

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°	No release moves from <i>HB→LB or LB→HB</i>	Restricted C or higher skills may not be attempted or performed	Clear Hip HS	A (5) 0.1
	If horizontal or below: No SR & -0.3 amplitude	No VP / no SR / 0.5 off SV / if DMT take 0.3 more off SV		Stalder HS	B (1) 0.3
				Toe-on HS	

LEVEL 6 SPECIAL REQ 0.5 ea 5A 1B D. Hanford 9.7.2024

- 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___

LEVEL 6 SPECIAL REQ 0.5 ea 5A 1B

- 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___

LEVEL 6 SPECIAL REQ 0.5 ea 5A 1B

- 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___

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°	No release moves from <i>HB→LB or LB→HB</i>	Restricted C or higher skills may not be attempted or performed	Clear Hip HS	A (5) 0.1
	If horizontal or below: No SR & -0.3 amplitude	No VP / no SR / 0.5 off SV / if DMT take 0.3 more off SV		Stalder HS Toe-on HS	B (1) 0.3

LEVEL 6 SPECIAL REQ 0.5 ea 5A 1B D. Hanford 9.7.2024

- Cast 45° Minimum
- 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___

LEVEL 6 SPECIAL REQ 0.5 ea 5A 1B

- Cast 45° Minimum
- 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___

LEVEL 6 SPECIAL REQ 0.5 ea 5A 1B

- Cast 45° Minimum
- 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___

BEAM	TIME 1:15	ACRO SERIES (2 VP)	RESTRICTED ELEMENTS	VP
6	1:30 warmup	Non-flight series Gps 5/6/7, 1 must achieve HS	1 C Dance element allowed	A (5) 0.1
	If less than 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.	Restricted C or higher skills may not be attempted no VP / no SR / 0.5 off SV / if DMT take 0.3 more off SV	B (1) 0.3

LEVEL 6 SPECIAL REQ 0.5 ea

Acro Flight may be in series or isolated

5A

1B

Y. Hanford 9.7.2024

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 _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dynamic ↑.2___ Footwrk ↑.3___ Sureness ↑.2___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C___P___E___

LEVEL 6 SPECIAL REQ 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 _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dynamic ↑.2___ Footwrk ↑.3___ Sureness ↑.2___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C___P___E___

LEVEL 6 SPECIAL REQ 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 _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dynamic ↑.2___ Footwrk ↑.3___ Sureness ↑.2___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C___P___E___

BEAM	TIME 1:15	ACRO SERIES (2 VP)	RESTRICTED ELEMENTS	VP
6	1:30 warmup	Non-flight series Gps 5/6/7, 1 must achieve HS	1 C Dance element allowed	A (5) 0.1
	If less than 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.	Restricted C or higher skills may not be attempted no VP / no SR / 0.5 off SV / if DMT take 0.3 more off SV	B (1) 0.3

LEVEL 6 SPECIAL REQ 0.5 ea

Acro Flight may be in series or isolated

5A

1B

Y. Hanford 9.7.2024

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 _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dynamic ↑.2___ Footwrk ↑.3___ Sureness ↑.2___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C___P___E___

LEVEL 6 SPECIAL REQ 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 _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dynamic ↑.2___ Footwrk ↑.3___ Sureness ↑.2___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C___P___E___

LEVEL 6 SPECIAL REQ 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 _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dynamic ↑.2___ Footwrk ↑.3___ Sureness ↑.2___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C___P___E___

FLOOR	Time: 1:15	Dance Passage	ACRO Series (2 with flight)	Restricted Elements	VP
6	Starts with 1st movement, ends with last	Must be 2 different Group 1 VP one must be a Leap with 180° 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
				Restricted C or higher skills may not be attempted no VP / no SR / 0.5 off SV	B (1) 0.3

LEVEL 6 SPECIAL REQ 0.5 ea

5A

1B

D.Hanford 9.7.2024

- 3-skill Acro Pass (2 flight)
- Salto/aerial - 2nd Pass or iso
- Dance Passage, 180° Leap
- Full Turn on 1 foot

