

BARS	CAST*	RESTRICTED ELEMENTS		One Allowable C = B	VP
6	Credit given if cast is above horizontal ↑ 0.3 No amplitude deduction if above 45° If horizontal or below: No SR & -0.3 amplitude	No release moves from <i>HB→LB or LB→HB</i>	<i>No other C skills allowed</i> No VP credit & 0.5 off SV	Clear Hip HS Stalder HS Toe-on HS	A (5) 0.1 B (1) 0.3

LEVEL 6 SR 0.5 ea

Cast 45° Min*

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

Missing 10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

HS Precision ↑.1 Dynamics ↑.2

5A1B

LEVEL 6 SR 0.5 ea

Cast 45° Min*

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

Missing 10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

HS Precision ↑.1 Dynamics ↑.2

5A1B

LEVEL 6 SR 0.5 ea

Cast 45° Min*

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

Missing 10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

HS Precision ↑.1 Dynamics ↑.2

5A1B

LEVEL 6 SR 0.5 ea

Cast 45° Min*

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

Missing 10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

HS Precision ↑.1 Dynamics ↑.2

5A1B

BARS	CAST*	RESTRICTED ELEMENTS		One Allowable C = B	VP
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LEVEL 6 SR 0.5 ea

Cast 45° Min*

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

Missing 10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

HS Precision ↑.1 Dynamics ↑.2

5A1B

LEVEL 6 SR 0.5 ea

Cast 45° Min*

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

Missing 10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

HS Precision ↑.1 Dynamics ↑.2

5A1B

LEVEL 6 SR 0.5 ea

Cast 45° Min*

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

Missing 10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

HS Precision ↑.1 Dynamics ↑.2

5A1B

LEVEL 6 SR 0.5 ea

Cast 45° Min*

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

Missing 10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

HS Precision ↑.1 Dynamics ↑.2

5A1B

BARS	CAST*	RESTRICTED ELEMENTS	Allowable "Cs" = B	VP
7	Credit given if cast is at or above 45° Normal cast amplitude deductions apply Below 45° = No SR & deduct 0.25-0.3 amplitude	No other C/D/E skills allowed No VP credit & 0.5 off SV	Cast HS ½ Stalder HS ± ½ Toe-on HS ± ½	A (5) 0.1
			Clear Hip HS ± ½ <i>Turns to regular grip only</i>	B (2) 0.3
			SR of 2 B clear circles same or different	

LEVEL 7 SR 0.5 ea	5A	2B
Cast to Handstand*		
B Clear Circle 360°		
B Clear 3/6/7 circle 360°		
Dismount "A" Salto		
Missing 10.0 SV		
-B VP .3 ea _____		
-A VP .1 ea _____		
-SR .5 ea _____		
-'RE' .5 ea _____		
No Dmt 0.3 _____		
HS Precision ↑.1 Dyn ↑.2		

LEVEL 7 SR 0.5 ea	5A	2B
Cast to Handstand*		
B Clear Circle 360°		
B Clear 3/6/7 circle 360°		
Dismount "A" Salto		
Missing 10.0 SV		
-B VP .3 ea _____		
-A VP .1 ea _____		
-SR .5 ea _____		
-'RE' .5 ea _____		
No Dmt 0.3 _____		
HS Precision ↑.1 Dyn ↑.2		

LEVEL 7 SR 0.5 ea	5A	2B
Cast to Handstand*		
B Clear Circle 360°		
B Clear 3/6/7 circle 360°		
Dismount "A" Salto		
Missing 10.0 SV		
-B VP .3 ea _____		
-A VP .1 ea _____		
-SR .5 ea _____		
-'RE' .5 ea _____		
No Dmt 0.3 _____		
HS Precision ↑.1 Dyn ↑.2		

LEVEL 7 SR 0.5 ea	5A	2B
Cast to Handstand*		
B Clear Circle 360°		
B Clear 3/6/7 circle 360°		
Dismount "A" Salto		
Missing 10.0 SV		
-B VP .3 ea _____		
-A VP .1 ea _____		
-SR .5 ea _____		
-'RE' .5 ea _____		
No Dmt 0.3 _____		
HS Precision ↑.1 Dyn ↑.2		

BARS	CAST*	RESTRICTED ELEMENTS	Allowable "Cs" = B	VP
7	Credit given if cast is at or above 45° Normal cast amplitude deductions apply Below 45° = No SR & deduct 0.25-0.3 amplitude	No other C/D/E skills allowed No VP credit & 0.5 off SV	Cast HS ½ Stalder HS ± ½ Toe-on HS ± ½	A (5) 0.1
			Clear Hip HS ± ½ <i>Turns to regular grip only</i>	B (2) 0.3
			SR of 2 B clear circles same or different	

LEVEL 7 SR 0.5 ea	5A	2B
Cast to Handstand*		
B Clear Circle 360°		
B Clear 3/6/7 circle 360°		
Dismount "A" Salto		
Missing 10.0 SV		
-B VP .3 ea _____		
-A VP .1 ea _____		
-SR .5 ea _____		
-'RE' .5 ea _____		
No Dmt 0.3 _____		
HS Precision ↑.1 Dyn ↑.2		

LEVEL 7 SR 0.5 ea	5A	2B
Cast to Handstand*		
B Clear Circle 360°		
B Clear 3/6/7 circle 360°		
Dismount "A" Salto		
Missing 10.0 SV		
-B VP .3 ea _____		
-A VP .1 ea _____		
-SR .5 ea _____		
-'RE' .5 ea _____		
No Dmt 0.3 _____		
HS Precision ↑.1 Dyn ↑.2		

LEVEL 7 SR 0.5 ea	5A	2B
Cast to Handstand*		
B Clear Circle 360°		
B Clear 3/6/7 circle 360°		
Dismount "A" Salto		
Missing 10.0 SV		
-B VP .3 ea _____		
-A VP .1 ea _____		
-SR .5 ea _____		
-'RE' .5 ea _____		
No Dmt 0.3 _____		
HS Precision ↑.1 Dyn ↑.2		

LEVEL 7 SR 0.5 ea	5A	2B
Cast to Handstand*		
B Clear Circle 360°		
B Clear 3/6/7 circle 360°		
Dismount "A" Salto		
Missing 10.0 SV		
-B VP .3 ea _____		
-A VP .1 ea _____		
-SR .5 ea _____		
-'RE' .5 ea _____		
No Dmt 0.3 _____		
HS Precision ↑.1 Dyn ↑.2		

BARS	DISMOUNT ≠ CL	Cast before:	RESTRICTED / NO DISMOUNT	Allowable "C"s = B	VP
8		NO deduction for cast	More than 1 C (or any D/E) completed	Cast HS ½ Toe-on HS ± ½	A (4) 0.1
	B or BA good	amplitude before: Peach Salto,	= No VP, No SR & 0.5 off SV	Clear Hip HS ± ½ Stalder HS ± ½	B (4) 0.3
	A 0.1	Bail overshoot ½ turn, or counterswing ½ Straddleback	No dismount performed, RE dismount performed, or salto not initiated = -0.3 off SV	Turn to regular grip only! 1st Restricted C = B	

SR 0.5 each		10.0 SV		4B	4A	D Hanford 11.1.2023
1 Bar Change		0.3	-B VP	_____		
2 B-Elements, same or different:		0.1	-A VP	_____		
B Flight* or Turn**		0.5	-SR	_____		
B 3/6/7 clear circle*		0.5	-RE'	_____		
*Not in DMT **Not in Mt or DMT		0.3	-No Dmt	_____		
Dismount A Salto						
0.1 ea ¾ Fwd Giant		↑.2	Vertical	_____		
0.1 ea Uncharacteristic		↑.1	DMT≠CL	_____		
HS Precision ↑.1		Dynamics ↑.2		Thru-out		

SR 0.5 each		10.0 SV		4B	4A	
1 Bar Change		0.3	-B VP	_____		
2 B-Elements, same or different:		0.1	-A VP	_____		
B Flight* or Turn**		0.5	-SR	_____		
B 3/6/7 clear circle*		0.5	-RE'	_____		
*Not in DMT **Not in Mt or DMT		0.3	-No Dmt	_____		
Dismount A Salto						
0.1 ea ¾ Fwd Giant		↑.2	Vertical	_____		
0.1 ea Uncharacteristic		↑.1	DMT≠CL	_____		
HS Precision ↑.1		Dynamics ↑.2		Thru-out		

SR 0.5 each		10.0 SV		4B	4A	
1 Bar Change		0.3	-B VP	_____		
2 B-Elements, same or different:		0.1	-A VP	_____		
B Flight* or Turn**		0.5	-SR	_____		
B 3/6/7 clear circle*		0.5	-RE'	_____		
*Not in DMT **Not in Mt or DMT		0.3	-No Dmt	_____		
Dismount A Salto						
0.1 ea ¾ Fwd Giant		↑.2	Vertical	_____		
0.1 ea Uncharacteristic		↑.1	DMT≠CL	_____		
HS Precision ↑.1		Dynamics ↑.2		Thru-out		

BARS	DISMOUNT ≠ CL	Cast before:	RESTRICTED / NO DISMOUNT	Allowable "C"s = B	VP
8		NO deduction for cast	More than 1 C (or any D/E) completed	Cast HS ½ Toe-on HS ± ½	A (4) 0.1
	B or BA good	amplitude before: Peach Salto,	= No VP, No SR & 0.5 off SV	Clear Hip HS ± ½ Stalder HS ± ½	B (4) 0.3
	A 0.1	Bail overshoot ½ turn, or counterswing ½ Straddleback	No dismount performed, RE dismount performed, or salto not initiated = -0.3 off SV	Turn to regular grip only! 1st Restricted C = B	

