td>
<td>B + C</td>
<td>B + B + C</td>
</tr>
<tr>
<td>.2</td>
<td>B + D/E</td>
<td>B + C</td>
</tr>
<tr>
<td>.2</td>
<td>C + C (same or diff)</td>
<td>B + D</td>
</tr>
<tr>
<td>.2</td>
<td>C + D/E</td>
<td>C + D</td>
</tr>
</tbody>
</table>

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

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 or C acro flight / dance + B
- acro series w/ C + B

RANGE

<table>
<thead>
<tr>
<th>Average Score Range</th>
<th>Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>9.5 - 10.0</td>
<td>0.2</td>
</tr>
<tr>
<td>9.0 - 9.475</td>
<td>0.5</td>
</tr>
<tr>
<td>8.0 - 8.975</td>
<td>0.7</td>
</tr>
<tr>
<td>Below 8.0</td>
<td>1.0</td>
</tr>
</tbody>
</table>

Add'l 0.1 bonus if:

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

Adkins 6/22
**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+C (ind) - C+B (dir)
  - D - C+C (ind) - C+B (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 or < 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 (dir/ind)
  - 2 salto w/ D - C
  - E - C+A (ind or less)
- .2 no D/E salto or < above

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

- no ded C C C or D/E D/E
- .05 C C B or C D/E
- .1 C C or B D/E
- .15 C B or D/E
- .2 C or B B

**CONNECTION VALUE (CV)**

<table>
<thead>
<tr>
<th>Indirect</th>
<th>Direct</th>
<th>Dance or Mixed</th>
</tr>
</thead>
<tbody>
<tr>
<td>salto/aerials (may be in any order)</td>
<td>salto/aerials</td>
<td>acro=salto/aerials or flight w/wo hands</td>
</tr>
<tr>
<td>B + C</td>
<td>A + C</td>
<td>C + C</td>
</tr>
<tr>
<td>A + D</td>
<td>B + B</td>
<td>(same or different)</td>
</tr>
<tr>
<td>A/B + A/B + C</td>
<td>A + A + C</td>
<td>B + D</td>
</tr>
<tr>
<td>D + A (salto + jump)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

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

- no ded D/E or C+B (dir)
  - C+B (ind) or C+A (dir)
- .05 C+B (ind) or C+A (dir)
  - C+A (ind or less)
  - isolated C or less

**SPECIAL REQ (.5 ea)**
- dance passage w/leap
- acro pass w/2saltos
- 3 different saltos
- “C” last salto

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

- no ded D/E or C+B (dir)
  - C+B (ind) or C+A (dir)
- .05 C+B (ind) or C+A (dir)
  - C+A (ind or less)
  - isolated C or less

**RANGE (average score determines range)**

<table>
<thead>
<tr>
<th>Score</th>
<th>Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>9.5 - 10.0</td>
<td>.2</td>
</tr>
<tr>
<td>9.0 - 9.475</td>
<td>.5</td>
</tr>
<tr>
<td>8.0 - 8.975</td>
<td>.7</td>
</tr>
<tr>
<td>Below 8.0</td>
<td>1.0</td>
</tr>
</tbody>
</table>

*Add'l 0.1 bonus if:*
- start value = 10.0
- total bonus = 0.6 or more
- min. one acro E (no fall/spot)
**LEVEL 8**

**10.0**
4 A's
4 B's

- Select C's allowed
  - 1/2
  - M, XL, U w/wo 1/2 to regular grip
- 1 restricted C allowed
- Add'l C/D/E's - no VP, no SR, -.5 ea from SV

**SPECIAL REQ (.5 ea)**
- 1 bar change
- “B” flight or “B” turn
- “B” circle - Group 3/6/7
- “A” salto dismount

**COMPOSITION**
→ .2 no vertical
.1 ea ¾ giant fwd (w/wo grip chg)
.1 ea uncharacteristic element

**DISMOUNT LEVEL (up to .1)**
no ded | B
--------|---
or       | B + A
--------|---
.1 | A + A or less

**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 9**

**9.7**
3 A's
4 B's
1 C's

- max .3 Bonus
- .3 CV or .2 CV + .1 D/E
- 1st D/E with VP credit (allowable or restricted) is eligible for +.1 D/E if no fall or spot
- Select D’s allowed
  - B/C circles w/ 1/1 or w/1/2 to rev/L/mixed L
  - 1 restricted D/E allowed
  - Add'l D/E’s - no VP, no SR, -.5 ea from SV