Missing **10.0 SV**

- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- RE' .5 ea _____

Dyn ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___

Rhy ↑.2___ Posture ↑.3___ Art ↑.3 C___P___E___ End ≠ 1 sec.05___

LEVEL 6 SPECIAL REQ 0.5 ea

5A

1B

- 3-skill Acro Pass (2 flight)
- Salto/aerial - 2nd Pass or iso
- Dance Passage, 180° Leap
- Full Turn on 1 foot

Missing **10.0 SV**

- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- RE' .5 ea _____

Dyn ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___

Rhy ↑.2___ Posture ↑.3___ Art ↑.3 C___P___E___ End ≠ 1 sec.05___

LEVEL 6 SPECIAL REQ 0.5 ea

5A

1B

- 3-skill Acro Pass (2 flight)
- Salto/aerial - 2nd Pass or iso
- Dance Passage, 180° Leap
- Full Turn on 1 foot

Missing **10.0 SV**

- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- RE' .5 ea _____

Dyn ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___

Rhy ↑.2___ Posture ↑.3___ Art ↑.3 C___P___E___ End ≠ 1 sec.05___

FLOOR	Time: 1:15	Dance Passage	ACRO Series (2 with flight)	Restricted Elements	VP
6	Starts with 1st movement, ends with last	Must be 2 different Group 1 VP one must be a Leap with 180° 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
				Restricted C or higher skills may not be attempted no VP / no SR / 0.5 off SV	B (1) 0.3

LEVEL 6 SPECIAL REQ 0.5 ea

5A

1B

D.Hanford 9.7.2024

- 3-skill Acro Pass (2 flight)
- Salto/aerial - 2nd Pass or iso
- Dance Passage, 180° Leap
- Full Turn on 1 foot

Missing **10.0 SV**

- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- RE' .5 ea _____

Dyn ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___

Rhy ↑.2___ Posture ↑.3___ Art ↑.3 C___P___E___ End ≠ 1 sec.05___

LEVEL 6 SPECIAL REQ 0.5 ea

5A

1B

- 3-skill Acro Pass (2 flight)
- Salto/aerial - 2nd Pass or iso
- Dance Passage, 180° Leap
- Full Turn on 1 foot

Missing **10.0 SV**

- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- RE' .5 ea _____

Dyn ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___

Rhy ↑.2___ Posture ↑.3___ Art ↑.3 C___P___E___ End ≠ 1 sec.05___

LEVEL 6 SPECIAL REQ 0.5 ea

5A

1B

- 3-skill Acro Pass (2 flight)
- Salto/aerial - 2nd Pass or iso
- Dance Passage, 180° Leap
- Full Turn on 1 foot

Missing **10.0 SV**

- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- RE' .5 ea _____

Dyn ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___

Rhy ↑.2___ Posture ↑.3___ Art ↑.3 C___P___E___ End ≠ 1 sec.05___

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	Restricted C/D/E may not be attempted = no VP / no SR / 0.5 off SV / if DMT take 0.3 more 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 may be same or different	

LEVEL 7 SPECIAL REQ 0.5 ea

5A

2B

D.Hanford 9.7.2024

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____ Dynamics ↑.2____

LEVEL 7 SPECIAL REQ 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____ Dynamics ↑.2____

LEVEL 7 SPECIAL REQ 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____ Dynamics ↑.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	Restricted C/D/E may not be attempted = no VP / no SR / 0.5 off SV / if DMT take 0.3 more 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 may be same or different	

LEVEL 7 SPECIAL REQ 0.5 ea

5A

2B

D.Hanford 9.7.2024

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____ Dynamics ↑.2____

LEVEL 7 SPECIAL REQ 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____ Dynamics ↑.2____

LEVEL 7 SPECIAL REQ 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____ Dynamics ↑.2____

BEAM	TIME 1:20	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
			Restricted C Acro or any D/E may not be attempted no VP / no SR / 0.5 off SV / if DMT take 0.3 more off SV	B (2) 0.3

LEVEL 7 SPECIAL REQ 0.5 ea

Acro Flight may be in series or isolated

5A

2B

J.Hanford 9.7.2024

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 _____

Dynamic ↑.2___ Footwrk ↑.3___ Sureness ↑.2___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C___P___E___