<u>SR 0.5 each</u>		<u>10.0 SV</u>		4B	4A	D Hanford 11.1.2023
1 Bar Change		0.3	-B VP	_____		
2 B-Elements, same or different:		0.1	-A VP	_____		
_____ B Flight* or Turn**		0.5	-SR	_____		
_____ B 3/6/7 clear circle*		0.5	-'RE'	_____		
*Not in DMT **Not in Mt or DMT		0.3	-No Dmt	_____		
Dismount A Salto						
_____ 0.1 ea ¾ Fwd Giant		↑.2	Vertical	_____		
_____ 0.1 ea Uncharacteristic		↑.1	DMT≠CL	_____		
HS Precision ↑.1		Dynamics ↑.2	Thru-out			

<u>SR 0.5 each</u>		<u>10.0 SV</u>		4B	4A	
1 Bar Change		0.3	-B VP	_____		
2 B-Elements, same or different:		0.1	-A VP	_____		
_____ B Flight* or Turn**		0.5	-SR	_____		
_____ B 3/6/7 clear circle*		0.5	-'RE'	_____		
*Not in DMT **Not in Mt or DMT		0.3	-No Dmt	_____		
Dismount A Salto						
_____ 0.1 ea ¾ Fwd Giant		↑.2	Vertical	_____		
_____ 0.1 ea Uncharacteristic		↑.1	DMT≠CL	_____		
HS Precision ↑.1		Dynamics ↑.2	Thru-out			

<u>SR 0.5 each</u>		<u>10.0 SV</u>		4B	4A	
1 Bar Change		0.3	-B VP	_____		
2 B-Elements, same or different:		0.1	-A VP	_____		
_____ B Flight* or Turn**		0.5	-SR	_____		
_____ B 3/6/7 clear circle*		0.5	-'RE'	_____		
*Not in DMT **Not in Mt or DMT		0.3	-No Dmt	_____		
Dismount A Salto						
_____ 0.1 ea ¾ Fwd Giant		↑.2	Vertical	_____		
_____ 0.1 ea Uncharacteristic		↑.1	DMT≠CL	_____		
HS Precision ↑.1		Dynamics ↑.2	Thru-out			

BARS	No bonus with spot or fal.	0.1	0.2	CHOICE OF ELEMENTS ≠ CL	DSMNT ≠ CL	RESTRICTED	Allowable D/E	VP
9	NO Turn or Flight	CC		1) Fwd circle/release "B" min 2 of 3 0.0	C 0.00	More than 1 D/E completed =	Cast 1/1, giant 1/1 & clear hip, stalder, pike sole circle ½ & 1/1	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			B (4) 0.3
	Turn or Flight - in both		CC	3) LA 180° Turn w/wo flight "C" 0 of 3 0.2	BB 0.10	No VP, no SR & 0.5 off SV	1st D/E = C	C (1) 0.5
	2 ½ min	*1st D/E with VP credit: 0.1				No dismount performed, RE dismount or salto not initiated = - 0.3 off SV		

				(D/E)	1C	4B	3A	D Hanford 11.1.2023
<u>SR 0.5 ea</u>		+CV	+D/E*	<u>9.7 SV</u>				
2 Bar Changes			-VP					
B Flight - not DMT		0.5	-SR					
C Flight -Diff, not DMT		0.5	'RE'					
or B Turn -not MT/DMT		0.3	No Dmt					
B Salto Dismount								
<u>0.1</u> No Direction Δ		↑1 Dmt≠CL						
<u>0.1 ea</u> ¾ Fwd Giant		<u>.1 .2</u> Elements						
<u>0.1 ea</u> Uncharacteristic		F 367 LA						
HS Precision ↑.1 Dynamics ↑.2		<u>Thru-out</u>						

<u>SR 0.5 ea</u>		+CV	+D/E*	<u>9.7 SV</u>		(D/E)	1C	4B	3A
2 Bar Changes			-VP						
B Flight - <i>not DMT</i>		0.5	-SR						
C Flight - <i>Diff, not DMT</i>		0.5	'-RE'						
<i>or B Turn -not MT/DMT</i>		0.3	No Dmt						
B Salto Dismount									
<u>0.1</u> No Direction Δ		↑1 Dmt≠CL							
<u>0.1 ea</u> ¾ Fwd Giant		<u>.1 .2</u> Elements							
<u>0.1 ea</u> Uncharacteristic		F 367 LA							
HS Precision ↑.1 Dynamics ↑.2		<i>Thru-out</i>							

<u>SR 0.5 ea</u>		+CV	+D/E*	<u>9.7 SV</u>		(D/E)	1C	4B	3A
2 Bar Changes			-VP						
B Flight - not DMT		0.5	-SR						
C Flight -Diff, not DMT		0.5	-RE						
or B Turn -not MT/DMT		0.3	No Dmt						
B Salto Dismount									
<u>0.1</u> No Direction Δ		↑1 Dmt≠CL							
<u>0.1 ea</u> ¾ Fwd Giant		<u>.1 .2</u> Elements							
<u>0.1 ea</u> Uncharacteristic		F 367 LA							
HS Precision ↑.1 Dynamics ↑.2		<u>Thru-out</u>							

BARS	No bonus with spot or fal.	0.1	0.2	CHOICE OF ELEMENTS ≠ CL	DSMNT ≠ CL	RESTRICTED	Allowable D/E	VP
9	NO Turn or Flight	CC		1) Fwd circle/release "B" min 2 of 3 0.0	C 0.00	More than 1 D/E completed =	Cast 1/1, giant 1/1 & clear hip, stalder, pike sole circle ½ & 1/1	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			B (4) 0.3
	Turn or Flight - in both		CC	3) LA 180° Turn w/wo flight "C" 0 of 3 0.2	BB 0.10	No VP, no SR & 0.5 off SV	1st D/E = C	C (1) 0.5
	2 ½ min	*1st D/E with VP credit: 0.1				No dismount performed, RE dismount or salto not initiated = - 0.3 off SV		

				(D/E)	1C	4B	3A	D Hanford 11.1.2023
<u>SR 0.5 ea</u>		+CV	+D/E*	<u>9.7 SV</u>				
2 Bar Changes			-VP					
B Flight - not DMT		0.5	-SR					
C Flight -Diff, not DMT		0.5	'RE'					
or B Turn -not MT/DMT		0.3	No Dmt					
B Salto Dismount								
<u>0.1</u> No Direction Δ		↑1 Dmt≠CL						
<u>0.1 ea</u> ¾ Fwd Giant		<u>.1 .2</u> Elements						
<u>0.1 ea</u> Uncharacteristic		F 367 LA						
HS Precision ↑.1 Dynamics ↑.2		<u>Thru-out</u>						

<u>SR 0.5 ea</u>		+CV	+D/E*	<u>9.7 SV</u>	(D/E)	1C	4B	3A
2 Bar Changes			-VP					
B Flight - not DMT		0.5	-SR					
C Flight -Diff, not DMT		0.5	-RE					
or B Turn -not MT/DMT		0.3	No Dmt					
B Salto Dismount								
<u>0.1</u> No Direction Δ		↑1	Dmt≠CL					
<u>0.1 ea</u> ¾ Fwd Giant		<u>.1 .2</u>	Elements					
<u>0.1 ea</u> Uncharacteristic		F	367 LA					
HS Precision ↑.1 Dynamics ↑.2		<u>Thru-out</u>						

<u>SR 0.5 ea</u>		+CV	+D/E*	<u>9.7 SV</u>	(D/E)	1C	4B	3A
2 Bar Changes			-VP					
B Flight - not DMT		0.5	-SR					
C Flight -Diff, not DMT		0.5	'RE'					
or B Turn -not MT/DMT		0.3	No Dmt					
B Salto Dismount								
<u>0.1</u> No Direction Δ		↑1	Dmt≠CL					
<u>0.1 ea</u> ¾ Fwd Giant		.1 .2	Elements					
<u>0.1 ea</u> Uncharacteristic		F	367 LA					
HS Precision ↑.1 Dynamics ↑.2		<i>Thru-out</i>						

BARS	BONUS	0.1	0.2	RELEASE ≠ CL	Expect DD different	DISMOUNT ≠ CL	CHOICE of ELEMENTS	↑0.2	VP
10 2 ½ min	Turn <i>or</i> Flight - in both	CC		DC <i>combo</i> 0.05	CC <i>combo</i> 0.15	D DC 0.0	1) Forward circle/release "B" min	2 of 3 0.0	A (3) 0.1
	2 different 3/6/7	CC		D--C <i>isolated</i> 0.1	C--C <i>isolated</i> 0.2	CCC DCC 0.05	2) Group 3/6/7 element "B" min	1 of 3 0.1	B (3) 0.3
	No Turn or Flight required	CD	DD	D--B <i>isolated</i> 0.15	BC <i>or less</i> 0.2	CC BC 0.1	3) LA 180° Turn <i>w/wo flight</i> "C"	0 of 3 0.2	C (2) 0.5
	+0.1 Bonus: 10.0 SV, all SR & VP, ≥ 0.6 bonus with an "E" (<i>don't add into SV</i>)					No dismount performed or salto not initiated = -0.3 off SV			D Hanford 8.6.2023

