

BARS	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XB	0:30 warm-up	Pullover LB - <i>run OK</i>	1-leg Jam Kip - <i>run-out OK</i>	Cast - <i>Hips off bars</i>	DMT: Cast-off to stand* (1 VP)	No 'B' skills	4 A 0.1
		Jump on - <i>Front supt</i>	Stride Circle - <i>fwd / bwd</i>	Cast shoot-thru* (1 VP)	DMT: Fwd ¾ Circle to stand	No LB Giants No HB skills	
		Glide swing to stand	Basket Swing - <i>bent leg OK</i>	Cast squat-on* (1 VP)	DMT: Stretch Jump off	No Salto Dismount	
		Run-out Kip	Leg Swing - <i>fwd / bwd</i>	Leg Cut - <i>fwd / bwd</i>	<i>other casts before a skill = 2 VP</i>	No VP credit & 0.5 off SV	

No extra swing deductions Maximum execution deductions: 4.0 Courtesy Score: 4.0

X Bronze SR 0.5 ea

- Mount - Low Bar
- Cast - *Hips leave bars*
- *Not Mt/Dmt*
- 360° Circle *Not Mt/Dmt*
- LB Dismount *No Salto*

10.0 SV

- .1 ea -A VP
- .5 ea -SR
- .5 ea -'RE'

Dynamics ↑.2

X Bronze SR 0.5 ea

- Mount - Low Bar
- Cast - *Hips leave bars*
- *Not Mt/Dmt*
- 360° Circle *Not Mt/Dmt*
- LB Dismount *No Salto*

10.0 SV

- .1 ea -A VP
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Dynamics ↑.2

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Dynamics ↑.2

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Dynamics ↑.2

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XB	0:30 warm-up	Pullover LB - <i>run OK</i>	1-leg Jam Kip - <i>run-out OK</i>	Cast - <i>Hips off bars</i>	DMT: Cast-off to stand* (1 VP)	No 'B' skills	4 A 0.1
		Jump on - <i>Front supt</i>	Stride Circle - <i>fwd / bwd</i>	Cast shoot-thru* (1 VP)	DMT: Fwd ¾ Circle to stand	No LB Giants No HB skills	
		Glide swing to stand	Basket Swing - <i>bent leg OK</i>	Cast squat-on* (1 VP)	DMT: Stretch Jump off	No Salto Dismount	
		Run-out Kip	Leg Swing - <i>fwd / bwd</i>	Leg Cut - <i>fwd / bwd</i>	<i>other casts before a skill = 2 VP</i>	No VP credit & 0.5 off SV	

No extra swing deductions Maximum execution deductions: 4.0 Courtesy Score: 4.0

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10.0 SV

- .1 ea -A VP
- .5 ea -SR
- .5 ea -'RE'
- Dynamics ↑.2

X Bronze SR 0.5 ea

- Mount - Low Bar
- Cast - *Hips leave bars*
- *Not Mt/Dmt*
- 360° Circle *Not Mt/Dmt*
- LB Dismount *No Salto*

10.0 SV

- .1 ea -A VP
- .5 ea -SR
- .5 ea -'RE'
- Dynamics ↑.2

X Bronze SR 0.5 ea

- Mount - Low Bar
- Cast - *Hips leave bars*
- *Not Mt/Dmt*
- 360° Circle *Not Mt/Dmt*
- LB Dismount *No Salto*

10.0 SV

- .1 ea -A VP
- .5 ea -SR
- .5 ea -'RE'
- Dynamics ↑.2

X Bronze SR 0.5 ea

- Mount - Low Bar
- Cast - *Hips leave bars*
- *Not Mt/Dmt*
- 360° Circle *Not Mt/Dmt*
- LB Dismount *No Salto*

10.0 SV

- .1 ea -A VP
- .5 ea -SR
- .5 ea -'RE'
- Dynamics ↑.2

BARS	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XS	0:45 warm-up	Pullover LB/HB	Long Hang Pullover	Tapswing-counter	DMT: Tapswing fwd ½ turn	No 'B' skills	5 A 0.1
		Jump Squat-on	Stride Circle - fwd / bwd	Underswing-counter	DMT: Bwd ¾ Seat circle LB	No Giants <i>LB or HB</i>	
		Glide swing-stand	Basket swing - bent leg OK	Cast -45° below horizontal	DMT: Stretch Jump off	No Salto Dismount	
		Run-out Kip	Leg Cut - fwd / bwd	Cast shoot-thru* (1 VP)		No VP credit & 0.5 off SV	
		1-leg Jam Kip	Leg Swing - fwd / bwd	Cast squat-on* (1 VP)	other casts before a skill = 2 VP		

No extra swing deductions Maximum execution deductions: 4.0 Courtesy Score: 4.0

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

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Dynamics ↑.2

BARS	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XS	0:45 warm-up	Pullover LB/HB	Long Hang Pullover	Tapswing-counter	DMT: Tapswing fwd ½ turn	No 'B' skills	5 A 0.1
		Jump Squat-on	Stride Circle - fwd / bwd	Underswing-counter	DMT: Bwd ¾ Seat circle LB	No Giants LB or HB	
		Glide swing -stand	Basket swing - bent leg OK	Cast -45° below horizontal	DMT: Stretch Jump off	No Salto Dismount	
		Run-out Kip	Leg Cut - fwd / bwd	Cast shoot-thru* (1 VP)		No VP credit & 0.5 off SV	
		1-leg Jam Kip	Leg Swing - fwd / bwd	Cast squat-on* (1 VP)	other casts before a skill = 2 VP		

No extra swing deductions Maximum execution deductions: 4.0 Courtesy Score: 4.0

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Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

BARS	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XG	1:00 warm-up	Pullover LB/HB	Long Hang Pullover	Tapswing-counter	DMT: Tapswing fwd ½ turn	No 'C' or higher skills	6 A 0.1
		Jump Squat-on	Stride Circle - fwd / bwd	Underswing-counter	Cast shoot-thru* (1 VP)	No Giants LB or HB	
		Glide swing -stand	Basket swing -bent leg OK	Cast ≥ horizontal (10°)	Cast squat-on* (1 VP)	No Release with bar change	
		Run-out Kip	1-leg Jam Kip	Leg Cut - fwd / bwd	other casts before a skill = 2 VP	No VP credit & 0.5 off SV	

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

X GOLD SR 0.5 ea

Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)

360° Circle Not Mt/Dmt

2nd 360° Circle Not Mt/Dmt

Different can be isolated or connected
Same must be connected or 1LB / 1HB

Dismount HB

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X GOLD SR 0.5 ea

Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)

360° Circle Not Mt/Dmt

2nd 360° Circle Not Mt/Dmt

Different can be isolated or connected
Same must be connected or 1LB / 1HB

Dismount HB

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X GOLD SR 0.5 ea

Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)

360° Circle Not Mt/Dmt

2nd 360° Circle Not Mt/Dmt

Different can be isolated or connected
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Dismount HB

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X GOLD SR 0.5 ea

Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)

360° Circle Not Mt/Dmt

2nd 360° Circle Not Mt/Dmt

Different can be isolated or connected
Same must be connected or 1LB / 1HB

Dismount HB

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

BARS	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XG	1:00 warm-up	Pullover LB/HB	Long Hang Pullover	Tapswing-counter	DMT: Tapswing fwd ½ turn	No 'C' or higher skills	6 A 0.1
		Jump Squat-on	Stride Circle - fwd / bwd	Underswing-counter	Cast shoot-thru* (1 VP)	No Giants LB or HB	
		Glide swing -stand	Basket swing -bent leg OK	Cast ≥ horizontal (10°)	Cast squat-on* (1 VP)	No Release with bar change	
		Run-out Kip	1-leg Jam Kip	Leg Cut - fwd / bwd	other casts before a skill = 2 VP	No VP credit & 0.5 off SV	

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

X GOLD SR 0.5 ea

Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)