**SPECIAL REQ (.5 ea)**
- 2 bar changes
- “B” flight
- “C” flight or “B” turn
- “B” salto dismount

**COMPOSITION**
.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
.1 ea ¾ giant fwd (w/wo grip chg)
.1 ea uncharacteristic element

**DISMOUNT LEVEL (up to .1)**
no ded | C
--------|---
.05 | C + B
--------|---
.1 | B + B or less

**Connection Value (CV)**

C + C = +.1
(one or both w/o flight or turn)
—if both w/o, must be different)

C + C = +.2
(both must have flight or turn)
LEVEL 9 BEAM

ACRO (up to .2)

no ded  series w/ 2 flights, one a C
+ 1 salto/aerial or 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 or series w/ 1 or 2 B flights
+ no other B

DANCE (up to .2)

no ded  C  C

.05  C  B

.1  B

.15  B  B

.2  B

DISMOUNT (up to .1)

no ded  C

.05  A + B

.1  A

.15  A

.2  A

SPECIAL REQ (.5 ea)

• acro series w/2 flights
• leap / jump w/ 180°
• 360° turn
• “B” salto / aerial dismount

COMPOSITION

.2  no dance series
.1  no fwd/swd or no bwd acro
→ .05 if only dismount
.1  > 2 same shape dance
→ .1 level changes
→ .1 space - entire beam
ea .05 movement / choreography
(2 of 3, fwd/bwd/swd)

DISMOUNT (up to .1)

no ded  C

.05  or

.1  or

.1  or

isolated B

DANCE/Mixed

2 Acro Flight

3 Acro Flight

* not distm

* includes mt/dismt

<table>
<thead>
<tr>
<th>Dance/Mixed</th>
<th>2 Acro Flight</th>
<th>3 Acro Flight</th>
</tr>
</thead>
<tbody>
<tr>
<td>A + B (turns only)</td>
<td>B + C</td>
<td>B + B + C</td>
</tr>
<tr>
<td>A + D/E</td>
<td>* C must be salto or (aerial for L9 only)</td>
<td></td>
</tr>
<tr>
<td>B + C</td>
<td>-</td>
<td>* see below</td>
</tr>
<tr>
<td>B + D/E</td>
<td>C + C</td>
<td>B + D</td>
</tr>
<tr>
<td>C + C (same or diff)</td>
<td>B + D/E</td>
<td>B + B + D</td>
</tr>
<tr>
<td>C + D/E</td>
<td>C/D + D</td>
<td>B + C + D</td>
</tr>
</tbody>
</table>

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

RANGE (average score determines range)

<table>
<thead>
<tr>
<th>Range</th>
<th>.2</th>
<th>.5</th>
<th>.7</th>
<th>1.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>9.5 - 10.0</td>
<td></td>
<td>.2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9.0 - 9.475</td>
<td>.5</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8.0 - 8.975</td>
<td>.7</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Below 8.0</td>
<td>1.0</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ACRO (up to .2)

no ded  series w/ 2 flights, one a C
+ 1 salto/aerial or 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 or series w/ 1 or 2 B flights
+ no other B

DANCE (up to .2)

no ded  C  C

.05  C  B

.1  C

.15  B  B

.2  B

DISMOUNT (up to .1)

no ded  C

.05  A + B

.1  A

.15  A

.2  A

SPECIAL REQ (.5 ea)

• acro series w/2 flights
• leap / jump w/ 180°
• 360° turn
• “B” salto / aerial dismount

COMPOSITION

.2  no dance series
.1  no fwd/swd or no bwd acro
→ .05 if only dismount
.1  > 2 same shape dance
→ .1 level changes
→ .1 space - entire beam
ea .05 movement / choreography
(2 of 3, fwd/bwd/swd)

DISMOUNT (up to .1)

no ded  C

.05  A + B

.1  A

.15  A

.2  A

SPECIAL REQ (.5 ea)

• acro series w/2 flights
• leap / jump w/ 180°
• 360° turn
• “B” salto / aerial dismount

COMPOSITION

.2  no dance series
.1  no fwd/swd or no bwd acro
→ .05 if only dismount
.1  > 2 same shape dance
→ .1 level changes
→ .1 space - entire beam
ea .05 movement / choreography
(2 of 3, fwd/bwd/swd)
LEVEL 9 FLOOR