SR 0.5 each	+D/E +CV	<u>9.5 SV</u>	E	D	2C	3B	3A
C Flight - <i>Not Dmt</i>	-VP						
B Flight - <i>Diff./ Not Dmt</i>	0.5 -SR						
C Turn - <i>Not Mt / Dmt</i>	0.3 -No Dmt						
C Salto Dismount	BONUS +0.1						
<u>0.2</u> Not 2 bar changes							
<u>0.1</u> No Direction Δ	↑2 Release≠CL						
<u>0.1 ea</u> ¾ Fwd Giant	↑1 Dismount≠CL						
<u>0.1 ea</u> Uncharacteristic	<u>.1</u> <u>.2</u> Elements						
<u>0.1 ea</u> >1 squat on ± circle (OK after fall)	F 367 LA						
HS Precision ↑.1	Dynamics ↑.2						

SR	0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
C Flight - Not Dmt			-VP						
B Flight - Diff./ Not Dmt		0.5	-SR						
C Turn - Not Mt / Dmt		0.3	-No Dmt						
C Salto Dismount		BONUS +0.1							
<u>0.2</u> Not 2 bar changes									
<u>0.1</u> No Direction Δ		↑2	Release≠CL						
<u>0.1 ea</u> ¾ Fwd Giant		↑1	Dismount≠CL						
<u>0.1 ea</u> Uncharacteristic		.1 .2	Elements						
<u>0.1 ea</u> >1 squat on ± circle (OK after fall)		F	367 LA						
HS Precision ↑.1		Dynamics ↑.2							

<u>SR</u> <u>0.5 each</u>	<u>+D/E</u> <u>+CV</u> <u>9.5 SV</u>	E	D	2C	3B	3A
C Flight - <i>Not Dmt</i>	_____ -VP					
B Flight - <i>Diff. / Not Dmt</i>	_____ 0.5 -SR					
C Turn - <i>Not Mt / Dmt</i>	_____ 0.3 -No Dmt					
C Salto Dismount	BONUS +0.1					
<u>0.2</u> Not 2 bar changes						
<u>0.1</u> No Direction Δ	_____ ↑2 Release≠CL					
<u>0.1</u> <i>ea</i> ¾ Fwd Giant	_____ ↑1 Dismount≠CL					
<u>0.1</u> <i>ea</i> Uncharacteristic	_____ <u>.1</u> <u>.2</u> Elements					
<u>0.1</u> <i>ea</i> >1 squat on ± circle (OK after fall)	_____ F 367 LA					
HS Precision ↑.1 Dynamics ↑.2						

BEAM	Time	ACRO Series (2 VP)	RESTRICTED ELEMENTS 'RE'	VP
6	1:30 warmup / 1:15 compete	Non-flight series Gps 5/6/7, 1 must achieve HS	1 C Dance element allowed	A (5) 0.1
	If >30 seconds & 10.0 SV the CJ takes -0.5 off average	Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	No other C & No D/E elements No VP credit & 0.5 off SV	B (1) 0.3
LEVEL 6 SR 0.5 ea		Acro Flight may be in series or isolated	5A	1B
Non-flight Acro Series				
<u>OR 1 Acro flight element</u>				
<u>Leap or Jump 180° Split</u>				
<u>Full Turn on 1 foot</u>				
<u>Dismount "A" Salto/Aerial</u>				
-B VP .3 ea <u>10.0 SV</u>				
-A VP .1 ea _____				
-SR .5 ea _____				
-'RE' .5 ea _____				
No Dmt 0.3 _____				
Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3				
Rhy ↑.2 Posture ↑.3 Sureness ↑.2				
LEVEL 6 SR 0.5 ea			5A	1B
Non-flight Acro Series				
<u>OR 1 Acro flight element</u>				
<u>Leap or Jump 180° Split</u>				
<u>Full Turn on 1 foot</u>				
<u>Dismount "A" Salto/Aerial</u>				
-B VP .3 ea <u>10.0 SV</u>				
-A VP .1 ea _____				
-SR .5 ea _____				
-'RE' .5 ea _____				
No Dmt 0.3 _____				
Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3				
Rhy ↑.2 Posture ↑.3 Sureness ↑.2				
LEVEL 6 SR 0.5 ea			5A	1B
Non-flight Acro Series				
<u>OR 1 Acro flight element</u>				
<u>Leap or Jump 180° Split</u>				
<u>Full Turn on 1 foot</u>				
<u>Dismount "A" Salto/Aerial</u>				
-B VP .3 ea <u>10.0 SV</u>				
-A VP .1 ea _____				
-SR .5 ea _____				
-'RE' .5 ea _____				
No Dmt 0.3 _____				
Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3				
Rhy ↑.2 Posture ↑.3 Sureness ↑.2				
LEVEL 6 SR 0.5 ea			5A	1B
Non-flight Acro Series				
<u>OR 1 Acro flight element</u>				
<u>Leap or Jump 180° Split</u>				
<u>Full Turn on 1 foot</u>				
<u>Dismount "A" Salto/Aerial</u>				
-B VP .3 ea <u>10.0 SV</u>				
-A VP .1 ea _____				
-SR .5 ea _____				
-'RE' .5 ea _____				
No Dmt 0.3 _____				
Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3				
Rhy ↑.2 Posture ↑.3 Sureness ↑.2				

BEAM	Time	ACRO Series (2 VP)	RESTRICTED ELEMENTS 'RE':	VP
6	1:30 warmup / 1:15 compete	Non-flight series Gps 5/6/7, 1 must achieve HS	1 C Dance element allowed	A (5) 0.1
	If >30 seconds & 10.0 SV	Not in Mount or Dismount / Rolls OK	No other C & No D/E elements	B (1) 0.3
	the CJ takes -0.5 off average	Handstand without turn must be held 2 seconds.	No VP credit & 0.5 off SV	
LEVEL 6 SR 0.5 ea		<i>Acro Flight may be in series or isolated</i>	5A	1B
Non-flight Acro Series				
OR 1 Acro flight element				
Leap or Jump 180° Split				
Full Turn on 1 foot				
Dismount "A" Salto/Aerial				
-B VP .3 ea <u> </u> 10.0 SV				
-A VP .1 ea <u> </u>				
-SR .5 ea <u> </u>				
-'RE' .5 ea <u> </u>				
No Dmt 0.3 <u> </u>				
Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3				
Rhy ↑.2 Posture ↑.3 Sureness ↑.2				
LEVEL 6 SR 0.5 ea			5A	1B
Non-flight Acro Series				
OR 1 Acro flight element				
Leap or Jump 180° Split				
Full Turn on 1 foot				
Dismount "A" Salto/Aerial				
-B VP .3 ea <u> </u> 10.0 SV				
-A VP .1 ea <u> </u>				
-SR .5 ea <u> </u>				
-'RE' .5 ea <u> </u>				
No Dmt 0.3 <u> </u>				
Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3				
Rhy ↑.2 Posture ↑.3 Sureness ↑.2				
LEVEL 6 SR 0.5 ea			5A	1B
Non-flight Acro Series				
OR 1 Acro flight element				
Leap or Jump 180° Split				
Full Turn on 1 foot				
Dismount "A" Salto/Aerial				
-B VP .3 ea <u> </u> 10.0 SV				
-A VP .1 ea <u> </u>				
-SR .5 ea <u> </u>				
-'RE' .5 ea <u> </u>				
No Dmt 0.3 <u> </u>				
Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3				
Rhy ↑.2 Posture ↑.3 Sureness ↑.2				
LEVEL 6 SR 0.5 ea			5A	1B
Non-flight Acro Series				
OR 1 Acro flight element				
Leap or Jump 180° Split				
Full Turn on 1 foot				
Dismount "A" Salto/Aerial				
-B VP .3 ea <u> </u> 10.0 SV				
-A VP .1 ea <u> </u>				
-SR .5 ea <u> </u>				
-'RE' .5 ea <u> </u>				
No Dmt 0.3 <u> </u>				
Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3				
Rhy ↑.2 Posture ↑.3 Sureness ↑.2				

BEAM	Time	ACRO Series (2 VP)	Allowed / Restricted (-0.5 off SV)	VP
7	1:30 warm-up 1:20 compete	Series w/wo Flight Gps 5/6/7, 1 must achieve HS Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	C Dance elements <i>unlimited</i> = B	A (5) 0.1
			No C Acro elements allowed (-0.5 no VP)	B (2) 0.3
			No D/E elements allowed (-0.5 no VP)	
LEVEL 7 SR 0.5 ea		<i>Acro Flight may be in series or isolated</i>	5A	2B
Acro Series w/wo flight				
AND 1 Acro flight element				
Leap or Jump 180° Split				
Full turn on 1 foot				
Dismount A Salto/Aerial				
-B VP .3 ea 10.0 SV				
-A VP .1 ea				
-SR .5 ea				
-'RE' .5 ea				
No Dmt 0.3				
Dyn ↑.2	Foot ↑.3	Art C-P-E ↑.3		
Rhy ↑.2	Posture↑.3	Sureness ↑.2		
LEVEL 7 SR 0.5 ea			5A	2B
Acro Series w/wo flight				
AND 1 Acro flight element				
Leap or Jump 180° Split				
Full turn on 1 foot				
Dismount A Salto/Aerial				
-B VP .3 ea 10.0 SV				
-A VP .1 ea				
-SR .5 ea				
-'RE' .5 ea				
No Dmt 0.3				
Dyn ↑.2	Foot ↑.3	Art C-P-E ↑.3		
Rhy ↑.2	Posture↑.3	Sureness ↑.2		
LEVEL 7 SR 0.5 ea			5A	2B
Acro Series w/wo flight				
AND 1 Acro flight element				
Leap or Jump 180° Split				
Full turn on 1 foot				
Dismount A Salto/Aerial				
-B VP .3 ea 10.0 SV				
-A VP .1 ea				
-SR .5 ea				
-'RE' .5 ea				
No Dmt 0.3				
Dyn ↑.2	Foot ↑.3	Art C-P-E ↑.3		
Rhy ↑.2	Posture↑.3	Sureness ↑.2		
LEVEL 7 SR 0.5 ea			5A	2B
Acro Series w/wo flight				
AND 1 Acro flight element				
Leap or Jump 180° Split				
Full turn on 1 foot				
Dismount A Salto/Aerial				
-B VP .3 ea 10.0 SV				
-A VP .1 ea				
-SR .5 ea				
-'RE' .5 ea				
No Dmt 0.3				
Dyn ↑.2	Foot ↑.3	Art C-P-E ↑.3		
Rhy ↑.2	Posture↑.3	Sureness ↑.2		