360° Circle Not Mt/Dmt

2nd 360° Circle Not Mt/Dmt

Different can be isolated or connected
Same must be connected or 1LB / 1HB

Dismount HB

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X GOLD SR 0.5 ea

Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)

360° Circle Not Mt/Dmt

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Dismount HB

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

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- Not Mt/Dmt (within 10° OK)

360° Circle Not Mt/Dmt

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Dismount HB

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X GOLD SR 0.5 ea

Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)

360° Circle Not Mt/Dmt

2nd 360° Circle Not Mt/Dmt

Different can be isolated or connected
Same must be connected or 1LB / 1HB

Dismount HB

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

BARS	Warm-up			RESTRICTED	VP
XP	1:30	Jump to squat on Mount	May perform 1 Tap/Underswing - Counterswing	No C or higher VP*	A (6) 0.1
		Cast 89° - 21° from vertical = A	without deduction Additional = extra swing - 0.3	No VP & 0.5 off SV	B (1) 0.3
		Long hang pullover from cast = 360° circle	*Allowed C =B: Clear hip HS / Stalder HS / Toe on HS		

Maximum execution deductions: 4.0		Courtesy Score: 4.0	6A	1B	X PLATINUM SR 0.5 ea
					Kip
					Skill to clear support ↑ horizontal - Not Mt/Dmt - within 10°
					360° Circle - Not Mt/Dmt
					Dismount HB
					10.0 SV Missing
					.3 ea -B VP
					.1 ea -A VP
					.5 ea -SR
					.5 ea -'RE'
					0.3 No Dmt
					Dynamics ↑.2

		6A	1B	<u>X PLATINUM SR 0.5 ea</u>	
					Kip
					Skill to clear support ↑ horizontal - Not Mt/Dmt - within 10°
					360° Circle - Not Mt/Dmt
					Dismount HB
					<u>10.0 SV</u> Missing
					.3 ea -B VP
					.1 ea -A VP
					.5 ea -SR
					.5 ea -'RE'
					0.3 No Dmt
					Dynamics ↑.2

		6A	1B	<u>X PLATINUM SR 0.5 ea</u>	
					Kip
					Skill to clear support ↑ horizontal - Not Mt/Dmt - within 10°
					360° Circle - Not Mt/Dmt
					Dismount HB
					<u>10.0 SV</u> Missing
					.3 ea -B VP
					.1 ea -A VP
					.5 ea -SR
					.5 ea -'RE'
					0.3 No Dmt
					Dynamics ↑.2

		6A	1B	<u>X PLATINUM SR 0.5 ea</u>	
					Kip
					Skill to clear support ↑ horizontal - Not Mt/Dmt - within 10°
					360° Circle - Not Mt/Dmt
					Dismount HB
					<u>10.0 SV</u> Missing
					.3 ea -B VP
					.1 ea -A VP
					.5 ea -SR
					.5 ea -'RE'
					0.3 No Dmt
					Dynamics ↑.2

BARS	Warm-up			RESTRICTED	VP
XP	1:30	Jump to squat on Mount	May perform 1 Tap/Underswing - Counterswing	No C or higher VP*	A (6) 0.1
		Cast 89° - 21° from vertical = A	without deduction Additional = extra swing - 0.3	No VP & 0.5 off SV	B (1) 0.3
		Long hang pullover from cast = 360° circle	*Allowed C =B: Clear hip HS / Stalder HS / Toe on HS		

Maximum execution deductions: 4.0		Courtesy Score: 4.0	6A	1B	X PLATINUM SR 0.5 ea
					Kip
					Skill to clear support ↑ horizontal - Not Mt/Dmt - within 10°
					360° Circle - Not Mt/Dmt
					Dismount HB
					10.0 SV Missing
					.3 ea -B VP
					.1 ea -A VP
					.5 ea -SR
					.5 ea -'RE'
					0.3 No Dmt
					Dynamics ↑.2

			6A	1B	X PLATINUM SR 0.5 ea
					Kip
					Skill to clear support ↑ horizontal - Not Mt/Dmt - within 10°
					360° Circle - Not Mt/Dmt
					Dismount HB
					10.0 SV Missing
					.3 ea -B VP
					.1 ea -A VP
					.5 ea -SR
					.5 ea -'RE'
					0.3 No Dmt
					Dynamics ↑.2

			6A	1B	X PLATINUM SR 0.5 ea
					Kip
					Skill to clear support ↑ horizontal - Not Mt/Dmt - within 10°
					360° Circle - Not Mt/Dmt
					Dismount HB
					10.0 SV Missing
					.3 ea -B VP
					.1 ea -A VP
					.5 ea -SR
					.5 ea -'RE'
					0.3 No Dmt
					Dynamics ↑.2

			6A	1B	X PLATINUM SR 0.5 ea
					Kip
					Skill to clear support ↑ horizontal - Not Mt/Dmt - within 10°
					360° Circle - Not Mt/Dmt
					Dismount HB
					10.0 SV Missing
					.3 ea -B VP
					.1 ea -A VP
					.5 ea -SR
					.5 ea -'RE'
					0.3 No Dmt
					Dynamics ↑.2

0.3	No Dmt
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0.3	No Dmt
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0.3 No Dmt

BARS	Warm-up			RESTRICTED	VP
XD	2:00	Jump to squat on	Cast 45° - 21° from vertical = A (within 10° OK) Long hang pullover from cast = 360° circle Tap/Underswing-Counterswing = -0.3 extra swing	One 'D' VP allowed No 'E' VP No VP & 0.5 off SV	A (5) 0.1 B (2) 0.3
		Maximum execution deductions: 4.0	Courtesy Score: 4.0	5A	2B
		X DIAMOND SR 0.5 ea			
		Skill to clear support 45° of vertical - Not Mt/Dmt - within 10°			
		360° B Circle - Not Mt/Dmt			
		Additional B Skill Release / Turn / 2 nd Circle -same or diff			
		Dismount HB - Salto or Hecht or any B dismount from HB			
		10.0 SVMissing			
		.3 ea -B VP			
		.1 ea -A VP			
		.5 ea -SR			
		.5 ea -'RE'			
		0.3 No Dmt			
				5A	2B
		X DIAMOND SR 0.5 ea			
		Skill to clear support 45° of vertical - Not Mt/Dmt - within 10°			
		360° B Circle - Not Mt/Dmt			
		Additional B Skill Release / Turn / 2 nd Circle -same or diff			
		Dismount HB - Salto or Hecht or any B dismount from HB			
		10.0 SVMissing			
		.3 ea -B VP			
		.1 ea -A VP			
		.5 ea -SR			
		.5 ea -'RE'			
		0.3 No Dmt			
				5A	2B
		X DIAMOND SR 0.5 ea			
		Skill to clear support 45° of vertical - Not Mt/Dmt - within 10°			
		360° B Circle - Not Mt/Dmt			
		Additional B Skill Release / Turn / 2 nd Circle -same or diff			
		Dismount HB - Salto or Hecht or any B dismount from HB			
		10.0 SVMissing			
		.3 ea -B VP			
		.1 ea -A VP			
		.5 ea -SR			
		.5 ea -'RE'			
		0.3 No Dmt			