LEVEL 7 SPECIAL REQ 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 _____

Dynamic ↑.2___ Footwrk ↑.3___ Sureness ↑.2___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C___P___E___

LEVEL 7 SPECIAL REQ 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 _____

Dynamic ↑.2___ Footwrk ↑.3___ Sureness ↑.2___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C___P___E___

BEAM	TIME 1:20	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
			Restricted C Acro or any D/E may not be attempted no VP / no SR / 0.5 off SV / if DMT take 0.3 more off SV	B (2) 0.3

LEVEL 7 SPECIAL REQ 0.5 ea

Acro Flight may be in series or isolated

5A

2B

J.Hanford 9.7.2024

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 _____

Dynamic ↑.2___ Footwrk ↑.3___ Sureness ↑.2___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C___P___E___

LEVEL 7 SPECIAL REQ 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 _____

Dynamic ↑.2___ Footwrk ↑.3___ Sureness ↑.2___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C___P___E___

LEVEL 7 SPECIAL REQ 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 _____

Dynamic ↑.2___ Footwrk ↑.3___ Sureness ↑.2___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C___P___E___

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 180° split in cross or side	a. One Backward Salto connected, <i>min 2 direct flight skills</i> b. One Forward Salto: 1 or more skills c. One Salto stretched to land on 2 feet (<i>Bwd or Fwd</i>) d. Two Passes	C Dance elements <i>unlimited</i> = B	A (5) 0.1
			Restricted C Acro or any D/E may not be attempted or performed = no VP / no SR / 0.5 off SV	B (2) 0.3

LEVEL 7 SPECIAL REQ 0.5 ea

5A

2B

D.Hanford 9.7.2024

a - Backward Salto - <i>Min 2 flight skills</i>	
b - Forward Salto - <i>Min 1 skill</i>	
c - Salto stretched to 2-feet	
d - Two acro passes	
Dance Passage, 180° Leap	
Full Turn on 1 foot	

Missing **10.0 SV**

- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____

Dynamic ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05___

LEVEL 7 SPECIAL REQ 0.5 ea

5A

2B

a - Backward Salto - <i>Min 2 flight skills</i>	
b - Forward Salto - <i>Min 1 skill</i>	
c - Salto stretched to 2-feet	
d - Two acro passes	
Dance Passage, 180° Leap	
Full Turn on 1 foot	

Missing **10.0 SV**

- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____

Dynamic ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05___

LEVEL 7 SPECIAL REQ 0.5 ea

5A

2B

a - Backward Salto - <i>Min 2 flight skills</i>	
b - Forward Salto - <i>Min 1 skill</i>	
c - Salto stretched to 2-feet	
d - Two acro passes	
Dance Passage, 180° Leap	
Full Turn on 1 foot	

Missing **10.0 SV**

- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____

Dynamic ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05___

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 180° split in cross or side	a. One Backward Salto connected, <i>min 2 direct flight skills</i> b. One Forward Salto: 1 or more skills c. One Salto stretched to land on 2 feet (<i>Bwd or Fwd</i>) d. Two Passes	C Dance elements <i>unlimited</i> = B	A (5) 0.1
			Restricted C Acro or any D/E may not be attempted or performed = no VP / no SR / 0.5 off SV	B (2) 0.3

LEVEL 7 SPECIAL REQ 0.5 ea

5A

2B

D.Hanford 9.7.2024

a - Backward Salto - <i>Min 2 flight skills</i>	
b - Forward Salto - <i>Min 1 skill</i>	
c - Salto stretched to 2-feet	
d - Two acro passes	
Dance Passage, 180° Leap	
Full Turn on 1 foot	

Missing **10.0 SV**

- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____

Dynamic ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05___

LEVEL 7 SPECIAL REQ 0.5 ea

5A

2B

a - Backward Salto - <i>Min 2 flight skills</i>	
b - Forward Salto - <i>Min 1 skill</i>	
c - Salto stretched to 2-feet	
d - Two acro passes	
Dance Passage, 180° Leap	
Full Turn on 1 foot	