BEAM	Time	ACRO Series (2 VP)	Allowed / Restricted (-0.5 off SV)	VP
7	1:30 warm-up 1:20 compete	Series w/wo Flight Gps 5/6/7, 1 must achieve HS Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	C Dance elements <i>unlimited</i> = B	A (5) 0.1
			No C Acro elements allowed (-0.5 no VP)	B (2) 0.3
			No D/E elements allowed (-0.5 no VP)	
LEVEL 7 SR 0.5 ea		<i>Acro Flight may be in series or isolated</i>	5A	2B
Acro Series w/wo flight				
AND 1 Acro flight element				
Leap or Jump 180° Split				
Full turn on 1 foot				
Dismount A Salto/Aerial				
-B VP .3 ea 10.0 SV				
-A VP .1 ea				
-SR .5 ea				
-'RE' .5 ea				
No Dmt 0.3				
Dyn ↑.2	Foot ↑.3	Art C-P-E ↑.3		
Rhy ↑.2	Posture↑.3	Sureness ↑.2		
LEVEL 7 SR 0.5 ea			5A	2B
Acro Series w/wo flight				
AND 1 Acro flight element				
Leap or Jump 180° Split				
Full turn on 1 foot				
Dismount A Salto/Aerial				
-B VP .3 ea 10.0 SV				
-A VP .1 ea				
-SR .5 ea				
-'RE' .5 ea				
No Dmt 0.3				
Dyn ↑.2	Foot ↑.3	Art C-P-E ↑.3		
Rhy ↑.2	Posture↑.3	Sureness ↑.2		
LEVEL 7 SR 0.5 ea			5A	2B
Acro Series w/wo flight				
AND 1 Acro flight element				
Leap or Jump 180° Split				
Full turn on 1 foot				
Dismount A Salto/Aerial				
-B VP .3 ea 10.0 SV				
-A VP .1 ea				
-SR .5 ea				
-'RE' .5 ea				
No Dmt 0.3				
Dyn ↑.2	Foot ↑.3	Art C-P-E ↑.3		
Rhy ↑.2	Posture↑.3	Sureness ↑.2		
LEVEL 7 SR 0.5 ea			5A	2B
Acro Series w/wo flight				
AND 1 Acro flight element				
Leap or Jump 180° Split				
Full turn on 1 foot				
Dismount A Salto/Aerial				
-B VP .3 ea 10.0 SV				
-A VP .1 ea				
-SR .5 ea				
-'RE' .5 ea				
No Dmt 0.3				
Dyn ↑.2	Foot ↑.3	Art C-P-E ↑.3		
Rhy ↑.2	Posture↑.3	Sureness ↑.2		

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	DANCE SERIES 2 VP	RESTRICTED	NO DISMOUNT	VALUE PARTS 'VP'	
8	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) completed = No VP, No SR & 0.5 off SV	No dismount or salto not initiated or 2nd RE element = - 0.3 off SV	All Dance C = B 1 st Acro C = B	A (4) 0.1 B (4) 0.3

D Hanford 11.1.2023

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
Acro flight series (1 flight)	0.1 -A VP			
180° Split in Leap / Jump	0.5 -SR			
Full Turn	0.5 -'RE'			
Dismount A Salto/Aerial	0.3 -No Dmt			
<u>0.2</u> No Dance Series	↑.2 Dance≠CL			
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL			
<u>0.05</u> in dismount only	↑.1 Dmt≠CL			
<u>0.1</u> Shape >2 Λ or ∩ or ∪	↑.1 Levels			
<u>0.1</u> >1 Pivot straight legs	↑.1 Spatial			
<u>0.05</u> 2 of 3 Movement: F-B-S ea				
Artistry C-P-E ↑.3	Footwork ↑.3	Dynamics ↑.2		
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2		

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
Acro flight series (1 flight)	0.1 -A VP			
180° Split in Leap / Jump	0.5 -SR			
Full Turn	0.5 -'RE'			
Dismount A Salto/Aerial	0.3 -No Dmt			
<u>0.2</u> No Dance Series	↑.2 Dance≠CL			
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL			
<u>0.05</u> in dismount only	↑.1 Dmt≠CL			
<u>0.1</u> Shape >2 Λ or ∩ or ∪	↑.1 Levels			
<u>0.1</u> >1 Pivot straight legs	↑.1 Spatial			
<u>0.05</u> 2 of 3 Movement: F-B-S ea				
Artistry C-P-E ↑.3	Footwork ↑.3	Dynamics ↑.2		
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2		

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
Acro flight series (1 flight)	0.1 -A VP			
180° Split in Leap / Jump	0.5 -SR			
Full Turn	0.5 -'RE'			
Dismount A Salto/Aerial	0.3 -No Dmt			
<u>0.2</u> No Dance Series	↑.2 Dance≠CL			
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL			
<u>0.05</u> in dismount only	↑.1 Dmt≠CL			
<u>0.1</u> Shape >2 Λ or ∩ or ∪	↑.1 Levels			
<u>0.1</u> >1 Pivot straight legs	↑.1 Spatial			
<u>0.05</u> 2 of 3 Movement: F-B-S ea				
Artistry C-P-E ↑.3	Footwork ↑.3	Dynamics ↑.2		
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2		

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	DANCE SERIES 2 VP	RESTRICTED	NO DISMOUNT	VALUE PARTS 'VP'	
8	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) completed = No VP, No SR & 0.5 off SV	No dismount or salto not initiated or 2nd RE element = - 0.3 off SV	All Dance C = B 1 st Acro C = B	A (4) 0.1 B (4) 0.3

D Hanford 11.1.2023

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
Acro flight series (1 flight)	0.1 -A VP			
180° Split in Leap / Jump	0.5 -SR			
Full Turn	0.5 -'RE'			
Dismount A Salto/Aerial	0.3 -No Dmt			
<u>0.2</u> No Dance Series	↑.2 Dance≠CL			
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL			
<u>0.05</u> in dismount only	↑.1 Dmt≠CL			
<u>0.1</u> Shape >2 Λ or <i>ww</i>	↑.1 Levels			
<u>0.1</u> >1 Pivot <i>straight legs</i>	↑.1 Spatial			
<u>0.05</u> 2 of 3 Movement: F-B-S <i>ea</i>				
Artistry C-P-E ↑.3	Footwork ↑.3	Dynamics ↑.2		
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2		

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
Acro flight series (1 flight)	0.1 -A VP			
180° Split in Leap / Jump	0.5 -SR			
Full Turn	0.5 -'RE'			
Dismount A Salto/Aerial	0.3 -No Dmt			
<u>0.2</u> No Dance Series	↑.2 Dance≠CL			
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL			
<u>0.05</u> in dismount only	↑.1 Dmt≠CL			
<u>0.1</u> Shape >2 Λ or <i>ww</i>	↑.1 Levels			
<u>0.1</u> >1 Pivot <i>straight legs</i>	↑.1 Spatial			
<u>0.05</u> 2 of 3 Movement: F-B-S <i>ea</i>				
Artistry C-P-E ↑.3	Footwork ↑.3	Dynamics ↑.2		
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2		

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
Acro flight series (1 flight)	0.1 -A VP			
180° Split in Leap / Jump	0.5 -SR			
Full Turn	0.5 -'RE'			
Dismount A Salto/Aerial	0.3 -No Dmt			
<u>0.2</u> No Dance Series	↑.2 Dance≠CL			
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL			
<u>0.05</u> in dismount only	↑.1 Dmt≠CL			
<u>0.1</u> Shape >2 Λ or <i>ww</i>	↑.1 Levels			
<u>0.1</u> >1 Pivot <i>straight legs</i>	↑.1 Spatial			
<u>0.05</u> 2 of 3 Movement: F-B-S <i>ea</i>				
Artistry C-P-E ↑.3	Footwork ↑.3	Dynamics ↑.2		
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2		

BEAM	RESTRICTED 'RE'	NO DISMOUNT	<i>No bonus for spot or fall</i> 0.1	0.2	0.1	0.2	VALUE PARTS 'VP'		
9	More than 1 Acro D/E completed = No VP, no SR & 0.5 off SV	No dismount performed, or restricted element, or salto not initiated = - 0.3 off SV	<i>All Acro must have flight for CV</i>		2 Dance / Mix No DMT	BC	CC	All Dance D/E = C	A (3) 0.1
			2 Acro Flight Not DMT	BC _{salto}	CC	Turns	AC CA	1 st Acro D/E=C	B (4) 0.3
			3 Acro Flight	BBC	BCC				C (1) 0.5
		3 Acro Flight with C salto or D/E hand NOT DMT = add'I 0.1		*1st Acro D/E with VP Credit: 0.1					