BARS	BONUS any combination up to 0.4 max	Extra Swing Exceptions			RESTRICTED	VP
Sa Sapphire	CV (0.4 max): B + B or higher direct connection 0.1	Tap swing-counterswing to fwd Salto or into straddleback or uprise			No E elements	A (3) 0.1
	DV (0.4 max): Each C 0.1 / One D 0.1				No VP, no SR & 0.5 off SV	B (3) 0.3
	Without fall or spot / includes mounts & dismounts					C (1) 0.5
	Maximum execution deductions: 4.0 Courtesy Score: 4.0					
		3A	3B	1C	X SAPPHIRE SR 0.5 ea	
					B Skill to clear support - at vertical, not in Mt/Dmt	
					B 360° Circle, Not Mt/Dmt	
					B Skill - different from above 2 nd 360° circle / Turn / Release	
					B Dismount or C-A salto	
					9.6 SV bonus	Missing
					___ BB (+0.1)	___ .5 ea -C VP
					___ C (+0.1)	___ .3 ea -B VP
					___ D (+0.1 max)	___ .1 ea -A VP
					___	___ .5 ea -SR
					___	___ .5 ea -'RE'
					Dynamics ↑.2	___ 0.3 No Dmt
		3A	3B	1C	X SAPPHIRE SR 0.5 ea	
					B Skill to clear support - at vertical, not in Mt/Dmt	
					B 360° Circle, Not Mt/Dmt	
					B Skill different from above 2 nd 360° circle / Turn / Release	
					B Dismount or C-A salto	
					9.6 SV bonus	Missing
					___ BB (+0.1)	___ .5 ea -C VP
					___ C (+0.1)	___ .3 ea -B VP
					___ D (+0.1 max)	___ .1 ea -A VP
					___	___ .5 ea -SR
					___	___ .5 ea -'RE'
					Dynamics ↑.2	___ 0.3 No Dmt
		3A	3B	1C	X SAPPHIRE SR 0.5 ea	
					B Skill to clear support - at vertical, not in Mt/Dmt	
					B 360° Circle, Not Mt/Dmt	
					B Skill different from above 2 nd 360° circle / Turn / Release	
					B Dismount or C-A salto	
					9.6 SV bonus	Missing
					___ BB (+0.1)	___ .5 ea -C VP
					___ C (+0.1)	___ .3 ea -B VP
					___ D (+0.1 max)	___ .1 ea -A VP
					___	___ .5 ea -SR
					___	___ .5 ea -'RE'
					Dynamics ↑.2	___ 0.3 No Dmt

BARS	BONUS <i>any combination up to 0.4 max</i>	Extra Swing Exceptions	RESTRICTED	VP
Sa <i>Sapphire</i>	CV (0.4 max): B + B or higher direct connection 0.1 DV (0.4 max): Each C 0.1 / One D 0.1 <i>Without fall or spot / includes mounts & dismounts</i>	Tap swing-counterswing to fwd Salto or into straddleback or uprise	No E elements No VP, no SR & 0.5 off SV	A (3) 0.1 B (3) 0.3 C (1) 0.5

Maximum execution deductions: 4.0 Courtesy Score: 4.0

3A

3B

1C

X SAPPHIRE SR 0.5 ea

B Skill to clear support
-at vertical, not in Mt/Dmt

B 360° Circle, *Not Mt/Dmt*

B Skill - *different from above*
2nd 360° circle / Turn / Release

B Dismount or C-A *salto*

9.6 SV	bonus	<u>Missing</u>
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BB (+0.1) .5 ea -C VP

 C (+0.1) .3 ea -B VP

 D (+0.1 max) .1 ea -A VP

 , .5 ea -SR

 .5 ea -'RE'

Dynamics $\uparrow$.2 0.3 No Dmt

3A

3B

1C

X SAPPHIRE SR 0.5 ea

B Skill to clear support
-at vertical, not in Mt/Dmt

B 360° Circle, *Not Mt/Dmt*

B Skill different from above
2nd 360° circle / Turn / Release

B Dismount or C-A *salto*

9.6 SV	bonus	Missing
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BB (+0.1) .5 ea -C VP

C (+0.1) .3 ea -B VP

D (+0.1 max) .1 ea -A VP

_____ .5 ea -SR

— .5 ea -'RE'

Dynamics $\uparrow$.2 0.3 No Dmt

3A

3B

1C

X SAPPHIRE SR 0.5 ea

B Skill to clear support
-at vertical, not in Mt/Dmt

B 360° Circle, *Not Mt/Dmt*

B Skill different from above
2nd 360° circle / Turn / Release

B Dismount or C-A *salto*

9.6 SV	bonus	<u>Missing</u>
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BB (+0.1) .5 ea -C VP

C (+0.1) .3 ea -B VP

D (+0.1 max) .1 ea -A VP

 , .5 ea -SR

_____ .5 ea -'RE'

BEAM	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XB	0:30 warm-up 0:45 compete	Stag/Stride leap	Pivot ½Turn	Partial HS -1 Leg 45°		No 'B' skills allowed	4 A 0.1
		Cross Split jump	Squat ½Turn	Lever to touch BB	DMT- Any Jump ↑360° turn	No Walkovers	
		Cross Straddle	1-foot ½Turn	Bridge from Lying 1 sec	DMT- Cartwheel Partial HS 45°	No Salto/Aerial Dismount	
		any split angle	Heel Snap ½Turn	Swing Turn fwd or bwd	DMT- Cartwheel HS ¼ turn - mark	No VP credit & 0.5 off SV	

Any Mount = A Maximum execution deductions: 4.0 Courtesy Score: 4.0

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2
Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2
Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2
Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2
Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

BEAM	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XB	0:30 warm-up 0:45 compete	Stag/Stride leap	Pivot ½Turn	Partial HS -1 Leg 45°		No 'B' skills allowed	4 A 0.1
		Cross Split jump	Squat ½Turn	Lever to touch BB	DMT- Any Jump ↑360° turn	No Walkovers	
		Cross Straddle	1-foot ½Turn	Bridge from Lying 1 sec	DMT- Cartwheel Partial HS 45°	No Salto/Aerial Dismount	
		any split angle	Heel Snap ½Turn	Swing Turn fwd or bwd	DMT- Cartwheel HS ¼ turn - mark	No VP credit & 0.5 off SV	

Any Mount = A

Maximum execution deductions: 4.0

Courtesy Score: 4.0

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

BEAM	Time	ADDITIONAL 'A' SKILLS	RESTRICTED	VP
XS	0:45 warm-up 0:50 compete	Stag/Stride leap 1-foot ½Turn Vertical HS <i>any leg pos -no hold</i> Any mount	No 'B' Acro Skills	5 A 0.1
		Cross Split jump Heel Snap ½Turn Partial HS <i>Join Legs 45°</i> DMT- Any Jump ↑360° turn		
		Cross Straddle Swing Turn fwd/bwd DMT- Cartwheel Partial HS 45°	No 'C' or higher skills	
		90° angle (≤20°) Bridge from Lying 1 sec DMT- Cartwheel HS ¼ turn -mark	No VP credit & 0.5 off SV	

Maximum execution deductions: 4.0 Courtesy Score: 4.0

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2
Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2
Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2
Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2
Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

BEAM	Time	ADDITIONAL 'A' SKILLS	RESTRICTED	VP
XS	0:45 warm-up 0:50 compete	Stag/Stride leap 1-foot ½Turn Vertical HS <i>any leg pos -no hold</i> Any mount	No 'B' Acro Skills	5 A 0.1
		Cross Split jump Heel Snap ½Turn Partial HS <i>Join Legs 45°</i> DMT- Any Jump ↑360° turn		
		Cross Straddle Swing Turn fwd/bwd DMT- Cartwheel Partial HS 45°	No 'C' or higher skills	
		90° angle (≤20°) Bridge from Lying 1 sec DMT- Cartwheel HS ¼ turn -mark	No VP credit & 0.5 off SV	

Maximum execution deductions: 4.0 Courtesy Score: 4.0

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2
Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2
Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2
Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2
Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