**DANCE (up to .2)**

If 3 passes--

<table>
<thead>
<tr>
<th>no ded</th>
<th>C - C - C or C - C - B+B (dir)</th>
</tr>
</thead>
<tbody>
<tr>
<td>.05</td>
<td>C - C - B+A (dir)</td>
</tr>
<tr>
<td>.1</td>
<td>C - B+B (dir) - B+B (dir) or C - C - B+A (ind)</td>
</tr>
<tr>
<td>.15</td>
<td>C - B - B+B (dir)</td>
</tr>
<tr>
<td>.2</td>
<td>no C saltos or &lt; above</td>
</tr>
</tbody>
</table>

If 2 passes --

<table>
<thead>
<tr>
<th>no ded</th>
<th>C+B (dir) - C+B (dir)</th>
</tr>
</thead>
<tbody>
<tr>
<td>.05</td>
<td>C+B (dir) - C+B (ind)</td>
</tr>
<tr>
<td>.1</td>
<td>C - C+B (dir) or B+C (ind) - C+A (dir)</td>
</tr>
<tr>
<td>.15</td>
<td>C+A (dir) - C+A (dir)</td>
</tr>
<tr>
<td>.2</td>
<td>no C salto or &lt; above</td>
</tr>
</tbody>
</table>

**ACRO (up to .2)**

If 3 passes--

<table>
<thead>
<tr>
<th>no ded</th>
<th>C - C - C</th>
<th>or C - C - B+B (dir)</th>
</tr>
</thead>
<tbody>
<tr>
<td>.05</td>
<td>C - C - B+A (dir)</td>
<td></td>
</tr>
<tr>
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<td>C - B+B (dir) - B+B (dir) or C - C - B+A (ind)</td>
<td></td>
</tr>
<tr>
<td>.15</td>
<td>C - B - B+B (dir)</td>
<td></td>
</tr>
<tr>
<td>.2</td>
<td>no C saltos or &lt; above</td>
<td></td>
</tr>
</tbody>
</table>

If 2 passes --

<table>
<thead>
<tr>
<th>no ded</th>
<th>C+B (dir) - C+B (dir)</th>
</tr>
</thead>
<tbody>
<tr>
<td>.05</td>
<td>C+B (dir) - C+B (ind)</td>
</tr>
<tr>
<td>.1</td>
<td>C - C+B (dir) or B+C (ind) - C+A (dir)</td>
</tr>
<tr>
<td>.15</td>
<td>C+A (dir) - C+A (dir)</td>
</tr>
<tr>
<td>.2</td>
<td>no C salto or &lt; above</td>
</tr>
</tbody>
</table>

**DISMOUNT (up to .1)**

<table>
<thead>
<tr>
<th>no ded</th>
<th>C or B+B (dir)</th>
</tr>
</thead>
<tbody>
<tr>
<td>.05</td>
<td>B+B (ind) or B+A (dir)</td>
</tr>
<tr>
<td>.1</td>
<td>B+A (ind or less) or isolated B</td>
</tr>
<tr>
<td>.15</td>
<td>B or B+B (dir)</td>
</tr>
<tr>
<td>.2</td>
<td>B</td>
</tr>
</tbody>
</table>

**DISMOUNT (up to .1)**

<table>
<thead>
<tr>
<th>no ded</th>
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</tr>
<tr>
<td>.15</td>
<td>B or B+B (dir)</td>
</tr>
<tr>
<td>.2</td>
<td>B</td>
</tr>
</tbody>
</table>

**COMPOSITION**

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

**SPECIAL REQ (.5 ea)**

- dance passage w/leap
- acro pass w/2 saltos
- 3 different saltos
- “B” last salto

**ACRO (up to .2)**

<table>
<thead>
<tr>
<th>no ded</th>
<th>C or B+B (dir)</th>
</tr>
</thead>
<tbody>
<tr>
<td>.05</td>
<td>B+B (ind) or B+A (dir)</td>
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<td>.15</td>
<td>B or B+B (dir)</td>
</tr>
<tr>
<td>.2</td>
<td>B</td>
</tr>
</tbody>
</table>

**COMPOSITION**

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

**SPECIAL REQ (.5 ea)**

- dance passage w/leap
- acro pass w/2 saltos
- 3 different saltos
- “B” last salto