SR 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A	<i>D Hanford 11.1.2023</i>	
Acro Flight Series -both flight		-VP							
180° Leap / Jump	0.5	-SR							
Full Turn	0.5	-RE'							
B Dismount Salto/Aerial	0.3	-No Dmt							
0.2 No Dance Series	↑.2	Dance≠CL							
0.1 F/S & B Acro	↑.2	Acro≠CL							
0.05 in dismount only	↑.1	Dmt≠CL							
0.1 Shape >2 Λ or <i>iw</i>	↑.1	Levels							
0.1 >1 Pivot <i>straight legs</i>	↑.1	Spatial							
0.05 2 of 3 Movement: F-B-S ea									
Artistry C-P-E ↑.3	Footwork ↑.3	Dynamics ↑.2							
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2							

SR 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A		
Acro Flight Series -both flight		-VP							
180° Leap / Jump	0.5	-SR							
Full Turn	0.5	-RE'							
B Dismount Salto/Aerial	0.3	-No Dmt							
0.2 No Dance Series	↑.2	Dance≠CL							
0.1 F/S & B Acro	↑.2	Acro≠CL							
0.05 in dismount only	↑.1	Dmt≠CL							
0.1 Shape >2 Λ or <i>iw</i>	↑.1	Levels							
0.1 >1 Pivot <i>straight legs</i>	↑.1	Spatial							
0.05 2 of 3 Movement: F-B-S ea									
Artistry C-P-E ↑.3	Footwork ↑.3	Dynamics ↑.2							
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2							

SR 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A		
Acro Flight Series -both flight		-VP							
180° Leap / Jump	0.5	-SR							
Full Turn	0.5	-RE'							
B Dismount Salto/Aerial	0.3	-No Dmt							
0.2 No Dance Series	↑.2	Dance≠CL							
0.1 F/S & B Acro	↑.2	Acro≠CL							
0.05 in dismount only	↑.1	Dmt≠CL							
0.1 Shape >2 Λ or <i>iw</i>	↑.1	Levels							
0.1 >1 Pivot <i>straight legs</i>	↑.1	Spatial							
0.05 2 of 3 Movement: F-B-S ea									
Artistry C-P-E ↑.3	Footwork ↑.3	Dynamics ↑.2							
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2							

BEAM	RESTRICTED 'RE'	NO DISMOUNT	<i>No bonus for spot or fall</i>	0.1	0.2	0.1	0.2	VALUE PARTS 'VP'		
9	More than 1 Acro D/E completed = No VP, no SR & 0.5 off SV	No dismount performed, or restricted element, or salto not initiated =	<i>All Acro must have flight for CV</i>			2 Dance / Mix No DMT	BC	CC	All Dance D/E = C 1 st Acro D/E=C	A (3) 0.1 B (4) 0.3 C (1) 0.5
			2 Acro Flight Not DMT	BC _{salto}	CC	Turns	AC	CA		
			3 Acro Flight	BBC	BCC					
		- 0.3 off SV		3 Acro Flight with C salto or D/E hand NOT DMT = add'I		0.1	*1st Acro D/E with VP Credit: 0.1			

SR 0.5 each	+CV	+D/E*	9.7 SV	<i>up to 0.3 CV or 0.2 CV + 0.1 D/E (1st Acro with VP credit)</i>	(D/E)	1C	4B	3A	<i>D Hanford 11.1.2023</i>	
Acro Flight Series -both flight		-VP								
180° Leap / Jump	0.5	-SR								
Full Turn	0.5	'RE'								
B Dismount Salto/Aerial	0.3	-No Dmt								
0.2 No Dance Series	↑.2	Dance≠CL								
0.1 F/S & B Acro	↑.2	Acro≠CL								
0.05 in dismount only	↑.1	Dmt≠CL								
0.1 Shape >2 Λ or ∩w	↑.1	Levels								
0.1 >1 Pivot straight legs	↑.1	Spatial								
0.05 2 of 3 Movement: F-B-S ea										
Artistry C-P-E ↑.3 Sureness ↑.2	Footwork ↑.3 Posture ↑.3	Dynamics ↑.2 Rhythm ↑.2								

SR 0.5 each	+CV	+D/E*	9.7 SV		(D/E)	1C	4B	3A		
Acro Flight Series -both flight		-VP								
180° Leap / Jump	0.5	-SR								
Full Turn	0.5	'RE'								
B Dismount Salto/Aerial	0.3	-No Dmt								
0.2 No Dance Series	↑.2	Dance≠CL								
0.1 F/S & B Acro	↑.2	Acro≠CL								
0.05 in dismount only	↑.1	Dmt≠CL								
0.1 Shape >2 Λ or ∩w	↑.1	Levels								
0.1 >1 Pivot straight legs	↑.1	Spatial								
0.05 2 of 3 Movement: F-B-S ea										
Artistry C-P-E ↑.3 Sureness ↑.2	Footwork ↑.3 Posture ↑.3	Dynamics ↑.2 Rhythm ↑.2								

SR 0.5 each	+CV	+D/E*	9.7 SV		(D/E)	1C	4B	3A		
Acro Flight Series -both flight		-VP								
180° Leap / Jump	0.5	-SR								
Full Turn	0.5	'RE'								
B Dismount Salto/Aerial	0.3	-No Dmt								
0.2 No Dance Series	↑.2	Dance≠CL								
0.1 F/S & B Acro	↑.2	Acro≠CL								
0.05 in dismount only	↑.1	Dmt≠CL								
0.1 Shape >2 Λ or ∩w	↑.1	Levels								
0.1 >1 Pivot straight legs	↑.1	Spatial								
0.05 2 of 3 Movement: F-B-S ea										
Artistry C-P-E ↑.3 Sureness ↑.2	Footwork ↑.3 Posture ↑.3	Dynamics ↑.2 Rhythm ↑.2								

BEAM	BONUS +0.1	Acro Series: BC (2 flight) or EA (non-flight)	All Acro must have flight for CV	0.1	0.2	0.1	0.2	VP
10	10.0 SV, all SR & VP, ≥ 0.6 bonus, with an "E" ACRO (Not in SV)	Dismount: C salto/aerial or CB** combo: **B DMT connect to: 1) C-Acro Flight Series or 2) C-Acro Flight or 3) C-Dance	2 Acro Flight NO DMT	BCsalto	CC BD			A (3) 0.1
			3 Acro Flight	BBC	BCC BBD	2 Dance / Mix NO Dmt	BC AD CC BD	B (3) 0.3
			3 Acro Flight with C salto or D/E hand	NO DMT = add'l 0.1		Turns	CA AC	C (2) 0.5

Level 10 SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
Acro Flight Series BC or EA	-VP							
180° Leap / Jump	0.5	-SR						
Full Turn	0.3	-No Dmt						
Dmt C Salto/Aerial or CB**	BONUS +0.1							
0.2 No Dance Series	↑.2 Dance≠CL							
0.1 F/S & B Acro	↑.2 Acro≠CL							
0.05 in dsmt only	↑.1 Dmt≠CL							
0.1 >2 Λ or ιω	↑.1 Levels							
0.1 >1 Pivots straight legs	↑.1 Spatial							
0.05 2 of 3 Movement: F-B-S ea ch								
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2						
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2						

Level 10 SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
Acro Flight Series BC or EA	-VP							
180° Leap / Jump	0.5	-SR						
Full Turn	0.3	-No Dmt						
Dmt C Salto/Aerial or CB**	BONUS +0.1							
0.2 No Dance Series	↑.2 Dance≠CL							
0.1 F/S & B Acro	↑.2 Acro≠CL							
0.05 in dsmt only	↑.1 Dmt≠CL							
0.1 >2 Λ or ιω	↑.1 Levels							
0.1 >1 Pivots straight legs	↑.1 Spatial							
0.05 2 of 3 Movement: F-B-S ea ch								
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2						
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2						

Level 10 SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
Acro Flight Series BC or EA	-VP							
180° Leap / Jump	0.5	-SR						
Full Turn	0.3	-No Dmt						
Dmt C Salto/Aerial or CB**	BONUS +0.1							
0.2 No Dance Series	↑.2 Dance≠CL							
0.1 F/S & B Acro	↑.2 Acro≠CL							
0.05 in dsmt only	↑.1 Dmt≠CL							
0.1 >2 Λ or ιω	↑.1 Levels							
0.1 >1 Pivots straight legs	↑.1 Spatial							
0.05 2 of 3 Movement: F-B-S ea ch								
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2						
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2						

BEAM	BONUS +0.1	Acro Series: BC (2 flight) or EA (non-flight)	All Acro must have flight for CV	0.1	0.2	0.1	0.2	VP
10	10.0 SV, all SR & VP, ≥ 0.6 bonus, with an "E" ACRO (Not in SV)	Dismount: C salto/aerial or CB** combo: **B DMT connect to: 1) C-Acro Flight Series or 2) C-Acro Flight or 3) C-Dance	2 Acro Flight NO DMT	BCsalto	CC BD			A (3) 0.1
			3 Acro Flight	BBC	BCC BBD	2 Dance / Mix NO Dmt	BC AD CC BD	B (3) 0.3
			3 Acro Flight with C salto or D/E hand	NO DMT = add'l 0.1		Turns	CA AC	C (2) 0.5