BEAM	Time	ADDITIONAL 'A' SKILLS		RESTRICTED	VP
XG	1:00 warm-up	Vertical HS <i>any leg pos -no hold</i>	Acro must start and end on BB		6 A 0.1
	1:00 compete	Partial HS <i>-join Legs 45°</i> DMT- Cartwheel HS ¼ turn	All handstands regardless of angle are the same skill	No 'C' or higher skills	
		Leaps/Jumps 120° (≤ 20°) Any Mount		No VP credit & 0.5 off SV	
		Maximum execution deductions: 4.0	Courtesy Score: 4.0	X GOLD SR 0.5 ea	
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertical	
				2 Leaps/Jumps, one 120° split -2 Different isolate or connect	
				1/1 Turn on 1 foot	
				Dismount	
				10.0 SV	
				.1 ea -A VP	
				.5 ea -SR	
				.5 ea -'RE'	
				0.3 No Dmt	
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2	
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3	
				X GOLD SR 0.5 ea	
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertical	
				2 Leaps/Jumps, one 120° split -2 Different isolate or connect	
				1/1 Turn on 1 foot	
				Dismount	
				10.0 SV	
				.1 ea -A VP	
				.5 ea -SR	
				.5 ea -'RE'	
				0.3 No Dmt	
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2	
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3	
				X GOLD SR 0.5 ea	
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertical	
				2 Leaps/Jumps, one 120° split -2 Different isolate or connect	
				1/1 Turn on 1 foot	
				Dismount	
				10.0 SV	
				.1 ea -A VP	
				.5 ea -SR	
				.5 ea -'RE'	
				0.3 No Dmt	
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2	
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3	
				X GOLD SR 0.5 ea	
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertical	
				2 Leaps/Jumps, one 120° split -2 Different isolate or connect	
				1/1 Turn on 1 foot	
				Dismount	
				10.0 SV	
				.1 ea -A VP	
				.5 ea -SR	
				.5 ea -'RE'	
				0.3 No Dmt	
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2	
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3	

BEAM	Time	ADDITIONAL 'A' SKILLS		RESTRICTED	VP
XG	1:00 warm-up	Vertical HS <i>any leg pos -no hold</i>	Acro must start and end on BB		6 A 0.1
	1:00 compete	Partial HS <i>-join Legs 45°</i> DMT- Cartwheel HS ¼ turn	All handstands regardless of angle are the same skill	No 'C' or higher skills	
		Leaps/Jumps 120° (≤ 20°) Any Mount		No VP credit & 0.5 off SV	
		Maximum execution deductions: 4.0	Courtesy Score: 4.0	X GOLD SR 0.5 ea	
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertical	
				2 Leaps/Jumps, one 120° split -2 Different isolate or connect	
				1/1 Turn on 1 foot	
				Dismount	
				10.0 SV	
				.1 ea -A VP	
				.5 ea -SR	
				.5 ea -'RE'	
				0.3 No Dmt	
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2	
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3	
				X GOLD SR 0.5 ea	
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertical	
				2 Leaps/Jumps, one 120° split -2 Different isolate or connect	
				1/1 Turn on 1 foot	
				Dismount	
				10.0 SV	
				.1 ea -A VP	
				.5 ea -SR	
				.5 ea -'RE'	
				0.3 No Dmt	
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2	
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3	
				X GOLD SR 0.5 ea	
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertical	
				2 Leaps/Jumps, one 120° split -2 Different isolate or connect	
				1/1 Turn on 1 foot	
				Dismount	
				10.0 SV	
				.1 ea -A VP	
				.5 ea -SR	
				.5 ea -'RE'	
				0.3 No Dmt	
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2	
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3	
				X GOLD SR 0.5 ea	
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertical	
				2 Leaps/Jumps, one 120° split -2 Different isolate or connect	
				1/1 Turn on 1 foot	
				Dismount	
				10.0 SV	
				.1 ea -A VP	
				.5 ea -SR	
				.5 ea -'RE'	
				0.3 No Dmt	
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2	
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3	

BEAM	Time				RESTRICTED	VP
XP	1:30 warm-up	Leaps / Jumps 120° = A	Dance Series Group 1*,2,3*	Acros must start & end on	No C Acro allowed	A (6) 0.1
	1:15 compete	Any unlisted mount = A	-Same or different	Beam, one thru vertical	No D or higher VP	B (1) 0.3
			*Dance mounts & 1-foot turns OK	Acro flight - iso or in series	No VP & 0.5 off SV	
Maximum execution deductions: 4.0		Courtesy Score: 4.0		6A	1B	X PLATINUM SR 0.5 ea
				1 Acro Series, w/wo flight		
				<u>OR</u> 1 Acro Flight Skill, Iso or series		
				Dance Series, 2 VP		
				<u>AND</u> 120° leap/jump Iso or series		
				Full Turn on 1 foot		
				Dismount		
				10.0 SV		
				.3 ea -B VP		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea
				1 Acro Series, w/wo flight		
				<u>OR</u> 1 Acro Flight Skill, Iso or series		
				Dance Series, 2 VP		
				<u>AND</u> 120° leap/jump Iso or series		
				Full Turn on 1 foot		
				Dismount		
				10.0 SV		
				.3 ea -B VP		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea
				1 Acro Series, w/wo flight		
				<u>OR</u> 1 Acro Flight Skill, Iso or series		
				Dance Series, 2 VP		
				<u>AND</u> 120° leap/jump Iso or series		
				Full Turn on 1 foot		
				Dismount		
				10.0 SV		
				.3 ea -B VP		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea
				1 Acro Series, w/wo flight		
				<u>OR</u> 1 Acro Flight Skill, Iso or series		
				Dance Series, 2 VP		
				<u>AND</u> 120° leap/jump Iso or series		
				Full Turn on 1 foot		
				Dismount		
				10.0 SV		
				.3 ea -B VP		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea
				1 Acro Series, w/wo flight		
				<u>OR</u> 1 Acro Flight Skill, Iso or series		
				Dance Series, 2 VP		
				<u>AND</u> 120° leap/jump Iso or series		
				Full Turn on 1 foot		
				Dismount		
				10.0 SV		
				.3 ea -B VP		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3

BEAM	Time				RESTRICTED	VP
XP	1:30 warm-up	Leaps / Jumps 120° = A	Dance Series Group 1*,2,3*	Acros must start & end on	No C Acro allowed	A (6) 0.1
	1:15 compete	Any unlisted mount = A	-Same or different	Beam, one thru vertical	No D or higher VP	B (1) 0.3
			*Dance mounts & 1-foot turns OK	Acro flight - iso or in series	No VP & 0.5 off SV	
Maximum execution deductions: 4.0		Courtesy Score: 4.0		6A	1B	X PLATINUM SR 0.5 ea
				1 Acro Series, w/wo flight		
				<u>OR</u> 1 Acro Flight Skill, Iso or series		
				Dance Series, 2 VP		
				<u>AND</u> 120° leap/jump Iso or series		
				Full Turn on 1 foot		
				Dismount		
				10.0 SV		
				.3 ea -B VP		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea
				1 Acro Series, w/wo flight		
				<u>OR</u> 1 Acro Flight Skill, Iso or series		
				Dance Series, 2 VP		
				<u>AND</u> 120° leap/jump Iso or series		
				Full Turn on 1 foot		
				Dismount		
				10.0 SV		
				.3 ea -B VP		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea
				1 Acro Series, w/wo flight		
				<u>OR</u> 1 Acro Flight Skill, Iso or series		
				Dance Series, 2 VP		
				<u>AND</u> 120° leap/jump Iso or series		
				Full Turn on 1 foot		
				Dismount		
				10.0 SV		
				.3 ea -B VP		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea
				1 Acro Series, w/wo flight		
				<u>OR</u> 1 Acro Flight Skill, Iso or series		
				Dance Series, 2 VP		
				<u>AND</u> 120° leap/jump Iso or series		
				Full Turn on 1 foot		
				Dismount		
				10.0 SV		
				.3 ea -B VP		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea
				1 Acro Series, w/wo flight		
				<u>OR</u> 1 Acro Flight Skill, Iso or series		
				Dance Series, 2 VP		
				<u>AND</u> 120° leap/jump Iso or series		
				Full Turn on 1 foot		
				Dismount		
				10.0 SV		
				.3 ea -B VP		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3