**ACRO (up to .2)**

<table>
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<tr>
<th>no ded</th>
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<tbody>
<tr>
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<td>.1</td>
<td>B+A (ind or less) or isolated B</td>
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<td>.15</td>
<td>B or B+B (dir)</td>
</tr>
<tr>
<td>.2</td>
<td>B</td>
</tr>
</tbody>
</table>

**ADDITIONAL**

- max .3 Bonus
  - .3 CV or
  - .2 CV + .1 D/E
- 1st restricted acro D/E with VP (not D/E dance) is eligible for +.1 D/E if no fall or spot
  - All D/E’s count as C in CV principles
- D/E dance allowed
- 1 restricted D allowed
- add’l D/E’s - no VP, no SR, -.5 from SV

**RANGE**

<table>
<thead>
<tr>
<th>average score</th>
<th>determines range</th>
</tr>
</thead>
<tbody>
<tr>
<td>9.5 - 10.0</td>
<td>.2</td>
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</tr>
<tr>
<td>8.0 - 8.975</td>
<td>.7</td>
</tr>
<tr>
<td>Below 8.0</td>
<td>1.0</td>
</tr>
</tbody>
</table>

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

**CONNECTION VALUE (CV)**

<table>
<thead>
<tr>
<th>Indirect</th>
<th>Direct</th>
<th>Dance or Mixed</th>
</tr>
</thead>
<tbody>
<tr>
<td>saltos/aerials (may be in any order)</td>
<td>saltos/aerials (same or different)</td>
<td>*acrobatics=saltos or flight w/o hands</td>
</tr>
<tr>
<td>B + C</td>
<td>A + C</td>
<td>C + C</td>
</tr>
<tr>
<td>A + D</td>
<td>B + B</td>
<td>(same or different)</td>
</tr>
<tr>
<td>A/B + A/B + C</td>
<td>A + A + C</td>
<td>B + D</td>
</tr>
<tr>
<td>C + C</td>
<td>B/C + C</td>
<td>D + A (salto + jump)</td>
</tr>
<tr>
<td>B/C + D/E</td>
<td>A + E</td>
<td></td>
</tr>
<tr>
<td>A + A + D</td>
<td>A + A + D</td>
<td></td>
</tr>
</tbody>
</table>

**9.7**

- 3 A’s
- 4 B’s
- 1 C’s

- max .3 Bonus
  - .3 CV or
  - .2 CV + .1 D/E
- 1st restricted acro D/E with VP (not D/E dance) is eligible for +.1 D/E if no fall or spot
  - All D/E’s count as C in CV principles
- D/E dance allowed
- 1 restricted D allowed
- add’l D/E’s - no VP, no SR, -.5 from SV

**ACRO (up to .2)**

<table>
<thead>
<tr>
<th>no ded</th>
<th>C or B+B (dir)</th>
</tr>
</thead>
<tbody>
<tr>
<td>.05</td>
<td>B+B (ind) or B+A (dir)</td>
</tr>
<tr>
<td>.1</td>
<td>B+A (ind or less) or isolated B</td>
</tr>
<tr>
<td>.15</td>
<td>B or B+B (dir)</td>
</tr>
<tr>
<td>.2</td>
<td>B</td>
</tr>
</tbody>
</table>

**ADDITIONAL**

- max .3 Bonus
  - .3 CV or
  - .2 CV + .1 D/E
- 1st restricted acro D/E with VP (not D/E dance) is eligible for +.1 D/E if no fall or spot
  - All D/E’s count as C in CV principles
- D/E dance allowed
- 1 restricted D allowed
- add’l D/E’s - no VP, no SR, -.5 from SV

**RANGE**

<table>
<thead>
<tr>
<th>average score</th>
<th>determines range</th>
</tr>
</thead>
<tbody>
<tr>
<td>9.5 - 10.0</td>
<td>.2</td>
</tr>
<tr>
<td>9.0 - 9.475</td>
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<tr>
<td>8.0 - 8.975</td>
<td>.7</td>
</tr>
<tr>
<td>Below 8.0</td>
<td>1.0</td>
</tr>
</tbody>
</table>