Level 10 SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
Acro Flight Series BC or EA	-VP							
180° Leap / Jump	0.5	-SR						
Full Turn	0.3	-No Dmt						
Dmt C Salto/Aerial or CB**	BONUS +0.1							
0.2 No Dance Series	↑.2 Dance≠CL							
0.1 F/S & B Acro	↑.2 Acro≠CL							
0.05 in dsmt only	↑.1 Dmt≠CL							
0.1 >2 Λ or ιω	↑.1 Levels							
0.1 >1 Pivots straight legs	↑.1 Spatial							
0.05 2 of 3 Movement: F-B-S ea ch								
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2						
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2						

Level 10 SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
Acro Flight Series BC or EA	-VP							
180° Leap / Jump	0.5	-SR						
Full Turn	0.3	-No Dmt						
Dmt C Salto/Aerial or CB**	BONUS +0.1							
0.2 No Dance Series	↑.2 Dance≠CL							
0.1 F/S & B Acro	↑.2 Acro≠CL							
0.05 in dsmt only	↑.1 Dmt≠CL							
0.1 >2 Λ or ιω	↑.1 Levels							
0.1 >1 Pivots straight legs	↑.1 Spatial							
0.05 2 of 3 Movement: F-B-S ea ch								
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2						
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2						

Level 10 SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
Acro Flight Series BC or EA	-VP							
180° Leap / Jump	0.5	-SR						
Full Turn	0.3	-No Dmt						
Dmt C Salto/Aerial or CB**	BONUS +0.1							
0.2 No Dance Series	↑.2 Dance≠CL							
0.1 F/S & B Acro	↑.2 Acro≠CL							
0.05 in dsmt only	↑.1 Dmt≠CL							
0.1 >2 Λ or ιω	↑.1 Levels							
0.1 >1 Pivots straight legs	↑.1 Spatial							
0.05 2 of 3 Movement: F-B-S ea ch								
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2						
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2						

FLOOR	Dance Passage	ACRO Series (2 with flight)	Restricted Elements 'RE'	VP
6	Must be 2 different Group 1 VP one must be a Leap with 180o split in cross or side	Acro Series: Only Groups 5/6/7/8 No Rolls The Salto/Aerial must be in a different connection or isolated	1 C Dance element allowed	A (5) 0.1
			No other C & No D/E elements No VP credit & 0.5 off SV	B (1) 0.3
				Time: 1:15

LEVEL 6 SR 0.5 ea	5A	1B
3-skill Acro Pass (2 flight)		
Salto/aerial - 2 nd Pass or iso		
Dance Passage,180 ^o Leap		
Full Turn on 1 foot		
Missing 10.0 SV		
-B VP .3 ea		
-A VP .1 ea		
-SR .5 ea		
-'RE' .5 ea		
End ≠ Music .1	Artistry C-P-E ↑.3	Footwork↑.3 Dyn↑.2
End ≠ I sec .05	MM ≠ Relate ↑.3	Posture ↑.3 Rhy↑.2

LEVEL 6 SR 0.5 ea	5A	1B
3-skill Acro Pass (2 flight)		
Salto/aerial - 2 nd Pass or iso		
Dance Passage,180 ^o Leap		
Full Turn on 1 foot		
Missing 10.0 SV		
-B VP .3 ea		
-A VP .1 ea		
-SR .5 ea		
-'RE' .5 ea		
End ≠ Music .1	Artistry C-P-E ↑.3	Footwork↑.3 Dyn↑.2
End ≠ I sec .05	MM ≠ Relate ↑.3	Posture ↑.3 Rhy↑.2

LEVEL 6 SR 0.5 ea	5A	1B
3-skill Acro Pass (2 flight)		
Salto/aerial - 2 nd Pass or iso		
Dance Passage,180 ^o Leap		
Full Turn on 1 foot		
Missing 10.0 SV		
-B VP .3 ea		
-A VP .1 ea		
-SR .5 ea		
-'RE' .5 ea		
End ≠ Music .1	Artistry C-P-E ↑.3	Footwork↑.3 Dyn↑.2
End ≠ I sec .05	MM ≠ Relate ↑.3	Posture ↑.3 Rhy↑.2

LEVEL 6 SR 0.5 ea	5A	1B
3-skill Acro Pass (2 flight)		
Salto/aerial - 2 nd Pass or iso		
Dance Passage,180 ^o Leap		
Full Turn on 1 foot		
Missing 10.0 SV		
-B VP .3 ea		
-A VP .1 ea		
-SR .5 ea		
-'RE' .5 ea		
End ≠ Music .1	Artistry C-P-E ↑.3	Footwork↑.3 Dyn↑.2
End ≠ I sec .05	MM ≠ Relate ↑.3	Posture ↑.3 Rhy↑.2

FLOOR	Dance Passage	ACRO Series (2 with flight)	Restricted Elements 'RE'	VP
6	Must be 2 different Group 1 VP one must be a Leap with 180o split in cross or side	Acro Series: Only Groups 5/6/7/8 No Rolls The Salto/Aerial must be in a different connection or isolated	1 C Dance element allowed	A (5) 0.1
			No other C & No D/E elements	B (1) 0.3
			No VP credit & 0.5 off SV	
			Time: 1:15	
LEVEL 6 SR 0.5 ea				
		5A	1B	
3-skill Acro Pass (2 flight)				
Salto/aerial - 2 nd Pass or iso				
Dance Passage,180 ^o Leap				
Full Turn on 1 foot				
Missing 10.0 SV				
-B VP .3 ea				
-A VP .1 ea				
-SR .5 ea				
-'RE' .5 ea				
End ≠ Music .1	Artistry C-P-E ↑.3	Footwork↑.3	Dyn↑.2	
End ≠ I sec .05	MM ≠ Relate ↑.3	Posture ↑.3	Rhy↑.2	
LEVEL 6 SR 0.5 ea				
		5A	1B	
3-skill Acro Pass (2 flight)				
Salto/aerial - 2 nd Pass or iso				
Dance Passage,180 ^o Leap				
Full Turn on 1 foot				
Missing 10.0 SV				
-B VP .3 ea				
-A VP .1 ea				
-SR .5 ea				
-'RE' .5 ea				
End ≠ Music .1	Artistry C-P-E ↑.3	Footwork↑.3	Dyn↑.2	
End ≠ I sec .05	MM ≠ Relate ↑.3	Posture ↑.3	Rhy↑.2	
LEVEL 6 SR 0.5 ea				
		5A	1B	
3-skill Acro Pass (2 flight)				
Salto/aerial - 2 nd Pass or iso				
Dance Passage,180 ^o Leap				
Full Turn on 1 foot				
Missing 10.0 SV				
-B VP .3 ea				
-A VP .1 ea				
-SR .5 ea				
-'RE' .5 ea				
End ≠ Music .1	Artistry C-P-E ↑.3	Footwork↑.3	Dyn↑.2	
End ≠ I sec .05	MM ≠ Relate ↑.3	Posture ↑.3	Rhy↑.2	
LEVEL 6 SR 0.5 ea				
		5A	1B	
3-skill Acro Pass (2 flight)				
Salto/aerial - 2 nd Pass or iso				
Dance Passage,180 ^o Leap				
Full Turn on 1 foot				
Missing 10.0 SV				
-B VP .3 ea				
-A VP .1 ea				
-SR .5 ea				
-'RE' .5 ea				
End ≠ Music .1	Artistry C-P-E ↑.3	Footwork↑.3	Dyn↑.2	
End ≠ I sec .05	MM ≠ Relate ↑.3	Posture ↑.3	Rhy↑.2	

FLOOR	Dance Passage	*SR 1 & 2: Deduct 0.5 for each missing (1.0 max)	Allowed / Restricted	VP
7	Must be 2 different Group 1 VP one must be a Leap with 180o split in cross or side	1. One Bwd Salto connected, <i>min 2 direct flight skills</i> 2. One Fwd Salto: 1 or more skills 3. One Salto stretched to land on 2 feet (<i>Bwd or Fwd</i>) 4. Two Passes	C Dance elements <i>unlimited</i> = B	A (5) 0.1
			No C Acro elements allowed No D/E elements allowed = No VP credit & 0.5 off SV	B (2) 0.3

LEVEL 7SR0.5 ea

5A

2B

D.Hanford 8.4.2023

Salto stretched to 2-feet & 2 passes

*Bwd Salto (Min 2 flight skills)

*Fwd Salto (Min 1+ skill)

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

End ≠ Music _ Artistry C-P-E ↑.3 Footwork↑.3 Dyn↑.2

End ≠ 1 sec .0: MM ≠ Relate ↑.3 Posture ↑.3 Rhy↑.2

LEVEL 7SR0.5 ea

5A

2B

Salto stretched to 2-feet & 2 passes

*Bwd Salto (Min 2 flight skills)

*Fwd Salto (Min 1+ skill)

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

End ≠ Music _ Artistry C-P-E ↑.3 Footwork↑.3 Dyn↑.2

End ≠ 1 sec .0: MM ≠ Relate ↑.3 Posture ↑.3 Rhy↑.2

LEVEL 7SR0.5 ea

5A

2B

Salto stretched to 2-feet & 2 passes

*Bwd Salto (Min 2 flight skills)

*Fwd Salto (Min 1+ skill)

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

End ≠ Music _ Artistry C-P-E ↑.3 Footwork↑.3 Dyn↑.2

End ≠ 1 sec .0: MM ≠ Relate ↑.3 Posture ↑.3 Rhy↑.2

LEVEL 7SR0.5 ea

5A

2B

Salto stretched to 2-feet & 2 passes

*Bwd Salto (Min 2 flight skills)