BEAM	Time				RESTRICTED	VP
XD	2:00 warm-up 1:15 compete	Leaps/jumps 135 - 155° = VP Any unlisted mount = A	Dance Series Group 1*,2,3* -Same or different *Dance mounts & 1-foot turns OK	Acros must start & end on Beam, one thru vertical <i>Acro flight - iso or in series</i>	One 'D' VP allowed No 'E' VP No VP & 0.5 off SV	A (5) 0.1 B (2) 0.3

Maximum execution deductions: 4.0		Courtesy Score: 4.0		5A	2B	X DIAMOND SR 0.5 ea 1 Acro Series - <i>w/wo flight</i> AND 1 Acro flight skill Dance Series - 2 VP AND 155° Leap/Jump Full Turn on 1 foot Dismount - <i>Salto or Aerial</i> 10.0 SV _____ .3 ea -B VP _____ .1 ea -A VP _____ .5 ea -SR _____ .5 ea -'RE' _____ 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3
				5A	2B	X DIAMOND SR 0.5 ea 1 Acro Series - <i>w/wo flight</i> AND 1 Acro flight skill Dance Series - 2 VP AND 155° Leap/Jump Full Turn on 1 foot Dismount - <i>Salto or Aerial</i> 10.0 SV _____ .3 ea -B VP _____ .1 ea -A VP _____ .5 ea -SR _____ .5 ea -'RE' _____ 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3
				5A	2B	X DIAMOND SR 0.5 ea 1 Acro Series - <i>w/wo flight</i> AND 1 Acro flight skill Dance Series - 2 VP AND 155° Leap/Jump Full Turn on 1 foot Dismount - <i>Salto or Aerial</i> 10.0 SV _____ .3 ea -B VP _____ .1 ea -A VP _____ .5 ea -SR _____ .5 ea -'RE' _____ 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

BEAM	Time				RESTRICTED	VP
XD	2:00 warm-up 1:15 compete	Leaps/jumps 135 - 155° = VP Any unlisted mount = A	Dance Series Group 1*,2,3* -Same or different *Dance mounts & 1-foot turns OK	Acros must start & end on Beam, one thru vertical <i>Acro flight - iso or in series</i>	One 'D' VP allowed No 'E' VP No VP & 0.5 off SV	A (5) 0.1 B (2) 0.3

Maximum execution deductions: 4.0		Courtesy Score: 4.0		5A	2B	X DIAMOND SR 0.5 ea 1 Acro Series - <i>w/wo flight</i> AND 1 Acro flight skill Dance Series - 2 VP AND 155° Leap/Jump Full Turn on 1 foot Dismount - <i>Salto or Aerial</i> 10.0 SV _____ .3 ea -B VP _____ .1 ea -A VP _____ .5 ea -SR _____ .5 ea -'RE' _____ 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3
				5A	2B	X DIAMOND SR 0.5 ea 1 Acro Series - <i>w/wo flight</i> AND 1 Acro flight skill Dance Series - 2 VP AND 155° Leap/Jump Full Turn on 1 foot Dismount - <i>Salto or Aerial</i> 10.0 SV _____ .3 ea -B VP _____ .1 ea -A VP _____ .5 ea -SR _____ .5 ea -'RE' _____ 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3
				5A	2B	X DIAMOND SR 0.5 ea 1 Acro Series - <i>w/wo flight</i> AND 1 Acro flight skill Dance Series - 2 VP AND 155° Leap/Jump Full Turn on 1 foot Dismount - <i>Salto or Aerial</i> 10.0 SV _____ .3 ea -B VP _____ .1 ea -A VP _____ .5 ea -SR _____ .5 ea -'RE' _____ 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

BEAM	BONUS any combination up to 0.4 max					RESTRICTED	VP
Sa Sapphire	CV (0.4 max): B + B or higher direct connection 0.1 DV (0.4 max): Each C 0.1 / One D 0.1 <i>Without fall or spot / includes mounts & dismounts</i>	Max execution deductions: 4.0 Courtesy Score: 4.0		No Dismount or Salto not initiated -0.3 off SV		No E elements No VP, no SR & 0.5 off SV	A (3) 0.1 B (3) 0.3 C (1) 0.5
		3A	3B	1C	X SAPPHIRE SR 0.5 ea		
					1 Acro Series - 1 flight skill - 1 must achieve/pass thru vertical		
					Dance Series - 2 VP AND 180° Leap / Jump		
					Full Turn on 1 foot		
					B Dismount <i>or Acro flight to A salto / aerial</i>		
					9.6 SV bonus Missing		
					___ BB (+0.1)	___ .5 ea	-C VP
					___ C (+0.1)	___ .3 ea	-B VP
					___ D (+0.1 max)	___ .1 ea	-A VP
						___ .5 ea	-SR
						___ .5 ea	-RE'
					Dyn ↑.2	Rhy ↑.2	Sureness ↑.2
					Footwork ↑.3	Posture ↑.3	Artistry C-P-E ↑.3
					3A	3B	1C
					X SAPPHIRE SR 0.5 ea		
					1 Acro Series - 1 flight skill - 1 must achieve/pass thru vertical		
					Dance Series - 2 VP AND 180° Leap / Jump		
					Full Turn on 1 foot		
					B Dismount <i>or Acro flight to A salto / aerial</i>		
					9.6 SV Missing		
					___ BB (+0.1)	___ .5 ea	-C VP
					___ C (+0.1)	___ .3 ea	-B VP
					___ D (+0.1 max)	___ .1 ea	-A VP
						___ .5 ea	-SR
						___ .5 ea	-RE'
					Dyn ↑.2	Rhy ↑.2	Sureness ↑.2
					Footwork ↑.3	Posture ↑.3	Artistry C-P-E ↑.3
					3A	3B	1C
					X SAPPHIRE SR 0.5 ea		
					1 Acro Series - 1 flight skill - 1 must achieve/pass thru vertical		
					Dance Series - 2 VP AND 180° Leap / Jump		
					Full Turn on 1 foot		
					B Dismount <i>or Acro flight to A salto / aerial</i>		
					9.6 SV Missing		
					___ BB (+0.1)	___ .5 ea	-C VP
					___ C (+0.1)	___ .3 ea	-B VP
					___ D (+0.1 max)	___ .1 ea	-A VP
						___ .5 ea	-SR
						___ .5 ea	-RE'
					Footwork ↑.3	Posture ↑.3	Artistry C-P-E ↑.3
					Dyn ↑.2	Rhy ↑.2	Sureness ↑.2

BEAM	BONUS any combination up to 0.4 max				RESTRICTED	VP
Sa <i>Sapphire</i>	CV (0.4 max): B + B or higher direct connection 0.1 DV (0.4 max): Each C 0.1 / One D 0.1 <i>Without fall or spot / includes mounts & dismounts</i>	Max execution deductions: 4.0 Courtesy Score: 4.0		No Dismount or Salto not initiated -0.3 off SV	No E elements No VP, no SR & 0.5 off SV	A (3) 0.1 B (3) 0.3 C (1) 0.5
		3A	3B	1C	X SAPPHIRE SR 0.5 ea	
					1 Acro Series - 1 flight skill - 1 must achieve/pass thru vertical	
					Dance Series - 2 VP AND 180° Leap / Jump	
					Full Turn on 1 foot	
					B Dismount <i>or Acro flight to A salto / aerial</i>	
					9.6 SV bonus	Missing
					___ BB (+0.1)	___ .5 ea -C VP
					___ C (+0.1)	___ .3 ea -B VP
					___ D (+0.1 max)	___ .1 ea -A VP
					___	___ .5 ea -SR
					___	___ .5 ea -'RE'
					Dyn ↑.2	Rhy ↑.2
					Sureness ↑.2	Footwork ↑.3
					Posture ↑.3	Artistry C-P-E ↑.3
					3A	3B
					1C	X SAPPHIRE SR 0.5 ea
					1 Acro Series - 1 flight skill - 1 must achieve/pass thru vertical	
					Dance Series - 2 VP AND 180° Leap / Jump	
					Full Turn on 1 foot	
					B Dismount <i>or Acro flight to A salto / aerial</i>	
					9.6 SV	Missing
					___ BB (+0.1)	___ .5 ea -C VP
					___ C (+0.1)	___ .3 ea -B VP
					___ D (+0.1 max)	___ .1 ea -A VP
					___	___ .5 ea -SR
					___	___ .5 ea -'RE'
					Dyn ↑.2	Rhy ↑.2
					Sureness ↑.2	Footwork ↑.3
					Posture ↑.3	Artistry C-P-E ↑.3
					3A	3B
					1C	X SAPPHIRE SR 0.5 ea
					1 Acro Series - 1 flight skill - 1 must achieve/pass thru vertical	
					Dance Series - 2 VP AND 180° Leap / Jump	
					Full Turn on 1 foot	
					B Dismount <i>or Acro flight to A salto / aerial</i>	
					9.6 SV	Missing
					___ BB (+0.1)	___ .5 ea -C VP
					___ C (+0.1)	___ .3 ea -B VP
					___ D (+0.1 max)	___ .1 ea -A VP
					___	___ .5 ea -SR
					___	___ .5 ea -'RE'
					Dyn ↑.2	Rhy ↑.2
					Sureness ↑.2	Footwork ↑.3
					Posture ↑.3	Artistry C-P-E ↑.3

