

If C in series --

ACRO LEVEL (up to .2)

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

.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

BEAM

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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

.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 or B and D (isolated)
.2	C and C (isolated) or B and C (or less)

DISMOUNT LEVEL (up to .1)

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

If 2 passes --

no ded	E - E or E - D + salto (dir)
.05	2 salto w/ D - 2 salto w/ D or E - D + salto (ind)
.1	D - 2 salto w/ D or E - 2 salto w/ C (dir) or C+B/C (ind)
.15	D - C+B/C or 2 salto w/ D - C or 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

DISMOUNT LEVEL (up to .1)

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

DISMOUNT LEVEL (up to .1)

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

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)

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

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 BARS

SPECIAL REQ (.5 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 different D/E's
.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 .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)

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 BEAM

ACRO LEVEL (up to .2)

If C in series --

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

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)

	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 * acro must have flight	B + C * C must be salto (or aerial for L9 only)	B + B + C * see below
.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 **or** C acro flight / dance + B **or** acro series w/C + B

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 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)

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 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 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

DISMOUNT LEVEL (up to .1)

no ded	D/E or C+B (dir)
.05	C+B (ind) or C+A (dir)
.1	C+A (ind or less) or 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/wo 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 8

BARS

LEVEL 9

10.0

4 A's
4 B's

- Select C's allowed
 - $\frac{1}{2}$
 - $\frac{1}{2}$, $\frac{1}{2}$, $\frac{1}{2}$ w/wo $\frac{1}{2}$ 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

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/ $\frac{1}{1}$ **or** w/ $\frac{1}{2}$ to rev/L/mixed L
- 1 restricted D/E allowed
- Add'l D/E's - no VP, no SR, -.5 ea from SV

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)

COMPOSITION

- .2 no vertical
- .1 ea $\frac{3}{4}$ 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

DISMOUNT LEVEL (up to .1)

no ded	C
.05	C + B
.1	B + B or less

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 $\frac{3}{4}$ giant fwd (w/wo grip chg)
- .1 ea uncharacteristic element

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 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	C
.15	B B
.2	B

DISMOUNT (up to .1)

no ded	C or B flight/C dance + B
.05	A + B or B dance + B
.1	A or isolated 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 * acro must have flight	B + C * C must be salto (or aerial for L9 only)	B + B + C * see below
.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 (incls mt/not dsmt)

SPECIAL REQ (.5 ea)

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

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

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)

(average score determines range)

RANGE

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

LEVEL 9 FLOOR

ACRO (up to .2)

If 3 passes--

no ded	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+B (dir)
.2	no C saltos <i>or</i> < above

If 2 passes --

no ded	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 salto <i>or</i> < above

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 <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

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/wo 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
- "B" last salto

COMPOSITION

- .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

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

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 8 BEAM

ACRO (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 (up to .2)

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

DISMOUNT (up to .1)

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

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)

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

LEVEL 8 FLOOR

ACRO (up to .2)

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

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

DANCE (up to .2)

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

DISMOUNT (up to .1)

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

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 (average score determines range)

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