*Fwd Salto (Min 1+ skill)

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

End ≠ Music _ Artistry C-P-E ↑.3 Footwork↑.3 Dyn↑.2

End ≠ 1 sec .0: MM ≠ Relate ↑.3 Posture ↑.3 Rhy↑.2

FLOOR	Dance Passage	*SR 1 & 2: Deduct 0.5 for each missing (1.0 max)	Allowed / Restricted	VP
7	Must be 2 different Group 1 VP one must be a Leap with 180o split in cross or side	1. One Bwd Salto connected, <i>min 2 direct flight skills</i> 2. One Fwd Salto: 1 or more skills 3. One Salto stretched to land on 2 feet (<i>Bwd or Fwd</i>) 4. Two Passes	C Dance elements <i>unlimited</i> = B	A (5) 0.1
			No C Acro elements allowed No D/E elements allowed = No VP credit & 0.5 off SV	B (2) 0.3

LEVEL 7SR0.5 ea

5A2B

D.Hanford 8.4.2023

Salto stretched to 2-feet & 2 passes

*Bwd Salto (Min 2 flight skills)

*Fwd Salto (Min 1+ skill)

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

End ≠ Music _ Artistry C-P-E ↑.3 Footwork↑.3 Dyn↑.2

End ≠ 1 sec .0: MM ≠ Relate ↑.3 Posture ↑.3 Rhy↑.2

LEVEL 7SR0.5 ea

5A2B

Salto stretched to 2-feet & 2 passes

*Bwd Salto (Min 2 flight skills)

*Fwd Salto (Min 1+ skill)

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

End ≠ Music _ Artistry C-P-E ↑.3 Footwork↑.3 Dyn↑.2

End ≠ 1 sec .0: MM ≠ Relate ↑.3 Posture ↑.3 Rhy↑.2

LEVEL 7SR0.5 ea

5A2B

Salto stretched to 2-feet & 2 passes

*Bwd Salto (Min 2 flight skills)

*Fwd Salto (Min 1+ skill)

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

End ≠ Music _ Artistry C-P-E ↑.3 Footwork↑.3 Dyn↑.2

End ≠ 1 sec .0: MM ≠ Relate ↑.3 Posture ↑.3 Rhy↑.2

LEVEL 7SR0.5 ea

5A2B

Salto stretched to 2-feet & 2 passes

*Bwd Salto (Min 2 flight skills)

*Fwd Salto (Min 1+ skill)

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

End ≠ Music _ Artistry C-P-E ↑.3 Footwork↑.3 Dyn↑.2

End ≠ 1 sec .0: MM ≠ Relate ↑.3 Posture ↑.3 Rhy↑.2

FLOOR	Common B Acro	Dance Passage	DISMOUNT	RESTRICTED	VALUE PARTS VP	
8	Front Pike or Layout,	Must be 2 different	"A" salto in last pass or isolated	More than 1 Acro C (or any D/E) completed	All Dance C = B	A (4) 0.1
	Back ½ or Full, Arabian <i>any positon</i>	Group 1 VP, one must be 180° leap in cross or side	No VP for Last Salto = No Dismount	= No VP, No SR & 0.5 off SV	1 st Acro C = B	B (4) 0.3
			<i>No dismount or salto not initiated = 0.3 off SV</i>	If dismount is 2nd RE element, -0.3 off SV		

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
2-Salto Acro Pass	0.1 -A VP			
3 Different Saltos	0.5 -SR			
Dance Passage, 180° leap	0.5 -'RE'			
Dismount A Salto	0.3 -No Dmt			
<u>0.3</u> No 3 'A' saltos	↑.2 Dance≠CL			
<u>0.2</u> No B Turn	↑.2 Acro≠CL			
<u>0.1</u> F/S & B saltos	↑.1 Last Salto≠CL			
<u>0.1</u> >2ea Λ or ιω	↑.1 Spatial use			
End ≠ Music <u>.1</u>	Artistry C-P-E ↑.3	Footwork ↑.3	Dyn ↑.2	
End ≠ sec <u>.05</u>	MM ≠ Relate ↑.3	Posture ↑.3	Rhy ↑.2	

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
2-Salto Acro Pass	0.1 -A VP			
3 Different Saltos	0.5 -SR			
Dance Passage, 180° leap	0.5 -'RE'			
Dismount A Salto	0.3 -No Dmt			
<u>0.3</u> No 3 'A' saltos	↑.2 Dance≠CL			
<u>0.2</u> No B Turn	↑.2 Acro≠CL			
<u>0.1</u> F/S & B saltos	↑.1 Last Salto≠CL			
<u>0.1</u> >2ea Λ or ιω	↑.1 Spatial use			
End ≠ Music <u>.1</u>	Artistry C-P-E ↑.3	Footwork ↑.3	Dyn ↑.2	
End ≠ sec <u>.05</u>	MM ≠ Relate ↑.3	Posture ↑.3	Rhy ↑.2	

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
2-Salto Acro Pass	0.1 -A VP			
3 Different Saltos	0.5 -SR			
Dance Passage, 180° leap	0.5 -'RE'			
Dismount A Salto	0.3 -No Dmt			
<u>0.3</u> No 3 'A' saltos	↑.2 Dance≠CL			
<u>0.2</u> No B Turn	↑.2 Acro≠CL			
<u>0.1</u> F/S & B saltos	↑.1 Last Salto≠CL			
<u>0.1</u> >2ea Λ or ιω	↑.1 Spatial use			
End ≠ Music <u>.1</u>	Artistry C-P-E ↑.3	Footwork ↑.3	Dyn ↑.2	
End ≠ sec <u>.05</u>	MM ≠ Relate ↑.3	Posture ↑.3	Rhy ↑.2	

FLOOR	Common B Acro	Dance Passage	DISMOUNT	RESTRICTED	VALUE PARTS	VP
8	Front Pike or Layout,	Must be 2 different	"A" salto in last pass or isolated	More than 1 Acro C (or any D/E) completed	All Dance C = B	A (4) 0.1
	Back ½ or Full,	Group 1 VP, one must be	No VP for Last Salto = No Dismount	= No VP, No SR & 0.5 off SV	1 st Acro C = B	B (4) 0.3
	Arabian <i>any positon</i>	180° leap in cross or side	<i>No dismount or salto not initiated = 0.3 off SV</i>	If dismount is 2nd RE element, -0.3 off SV		

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
2-Salto Acro Pass	0.1 -A VP			
3 Different Saltos	0.5 -SR			
Dance Passage, 180° leap	0.5 -'RE'			
Dismount A Salto	0.3 -No Dmt			
<u>0.3</u> No 3 'A' saltos	↑.2 Dance≠CL			
<u>0.2</u> No B Turn	↑.2 Acro≠CL			
<u>0.1</u> F/S & B saltos	↑.1 Last Salto≠CL			
<u>0.1</u> >2ea Λ or ιω	↑.1 Spatial use			
End ≠ Music <u>.1</u>	Artistry C-P-E ↑.3	Footwork ↑.3	Dyn ↑.2	
End ≠ sec <u>.05</u>	MM ≠ Relate ↑.3	Posture ↑.3	Rhy ↑.2	

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
2-Salto Acro Pass	0.1 -A VP			
3 Different Saltos	0.5 -SR			
Dance Passage, 180° leap	0.5 -'RE'			
Dismount A Salto	0.3 -No Dmt			
<u>0.3</u> No 3 'A' saltos	↑.2 Dance≠CL			
<u>0.2</u> No B Turn	↑.2 Acro≠CL			
<u>0.1</u> F/S & B saltos	↑.1 Last Salto≠CL			
<u>0.1</u> >2ea Λ or ιω	↑.1 Spatial use			
End ≠ Music <u>.1</u>	Artistry C-P-E ↑.3	Footwork ↑.3	Dyn ↑.2	
End ≠ sec <u>.05</u>	MM ≠ Relate ↑.3	Posture ↑.3	Rhy ↑.2	

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
2-Salto Acro Pass	0.1 -A VP			
3 Different Saltos	0.5 -SR			
Dance Passage, 180° leap	0.5 -'RE'			
Dismount A Salto	0.3 -No Dmt			
<u>0.3</u> No 3 'A' saltos	↑.2 Dance≠CL			
<u>0.2</u> No B Turn	↑.2 Acro≠CL			
<u>0.1</u> F/S & B saltos	↑.1 Last Salto≠CL			
<u>0.1</u> >2ea Λ or ιω	↑.1 Spatial use			
End ≠ Music <u>.1</u>	Artistry C-P-E ↑.3	Footwork ↑.3	Dyn ↑.2	
End ≠ sec <u>.05</u>	MM ≠ Relate ↑.3	Posture ↑.3	Rhy ↑.2	

FLOOR	No bonus for spot or fall 0.1		0.2	0.1	RESTRICTED	VALUE PARTS	
9	Only Saltos and Aerials may be used for CV			2 Dance / Mix CC	More than 1 Acro D/E	All Dance D/E = C	A (3) 0.1
	Acro Direct:	BB AC AAC	BC	No connection for a turn followed by a jump	completed =	1 st Acro D/E = C	B (4) 0.3
	Acro Indirect:	B--C AA--C	C--C		No VP, no SR & 0.5 off SV		C (1) 0.5
	*1st Acro D/E with VP Credit: 0.1				No dismount performed, RE dismount or salto not initiated = - 0.3 off SV		