FLOOR	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XB	0:30 warm-up	Split jump 60°	Leg swing hop <i>horizontal</i>	Headstand	Bridge Kickover	No 'B' skills	4 A 0.1
	0:45 compete	Stride leap 60°	1-foot ½Turn	Vertical HS <i>any leg position</i>	Bwd Roll <i>to push-up</i>	No saltos /aerials	
		Side leap ≥ 60°	Swing Turn fwd or bwd	Partial HS <i>-Legs together 45°</i>		Max 2 flight skills	
		Straddle ≥ 60°		RO-Rebound-Bwd Roll = <i>Acro series (only combo)</i>		No VP credit & 0.5 off SV	

'B' Side/Straddle = A Maximum execution deductions: 4.0 Courtesy Score: 4.0 All acro elements can be w/wo flight

X Bronze SR 0.5 ea
Acro Pass, 2 direct VP
2nd Acro Pass, 1 VP min
Dance Passage, **60°** leap
2 different Group 1 VP
½ Turn on 1 foot
10.0 SV
.1 ea -A
.5 ea -SR
.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ I sec .05

All acro elements can be w/wo flight
X Bronze SR 0.5 ea
Acro Pass, 2 direct VP
2nd Acro Pass, 1 VP min
Dance Passage, **60°** leap
2 different Group 1 VP
½ Turn on 1 foot
10.0 SV
.1 ea -'A'
.5 ea -SR
.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ I sec .05

All acro elements can be w/wo flight
X Bronze SR 0.5 ea
Acro Pass, 2 direct VP
2nd Acro Pass, 1 VP min
Dance Passage, **60°** leap
2 different Group 1 VP
½ Turn on 1 foot
10.0 SV
.1 ea -'A'
.5 ea -SR
.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ I sec .05

All acro elements can be w/wo flight
X Bronze SR 0.5 ea
Acro Pass, 2 direct VP
2nd Acro Pass, 1 VP min
Dance Passage, **60°** leap
2 different Group 1 VP
½ Turn on 1 foot
10.0 SV
.1 ea -'A'
.5 ea -SR
.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ I sec .05

FLOOR	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XB	0:30 warm-up	Split jump 60°	Leg swing hop <i>horizontal</i>	Headstand	Bridge Kickover	No 'B' skills	4 A 0.1
	0:45 compete	Stride leap 60°	1-foot ½Turn	Vertical HS <i>any leg position</i>	Bwd Roll <i>to push-up</i>	No saltos /aerials	
		Side leap ≥ 60°	Swing Turn fwd or bwd	Partial HS <i>-Legs together 45°</i>		Max 2 flight skills	
		Straddle ≥ 60°	RO-Rebound-Bwd Roll = <i>Acro series (only combo)</i>			No VP credit & 0.5 off SV	

'B' Side/Straddle = A Maximum execution deductions: 4.0 Courtesy Score: 4.0 All acro elements can be w/wo flight

X Bronze SR 0.5 ea
Acro Pass, 2 direct VP
2nd Acro Pass, 1 VP min
Dance Passage, **60°** leap
2 different Group 1 VP
½ Turn on 1 foot
10.0 SV
.1 ea -'A'
.5 ea -SR
.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ I sec .05

All acro elements can be w/wo flight
X Bronze SR 0.5 ea
Acro Pass, 2 direct VP
2nd Acro Pass, 1 VP min
Dance Passage, **60°** leap
2 different Group 1 VP
½ Turn on 1 foot
10.0 SV
.1 ea -'A'
.5 ea -SR
.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ I sec .05

All acro elements can be w/wo flight
X Bronze SR 0.5 ea
Acro Pass, 2 direct VP
2nd Acro Pass, 1 VP min
Dance Passage, **60°** leap
2 different Group 1 VP
½ Turn on 1 foot
10.0 SV
.1 ea -'A'
.5 ea -SR
.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ I sec .05

All acro elements can be w/wo flight
X Bronze SR 0.5 ea
Acro Pass, 2 direct VP
2nd Acro Pass, 1 VP min
Dance Passage, **60°** leap
2 different Group 1 VP
½ Turn on 1 foot
10.0 SV
.1 ea -'A'
.5 ea -SR
.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ I sec .05

FLOOR	Time	ADDITIONAL 'A' SKILLS			RESTRICTED	VP
XS	0:45 warm-up 1:00 compete	Split jump 90°	Leg swing hop <i>horizontal</i>	Bridge Kickover	* Dive Roll	No 'B' Acro skills
		Stride leap 90°	Headstand		does NOT fulfill	No 'C' or higher skills
		Side leap 90°	Vertical Handstand - <i>mark HS</i>		Acro Flight	MAX 1 Salto or Aerial
		Straddle 90°	RO-Rebound-Bwd Roll = <i>Acro series (only combo)</i>		Requirement	No VP credit & 0.5 off SV

Maximum execution deductions: 4.0 Courtesy Score: 4.0

X SILVER SR 0.5 ea
Acro Pass 2 direct VP, 1 flight
2 nd Acro Pass, 2 VP w/wo flight
OR 1 Acro flight skill
Dance Passage, 90° leap
2 different Group 1 VP
1/1 Turn on 1 foot
10.0 SV
.1 ea -'A'
.5 ea -SR
.5 ea -'RE'

Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3	End ≠ Music .1
Rhy↑.2	Posture ↑.3	MM ≠ Relate ↑.3	End ≠ 1 sec .05

X SILVER SR 0.5 ea
Acro Pass 2 direct VP, 1 flight
2 nd Acro Pass, 2 VP w/wo flight
OR 1 Acro flight skill
Dance Passage, 90° leap
2 different Group 1 VP
1/1 Turn on 1 foot
10.0 SV
.1 ea -'A'
.5 ea -SR
.5 ea -'RE'

Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3	End ≠ Music .1
Rhy↑.2	Posture ↑.3	MM ≠ Relate ↑.3	End ≠ 1 sec .05

X SILVER SR 0.5 ea
Acro Pass 2 direct VP, 1 flight
2 nd Acro Pass, 2 VP w/wo flight
OR 1 Acro flight skill
Dance Passage, 90° leap
2 different Group 1 VP
1/1 Turn on 1 foot
10.0 SV
.1 ea -'A'
.5 ea -SR
.5 ea -'RE'

Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3	End ≠ Music .1
Rhy↑.2	Posture ↑.3	MM ≠ Relate ↑.3	End ≠ 1 sec .05