Missing **10.0 SV**

- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____

Dynamic ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05___

LEVEL 7 SPECIAL REQ 0.5 ea

5A

2B

a - Backward Salto - <i>Min 2 flight skills</i>	
b - Forward Salto - <i>Min 1 skill</i>	
c - Salto stretched to 2-feet	
d - Two acro passes	
Dance Passage, 180° Leap	
Full Turn on 1 foot	

Missing **10.0 SV**

- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____

Dynamic ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___

Rhythm ↑.2___ Posture ↑.3___ Artistry ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05___

BARS	Cast before:	RESTRICTED		Allowable "C"s = B		VP
8	NO deduction for cast amplitude before: Peach Salto, Bail overshoot ½ turn, or counterswing ½ Straddleback	More than 1 restricted C or any D/E performed w/wo VP credit = no VP / no SR / 0.5 off SV	Only the same restricted C skill may be repeated if it received "0" VP 1st time	Cast HS ½	Toe-on HS ± ½	A (4) 0.1
		No dismount, RE dismount, or salto not initiated = no VP / no SR / -0.3 & -0.5 off SV		Clear Hip HS ± ½	Stalder HS ± ½	B (4) 0.3
				Turn to regular grip only!		
				1st Restricted C = B		

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

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

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

BARS	Cast before:	RESTRICTED		Allowable "C"s = B		VP
8	NO deduction for cast amplitude before: Peach Salto, Bail overshoot ½ turn, or counterswing ½ Straddleback	More than 1 restricted C or any D/E performed w/wo VP credit = no VP / no SR / 0.5 off SV	Only the same restricted C skill may be repeated if it received "0" VP 1st time	Cast HS ½	Toe-on HS ± ½	A (4) 0.1
		No dismount, RE dismount, or salto not initiated = no VP / no SR / -0.3 & -0.5 off SV		Clear Hip HS ± ½	Stalder HS ± ½	B (4) 0.3
					<i>Turn to regular grip only!</i>	
				1st Restricted C = B		

SPECIAL REQ 0.5 ea	10.0 SV	4B	4A
1 Bar Change	0.3 -B VP _____		
2 B-Elements, <i>same or different:</i>	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____			

SPECIAL REQ 0.5 ea	10.0 SV	4B	4A
1 Bar Change	0.3 -B VP _____		
2 B-Elements, <i>same or different:</i>	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____			

SPECIAL REQ 0.5 ea	10.0 SV	4B	4A
1 Bar Change	0.3 -B VP _____		
2 B-Elements, <i>same or different:</i>	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____			

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	RESTRICTED		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	More than 1 C Acro or any D/E	Only the same restricted	No dismount, RE dismount,	All Dance C = B	A (4) 0.1
		performed w/wo VP credit = no VP / no SR / 0.5 off SV	C acro may be repeated if it received "0" VP 1st time	= - 0.3 off SV & -0.5 off SV	1 st Acro C = B	B (4) 0.3

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SPECIAL REQ 0.5 ea	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 WW	↑.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 ea				

Dynamic ↑.2 ___ Footwrk ↑.3 ___ Sureness ↑.2 ___

Rhythm ↑.2 ___ Posture ↑.3 ___ Artistry ↑.3 C ___ P ___ E ___

SPECIAL REQ 0.5 ea	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 WW	↑.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 ea				

Dynamic ↑.2 ___ Footwrk ↑.3 ___ Sureness ↑.2 ___

Rhythm ↑.2 ___ Posture ↑.3 ___ Artistry ↑.3 C ___ P ___ E ___

SPECIAL REQ 0.5 ea	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 WW	↑.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 ea				

Dynamic ↑.2 ___ Footwrk ↑.3 ___ Sureness ↑.2 ___

Rhythm ↑.2 ___ Posture ↑.3 ___ Artistry ↑.3 C ___ P ___ E ___

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	RESTRICTED		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	More than 1 C Acro or any D/E performed w/wo VP credit = no VP / no SR / 0.5 off SV	Only the same restricted C acro may be repeated if it received "0" VP 1st time	No dismount, RE dismount, or salto not initiated = - 0.3 off SV & -0.5 off SV	All Dance C = B 1 st Acro C = B	A (4) 0.1 B (4) 0.3