SR 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A	D Hanford 11.1.2023
2-Salto Acro Pass		-VP						
3 Different Saltos	0.5	-SR						
Dance Passage,180° leap	0.5	-RE'						
Dismount B Salto	0.3	-No Dmt						
0.3 No B Salto	↑.2	Dance≠CL						
0.2 No B Turn	↑.2	Acro≠CL						
0.1 F/S & B saltos	↑.1	Last salto≠CL						
0.1 >2ea Λ or ιω	↑.1	Spatial use						
Dynamics ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					

SR 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A	
2-Salto Acro Pass		-VP						
3 Different Saltos	0.5	-SR						
Dance Passage,180° leap	0.5	-RE'						
Dismount B Salto	0.3	-No Dmt						
0.3 No B Salto	↑.2	Dance≠CL						
0.2 No B Turn	↑.2	Acro≠CL						
0.1 F/S & B saltos	↑.1	Last salto≠CL						
0.1 >2ea Λ or ιω	↑.1	Spatial use						
Dynamics ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					

SR 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A	
2-Salto Acro Pass		-VP						
3 Different Saltos	0.5	-SR						
Dance Passage,180° leap	0.5	-RE'						
Dismount B Salto	0.3	-No Dmt						
0.3 No B Salto	↑.2	Dance≠CL						
0.2 No B Turn	↑.2	Acro≠CL						
0.1 F/S & B saltos	↑.1	Last salto≠CL						
0.1 >2ea Λ or ιω	↑.1	Spatial use						
Dynamics ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					

FLOOR	No bonus for spot or fall 0.1		0.2	0.1	RESTRICTED	VALUE PARTS	
9	Only Saltos and Aerials may be used for CV			2 Dance / Mix CC	More than 1 Acro D/E	All Dance D/E = C	A (3) 0.1
	Acro Direct:	BB AC AAC	BC	No connection for a turn followed by a jump	completed =	1 st Acro D/E = C	B (4) 0.3
	Acro Indirect:	B--C AA--C	C--C		No VP, no SR & 0.5 off SV		C (1) 0.5
	*1st Acro D/E with VP Credit: 0.1				No dismount performed, RE dismount or salto not initiated = - 0.3 off SV		

SR 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A	D Hanford 11.1.2023
2-Salto Acro Pass		-VP						
3 Different Saltos	0.5	-SR						
Dance Passage,180° leap	0.5	-RE'						
Dismount B Salto	0.3	-No Dmt						
0.3 No B Salto	↑.2	Dance≠CL						
0.2 No B Turn	↑.2	Acro≠CL						
0.1 F/S & B saltos	↑.1	Last salto≠CL						
0.1 >2ea Λ or ιω	↑.1	Spatial use						
Dynamics ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					

SR 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A	
2-Salto Acro Pass		-VP						
3 Different Saltos	0.5	-SR						
Dance Passage,180° leap	0.5	-RE'						
Dismount B Salto	0.3	-No Dmt						
0.3 No B Salto	↑.2	Dance≠CL						
0.2 No B Turn	↑.2	Acro≠CL						
0.1 F/S & B saltos	↑.1	Last salto≠CL						
0.1 >2ea Λ or ιω	↑.1	Spatial use						
Dynamics ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					

SR 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A	
2-Salto Acro Pass		-VP						
3 Different Saltos	0.5	-SR						
Dance Passage,180° leap	0.5	-RE'						
Dismount B Salto	0.3	-No Dmt						
0.3 No B Salto	↑.2	Dance≠CL						
0.2 No B Turn	↑.2	Acro≠CL						
0.1 F/S & B saltos	↑.1	Last salto≠CL						
0.1 >2ea Λ or ιω	↑.1	Spatial use						
Dynamics ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					

FLOOR	BONUS	0.1	0.2	0.1	0.2	BONUS +0.1	VP						
10	Acro Direct:	BB	AC	AAC	BC	AD	AAD	2 Dance / Mix	CC	BD	CD	10.0 SV, all SR & VP, ≥ 0.6 bonus,	A (3) 0.1
	Acro Indirect:	B--C	A--D	AA--C	C--C	B--D	A--E	AA--D	D-salto + A-jump			at least 1 "E" Acro = +0.1 bonus	B (3) 0.3
	Only Saltos and Aerials may be used for CV				No CV for a turn followed by a jump				Do not add into SV				C (2) 0.5

SR	0.5 each	+D/E	____	+CV	____	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass		-VP	____		____						
3 Different Saltos		0.5	-SR		____						
180° Leap Passage		0.3	-No Dmt		____						
Dismount C Salto		BONUS +0.1									
0.3	No C Salto	↑.2	Dance≠CL		____						
0.2	No B Turn	↑.2	Acro≠CL		____						
0.1	F/S&B Saltos	↑.1	Last salto≠CL		____						
0.1	>2ea Λ or WW	↑.1	Spatial use		____						
Dynamics	↑.2	Footwork	↑.3	Artistry	↑.3	End ≠ Music	↓.1				
Rhythm	↑.2	Posture	↑.3	MM≠Relate	↑.3	End ≠ 1 sec	↓.05				

SR	0.5 each	+D/E	____	+CV	____	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass		-VP	____		____						
3 Different Saltos		0.5	-SR		____						
180° Leap Passage		0.3	-No Dmt		____						
Dismount C Salto		BONUS +0.1									
0.3	No C Salto	↑.2	Dance≠CL		____						
0.2	No B Turn	↑.2	Acro≠CL		____						
0.1	F/S&B Saltos	↑.1	Last salto≠CL		____						
0.1	>2ea Λ or WW	↑.1	Spatial use		____						
Dynamics	↑.2	Footwork	↑.3	Artistry	↑.3	End ≠ Music	↓.1				
Rhythm	↑.2	Posture	↑.3	MM≠Relate	↑.3	End ≠ 1 sec	↓.05				

SR	0.5 each	+D/E	____	+CV	____	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass		-VP	____		____						
3 Different Saltos		0.5	-SR		____						
180° Leap Passage		0.3	-No Dmt		____						
Dismount C Salto		BONUS +0.1									
0.3	No C Salto	↑.2	Dance≠CL		____						
0.2	No B Turn	↑.2	Acro≠CL		____						
0.1	F/S&B Saltos	↑.1	Last salto≠CL		____						
0.1	>2ea Λ or WW	↑.1	Spatial use		____						
Dynamics	↑.2	Footwork	↑.3	Artistry	↑.3	End ≠ Music	↓.1				
Rhythm	↑.2	Posture	↑.3	MM≠Relate	↑.3	End ≠ 1 sec	↓.05				

FLOOR	BONUS	0.1	0.2	0.1	0.2	BONUS +0.1	VP						
10	Acro Direct:	BB	AC	AAC	BC	AD	AAD	2 Dance / Mix	CC	BD	CD	10.0 SV, all SR & VP, ≥ 0.6 bonus,	A (3) 0.1
	Acro Indirect:	B--C	A--D	AA--C	C--C	B--D	A--E	AA--D	D-salto + A-jump			at least 1 "E" Acro = +0.1 bonus	B (3) 0.3
	Only Saltos and Aerials may be used for CV				No CV for a turn followed by a jump				Do not add into SV				C (2) 0.5

SR	0.5 each	+D/E	____	+CV	____	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass		-VP	____		____						
3 Different Saltos		0.5	-SR		____						
180° Leap Passage		0.3	-No Dmt		____						
Dismount C Salto		BONUS	+0.1								
0.3	No C Salto	↑.2	Dance≠CL		____						
0.2	No B Turn	↑.2	Acro≠CL		____						
0.1	F/S&B Saltos	↑.1	Last salto≠CL		____						
0.1	>2ea Λ or WW	↑.1	Spatial use		____						
Dynamics	↑.2	Footwork	↑.3	Artistry	↑.3	End ≠ Music	↓.1				
Rhythm	↑.2	Posture	↑.3	MM≠Relate	↑.3	End ≠ 1 sec	↓.05				

SR	0.5 each	+D/E	____	+CV	____	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass		-VP	____		____						
3 Different Saltos		0.5	-SR		____						
180° Leap Passage		0.3	-No Dmt		____						
Dismount C Salto		BONUS	+0.1								
0.3	No C Salto	↑.2	Dance≠CL		____						
0.2	No B Turn	↑.2	Acro≠CL		____						
0.1	F/S&B Saltos	↑.1	Last salto≠CL		____						
0.1	>2ea Λ or WW	↑.1	Spatial use		____						
Dynamics	↑.2	Footwork	↑.3	Artistry	↑.3	End ≠ Music	↓.1				
Rhythm	↑.2	Posture	↑.3	MM≠Relate	↑.3	End ≠ 1 sec	↓.05				

SR	0.5 each	+D/E	____	+CV	____	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass		-VP	____		____						
3 Different Saltos		0.5	-SR		____						
180° Leap Passage		0.3	-No Dmt		____						
Dismount C Salto		BONUS	+0.1								
0.3	No C Salto	↑.2	Dance≠CL		____						
0.2	No B Turn	↑.2	Acro≠CL		____						
0.1	F/S&B Saltos	↑.1	Last salto≠CL		____						
0.1	>2ea Λ or WW	↑.1	Spatial use		____						
Dynamics	↑.2	Footwork	↑.3	Artistry	↑.3	End ≠ Music	↓.1				
Rhythm	↑.2	Posture	↑.3	MM≠Relate	↑.3	End ≠ 1 sec	↓.05				