X SILVER SR 0.5 ea
Acro Pass 2 direct VP, 1 flight
2 nd Acro Pass, 2 VP w/wo flight
OR 1 Acro flight skill
Dance Passage, 90° leap
2 different Group 1 VP
1/1 Turn on 1 foot
10.0 SV
.1 ea -'A'
.5 ea -SR
.5 ea -'RE'

Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3	End ≠ Music .1
Rhy↑.2	Posture ↑.3	MM ≠ Relate ↑.3	End ≠ 1 sec .05

FLOOR	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XS	0:45 warm-up 1:00 compete	Split jump 90°	Leg swing hop <i>horizontal</i>	Bridge Kickover	* Dive Roll	No 'B' Acro skills	5 A 0.1
		Stride leap 90°	Headstand		does NOT fulfill	No 'C' or higher skills	
		Side leap 90°	Vertical Handstand - <i>mark HS</i>		Acro Flight	MAX 1 Salto or Aerial	
		Straddle 90°	RO-Rebound-Bwd Roll = <i>Acro series (only combo)</i>		Requirement	No VP credit & 0.5 off SV	

Maximum execution deductions: 4.0 Courtesy Score: 4.0

X SILVER SR 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

X SILVER SR 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

X SILVER SR 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

X SILVER SR 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

FLOOR	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XG	1:00 warm-up	Split jump 120°	Straddle jump 120°	Bridge Kickover	* Dive Roll does not fulfill Acro Flight Req.	No 'B' Twist Saltos	6 A 0.1
	1:00 compete	Stride leap 120°	Leg swing hop <i>horizontal</i>	Headstand		No 'C' or higher	
		Side leap 120°	Vertical Handstand - <i>mark</i>	B front pike / layout OK		No VP credit & 0.5 off SV	

Maximum execution deductions: 4.0 Courtesy Score: 4.0

X GOLD SR 0.5 ea

Acro Pass, 2 direct flight VP

2nd Acro Pass, 2 direct flight

OR a Salto / Aerial

Dance Passage **120°** leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ | sec. .05

X GOLD SR 0.5 ea

Acro Pass, 2 direct flight VP

2nd Acro Pass, 2 direct flight

OR a Salto / Aerial

Dance Passage **120°** leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ | sec. .05

X GOLD SR 0.5 ea

Acro Pass, 2 direct flight VP

2nd Acro Pass, 2 direct flight

OR a Salto / Aerial

Dance Passage **120°** leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ | sec. .05

X GOLD SR 0.5 ea

Acro Pass, 2 direct flight VP

2nd Acro Pass, 2 direct flight

OR a Salto / Aerial

Dance Passage **120°** leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ | sec. .05

FLOOR	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XG	1:00 warm-up	Split jump 120°	Straddle jump 120°	Bridge Kickover	* Dive Roll does not fulfill Acro Flight Req.	No 'B' Twist Saltos	6 A 0.1
	1:00 compete	Stride leap 120°	Leg swing hop <i>horizontal</i>	Headstand		No 'C' or higher	
		Side leap 120°	Vertical Handstand - <i>mark</i>	B front pike / layout OK		No VP credit & 0.5 off SV	

Maximum execution deductions: 4.0 Courtesy Score: 4.0

X GOLD SR 0.5 ea

Acro Pass, 2 *direct flight* VP

2nd Acro Pass, 2 *direct flight*

OR a Salto / Aerial

Dance Passage **120°** leap

2 *different Group 1* VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ | sec. .05

X GOLD SR 0.5 ea

Acro Pass, 2 *direct flight* VP

2nd Acro Pass, 2 *direct flight*

OR a Salto / Aerial

Dance Passage **120°** leap

2 *different Group 1* VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ | sec. .05

X GOLD SR 0.5 ea

Acro Pass, 2 *direct flight* VP

2nd Acro Pass, 2 *direct flight*

OR a Salto / Aerial

Dance Passage **120°** leap

2 *different Group 1* VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ | sec. .05

X GOLD SR 0.5 ea

Acro Pass, 2 *direct flight* VP

2nd Acro Pass, 2 *direct flight*

OR a Salto / Aerial

Dance Passage **120°** leap

2 *different Group 1* VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ | sec. .05

FLOOR	TIME	Dance Passage		RESTRICTED	VP
XP	1:30 Warm-up 1:30 compete	Must be 2 different Group 1 VP one must be a Leap with 155° split in cross or side	Leaps / jumps / hops with 135° and 155° split = listed VP	No C Acro skills No D or higher VP No VP & 0.5 off SV	A (6) 0.1 B (1) 0.3
Maximum execution deductions: 4.0			Courtesy Score: 4.0	6A	1B
				X PLATINUM SR 0.5 ea	
				Acro Pass, 2 flight w Salto	
				2 nd Acro Pass, 2 flight	
				OR one 'B' Salto	
				Dance Passage, 155° leap	
				2 different Group 1 VP	
				1/1 Turn on 1 foot	
				10.0 SV	Missing
				_____	.3 ea -B VP
				_____	.1 ea -A VP
				_____	.5 ea -SR
				_____	.5 ea -'RE'
			Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
			End ≠ Music	.1	
			Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.3
			End ≠ 1 sec	.05	
			6A	1B	X PLATINUM SR 0.5 ea
				Acro Pass, 2 flight w Salto	
				2 nd Acro Pass, 2 flight	
				OR one 'B' Salto	
				Dance Passage, 155° leap	
				2 different Group 1 VP	
				1/1 Turn on 1 foot	
				10.0 SV	Missing
				_____	.3 ea -B VP
				_____	.1 ea -A VP
				_____	.5 ea -SR
				_____	.5 ea -'RE'
			Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
			End ≠ Music	.1	
			Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.3
			End ≠ 1 sec	.05	
			6A	1B	X PLATINUM SR 0.5 ea
				Acro Pass, 2 flight w Salto	
				2 nd Acro Pass, 2 flight	
				OR one 'B' Salto	
				Dance Passage, 155° leap	
				2 different Group 1 VP	
				1/1 Turn on 1 foot	
				10.0 SV	Missing
				_____	.3 ea -B VP
				_____	.1 ea -A VP
				_____	.5 ea -SR
				_____	.5 ea -'RE'
			Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
			End ≠ Music	.1	
			Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.3
			End ≠ 1 sec	.05	
			6A	1B	X PLATINUM SR 0.5 ea
				Acro Pass, 2 flight w Salto	
				2 nd Acro Pass, 2 flight	
				OR one 'B' Salto	
				Dance Passage, 155° leap	
				2 different Group 1 VP	
				1/1 Turn on 1 foot	
				10.0 SV	Missing
				_____	.3 ea -B VP
				_____	.1 ea -A VP
				_____	.5 ea -SR
				_____	.5 ea -'RE'
			Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
			End ≠ Music	.1	
			Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.3
			End ≠ 1 sec	.05	