Adkins 8/22
### LEVEL 8 BEAM

#### ACRO (up to .2)

<table>
<thead>
<tr>
<th>no ded</th>
<th>series w/ 2 B flights + 2 add'l acro, one a B</th>
</tr>
</thead>
<tbody>
<tr>
<td>.05</td>
<td>series w/ 2 B flights + 2 A's or 1 B</td>
</tr>
<tr>
<td>.1</td>
<td>series w/ 2 B flights + 1 A or series w/ 1 B flight + 1 B</td>
</tr>
<tr>
<td>.15</td>
<td>series w/ 1 B flight + 1 A or series w/ 2 B flights</td>
</tr>
<tr>
<td>.2</td>
<td>no series or series w/ 1 B flight + no other acro</td>
</tr>
</tbody>
</table>

#### DANCE (up to .2)

<table>
<thead>
<tr>
<th>no ded</th>
<th>B B A</th>
</tr>
</thead>
<tbody>
<tr>
<td>.05</td>
<td>B B</td>
</tr>
<tr>
<td>.1</td>
<td>B A A</td>
</tr>
<tr>
<td>.15</td>
<td>B A</td>
</tr>
<tr>
<td>.2</td>
<td>only A's</td>
</tr>
</tbody>
</table>

#### DISMOUNT (up to .1)

<table>
<thead>
<tr>
<th>no ded</th>
<th>B or B + A</th>
</tr>
</thead>
<tbody>
<tr>
<td>.05</td>
<td>A + A</td>
</tr>
<tr>
<td>.1</td>
<td>isolated A or non-VP</td>
</tr>
</tbody>
</table>

#### SPECIAL REQ (.5 ea)

- acro series w/1 flights
- leap / jump w/ 180°
- 360° turn
- “A” salto / aerial dismount

#### 10.0

- 4 A's
- 4 B's
- C dance allowed
- 1 restricted C allowed
- add'l D/E's - no VP.
- no SR, -.5 from SV

#### COMPOSITION

- .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 movement / choreography
  - (2 of 3, fwd/bwd/swd)

#### RANGE (average score determines range)

<table>
<thead>
<tr>
<th>Range</th>
<th>.2</th>
<th>.5</th>
<th>.7</th>
</tr>
</thead>
<tbody>
<tr>
<td>9.5 - 10.0</td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Below 8.0</td>
<td>1.0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
LEVEL 8 FLOOR

ACRO (up to .2)

If 3 passes--

<table>
<thead>
<tr>
<th>no ded</th>
<th>B - B - B</th>
<th>or</th>
<th>B - B - A+A (dir)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>B - B - A+A (ind)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>.05</td>
<td>B - A+A (dir) - A</td>
<td>or</td>
<td>B - B - A</td>
</tr>
<tr>
<td>.1</td>
<td>B - A+A (ind) - A</td>
<td></td>
<td></td>
</tr>
<tr>
<td>.15</td>
<td>no B saltos or &lt; above</td>
<td></td>
<td></td>
</tr>
<tr>
<td>.2</td>
<td>no B saltos or &lt; above</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

If 2 passes --

<table>
<thead>
<tr>
<th>no ded</th>
<th>B+B (dir) - B+A (dir)</th>
</tr>
</thead>
<tbody>
<tr>
<td>.05</td>
<td>B+B (dir) - B+A (ind)</td>
</tr>
<tr>
<td>.1</td>
<td>B+B (dir) - B</td>
</tr>
<tr>
<td>.15</td>
<td>B - B+A (dir)</td>
</tr>
<tr>
<td>.2</td>
<td>no B saltos or &lt; above</td>
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</table>

DANCE (up to .2)

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<td>B - B</td>
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<tr>
<td>.1</td>
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<td>B A</td>
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<td>.2</td>
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DISMOUNT (up to .1)

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<thead>
<tr>
<th>no ded</th>
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</tr>
</thead>
<tbody>
<tr>
<td>.05</td>
<td>A+A (dir / ind)</td>
</tr>
<tr>
<td>.1</td>
<td>isolated A</td>
</tr>
</tbody>
</table>

SPECIAL REQ (.5 ea)

- dance passage w/leap
- acro pass w/2 saltos
- 3 different saltos
- “A” last salto

10.0

4 A's
4 B's

- C dance allowed
- 1 restricted C allowed
- add'l D/E's - no VP.
- no SR, -.5 from SV

COMPOSITION

.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

RANGE

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Adkins
6/22