FLOOR	TIME	Dance Passage		RESTRICTED	VP
XP	1:30 Warm-up 1:30 compete	Must be 2 different Group 1 VP one must be a Leap with 155° split in cross or side	Leaps / jumps / hops with 135° and 155° split = listed VP	No C Acro skills No D or higher VP No VP & 0.5 off SV	A (6) 0.1 B (1) 0.3
Maximum execution deductions: 4.0			Courtesy Score: 4.0	6A	1B
				X PLATINUM SR 0.5 ea	
				Acro Pass, 2 flight w Salto	
				2 nd Acro Pass, 2 flight	
				OR one 'B' Salto	
				Dance Passage, 155° leap	
				2 different Group 1 VP	
				1/1 Turn on 1 foot	
				10.0 SV	Missing
				_____	.3 ea -B VP
				_____	.1 ea -A VP
				_____	.5 ea -SR
				_____	.5 ea -'RE'
			Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
			Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.3
			End ≠ Music .1		End ≠ 1 sec .05
			6A	1B	X PLATINUM SR 0.5 ea
				Acro Pass, 2 flight w Salto	
				2 nd Acro Pass, 2 flight	
				OR one 'B' Salto	
				Dance Passage, 155° leap	
				2 different Group 1 VP	
				1/1 Turn on 1 foot	
				10.0 SV	Missing
				_____	.3 ea -B VP
				_____	.1 ea -A VP
				_____	.5 ea -SR
				_____	.5 ea -'RE'
			Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
			Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.3
			End ≠ Music .1		End ≠ 1 sec .05
			6A	1B	X PLATINUM SR 0.5 ea
				Acro Pass, 2 flight w Salto	
				2 nd Acro Pass, 2 flight	
				OR one 'B' Salto	
				Dance Passage, 155° leap	
				2 different Group 1 VP	
				1/1 Turn on 1 foot	
				10.0 SV	Missing
				_____	.3 ea -B VP
				_____	.1 ea -A VP
				_____	.5 ea -SR
				_____	.5 ea -'RE'
			Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
			Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.3
			End ≠ Music .1		End ≠ 1 sec .05
			6A	1B	X PLATINUM SR 0.5 ea
				Acro Pass, 2 flight w Salto	
				2 nd Acro Pass, 2 flight	
				OR one 'B' Salto	
				Dance Passage, 155° leap	
				2 different Group 1 VP	
				1/1 Turn on 1 foot	
				10.0 SV	Missing
				_____	.3 ea -B VP
				_____	.1 ea -A VP
				_____	.5 ea -SR
				_____	.5 ea -'RE'
			Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
			Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.3
			End ≠ Music .1		End ≠ 1 sec .05

FLOOR	TIME	Dance Passage		Acro Passes	RESTRICTED	VP
XD	2:00 Warm-up	Must be 2 different Group 1 VP	Leaps / jumps / hops within	2 Acro Passes with 2 flight VP OR	One 'D' VP allowed	A (5) 0.1
	1:30 compete	one must be a Leap with 155° split	135° - 155° split = VP	1 Acro Pass with 2 flight VP &	No 'E' VP	B (2) 0.3
		in cross or side		1 separate C Salto	No VP & 0.5 off SV	
	Maximum execution deductions: 4.0		Courtesy Score: 4.0	5A	2B	
						X DIAMOND SR 0.5 ea
						2 Acro flight passes 2VP
						or 1 Acro flight pass & 1 C Salto
						2 Different Saltos, 1 B
						may be in SR1
						Dance Passage, 155° leap
						2 different Group 1 VP
						B Turn on 1 foot
						10.0 SV Missing
						_____ .3 ea -B VP
						_____ .1 ea -A VP
						_____ .5 ea -SR
						_____ .5 ea -'RE'
						Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
						Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05
			5A	2B		X DIAMOND SR 0.5 ea
						2 Acro flight passes 2VP
						or 1 Acro flight pass & 1 C Salto
						2 Different Saltos, 1 B
						may be in SR1
						Dance Passage, 155° leap
						2 different Group 1 VP
						B Turn on 1 foot
						10.0 SV Missing
						_____ .3 ea -B VP
						_____ .1 ea -A VP
						_____ .5 ea -SR
						_____ .5 ea -'RE'
						Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
						Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05
			5A	2B		X DIAMOND SR 0.5 ea
						2 Acro flight passes 2VP
						or 1 Acro flight pass & 1 C Salto
						2 Different Saltos, 1 B
						may be in SR1
						Dance Passage, 155° leap
						2 different Group 1 VP
						B Turn on 1 foot
						10.0 SV Missing
						_____ .3 ea -B VP
						_____ .1 ea -A VP
						_____ .5 ea -SR
						_____ .5 ea -'RE'
						Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
						Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

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FLOOR	TIME	Dance Passage		Acro Passes	RESTRICTED	VP
XD	2:00 Warm-up 1:30 compete	Must be 2 different Group 1 VP one must be a Leap with 155° split in cross or side	Leaps / jumps / hops within 135° - 155° split = VP	2 Acro Passes with 2 flight VP OR 1 Acro Pass with 2 flight VP & 1 separate C Salto	One 'D' VP allowed No 'E' VP No VP & 0.5 off SV	A (5) 0.1 B (2) 0.3

Maximum execution deductions: 4.0	Courtesy Score: 4.0	5A	2B	X DIAMOND SR 0.5 ea
				2 Acro flight passes 2VP or 1 Acro flight pass & 1 C Salto
				2 Different Saltos, 1 B
				may be in SR1
				Dance Passage, 155° leap
				2 different Group 1 VP
				B Turn on 1 foot
				10.0 SV Missing
				.3 ea -B VP
				.1 ea -A VP
				.5 ea -SR
				.5 ea -'RE'
				Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
				Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

		5A	2B	X DIAMOND SR 0.5 ea
				2 Acro flight passes 2VP or 1 Acro flight pass & 1 C Salto
				2 Different Saltos, 1 B
				may be in SR1
				Dance Passage, 155° leap
				2 different Group 1 VP
				B Turn on 1 foot
				10.0 SV Missing
				.3 ea -B VP
				.1 ea -A VP
				.5 ea -SR
				.5 ea -'RE'
				Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
				Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

		5A	2B	X DIAMOND SR 0.5 ea
				2 Acro flight passes 2VP or 1 Acro flight pass & 1 C Salto
				2 Different Saltos, 1 B
				may be in SR1
				Dance Passage, 155° leap
				2 different Group 1 VP
				B Turn on 1 foot
				10.0 SV Missing
				.3 ea -B VP
				.1 ea -A VP
				.5 ea -SR
				.5 ea -'RE'
				Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
				Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

FLOOR	BONUS <i>any combination up to 0.4 max</i>			RESTRICTED	VP
Sa <i>Sapphire</i>	CV (0.4 max): B + B or higher direct / indirect connection 0.1	Max execution deductions: 4.0		No E elements	A (3) 0.1
	DV (0.4 max): Each C 0.1 / One D 0.1	Courtesy Score: 4.0		No VP, no SR	B (3) 0.3
	<i>Without fall or spot</i>			& 0.5 off SV	C (1) 0.5
		3A	3B	1C	
X SAPPHIRE SR 0.5 ea					1 Acro Pass with 2 saltos <i>- same or different</i>
					3 Different Saltos, <i>one B Salto</i>
					Dance Passage, 180° leap <i>2 different Group 1 VP</i>
					B Turn on 1 foot
					9.6 SV <u>bonus</u> <u>Missing</u>
					___ BB (+0.1) ___ .5 ea -C VP
					___ C (+0.1) ___ .3 ea -B VP
					___ D (+0.1 max) ___ .1 ea -A VP
					___ .5 ea -SR
					___ .5 ea -'RE'
					Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
					Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05
					3A 3B 1C
X SAPPHIRE SR 0.5 ea					1 Acro Pass with 2 saltos <i>- same or different</i>
					3 Different Saltos, <i>one B Salto</i>
					Dance Passage, 180° leap <i>2 different Group 1 VP</i>
					B Turn on 1 foot
					9.6 SV <u>bonus</u> <u>Missing</u>
					___ BB (+0.1) ___ .5 ea -C VP
					___ C (+0.1) ___ .3 ea -B VP
					___ D (+0.1 max) ___ .1 ea -A VP
					___ .5 ea -SR
					___ .5 ea -'RE'
					Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
					Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05
					3A 3B 1C
X SAPPHIRE SR 0.5 ea					1 Acro Pass with 2 saltos <i>- same or different</i>
					3 Different Saltos, <i>one B Salto</i>
					Dance Passage, 180° leap <i>2 different Group 1 VP</i>
					B Turn on 1 foot
					9.6 SV <u>bonus</u> <u>Missing</u>
					___ BB (+0.1) ___ .5 ea -C VP
					___ C (+0.1) ___ .3 ea -B VP
					___ D (+0.1 max) ___ .1 ea -A VP
					___ .5 ea -SR
					___ .5 ea -'RE'
					Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1
					Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

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