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SPECIAL REQ 0.5 ea	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 WW	↑.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 ea				

Dynamic ↑.2 ___ Footwrk ↑.3 ___ Sureness ↑.2 ___

Rhythm ↑.2 ___ Posture ↑.3 ___ Artistry ↑.3 C ___ P ___ E ___

SPECIAL REQ 0.5 ea	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 WW	↑.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 ea				

Dynamic ↑.2 ___ Footwrk ↑.3 ___ Sureness ↑.2 ___

Rhythm ↑.2 ___ Posture ↑.3 ___ Artistry ↑.3 C ___ P ___ E ___

SPECIAL REQ 0.5 ea	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 WW	↑.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 ea				

Dynamic ↑.2 ___ Footwrk ↑.3 ___ Sureness ↑.2 ___

Rhythm ↑.2 ___ Posture ↑.3 ___ Artistry ↑.3 C ___ P ___ E ___

FLOOR	DANCE PASSAGE	DISMOUNT	RESTRICTED (0.5 off SV)		VP	
8	Must be 2 different	"A" salto in last pass or isolated	More than 1 Acro C or any D/E performed w/wo VP credit = no VP / no SR / 0.5 off SV	Only the same restricted C acro may be repeated if it received "0" VP 1st time	All Dance C = B	A (4) 0.1
	Group 1 VP, one must be 180° leap in cross or side	No DMT: RE, salto not initiated or is performed in exact same connect = no VP / no SR / 0.3 & 0.5 off SV			1 st Acro C = B	B (4) 0.3

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SPECIAL REQ 0.5 ea	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 IW	↑.1 Spatial use			
Dyn ↑.2	Footwrk ↑.3	MM ≠ Relate ↑.3	End ≠ Music .1	
Rhy ↑.2	Posture ↑.3	Art ↑.3 C ___ P ___ E ___	End ≠ 1 sec.05	

SPECIAL REQ 0.5 ea	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 IW	↑.1 Spatial use			
Dyn ↑.2	Footwrk ↑.3	MM ≠ Relate ↑.3	End ≠ Music .1	
Rhy ↑.2	Posture ↑.3	Art ↑.3 C ___ P ___ E ___	End ≠ 1 sec.05	

SPECIAL REQ 0.5 ea	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 IW	↑.1 Spatial use			
Dyn ↑.2	Footwrk ↑.3	MM ≠ Relate ↑.3	End ≠ Music .1	
Rhy ↑.2	Posture ↑.3	Art ↑.3 C ___ P ___ E ___	End ≠ 1 sec.05	

FLOOR	DANCE PASSAGE	DISMOUNT	RESTRICTED (0.5 off SV)		VP	
8	Must be 2 different	"A" salto in last pass or isolated	More than 1 Acro C or any D/E performed w/wo VP credit = no VP / no SR / 0.5 off SV	Only the same restricted C acro may be repeated if it received "0" VP 1st time	All Dance C = B	A (4) 0.1
	Group 1 VP, one must be 180° leap in cross or side	No DMT: RE, salto not initiated or is performed in exact same connect = no VP / no SR / 0.3 & 0.5 off SV			1 st Acro C = B	B (4) 0.3

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SPECIAL REQ 0.5 ea	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 IW	↑.1 Spatial use			
Dyn ↑.2	Footwrk ↑.3	MM ≠ Relate ↑.3	End ≠ Music .1	
Rhy ↑.2	Posture ↑.3	Art ↑.3 C ___ P ___ E ___	End ≠ 1 sec.05	

SPECIAL REQ 0.5 ea	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 IW	↑.1 Spatial use			
Dyn ↑.2	Footwrk ↑.3	MM ≠ Relate ↑.3	End ≠ Music .1	
Rhy ↑.2	Posture ↑.3	Art ↑.3 C ___ P ___ E ___	End ≠ 1 sec.05	

SPECIAL REQ 0.5 ea	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 IW	↑.1 Spatial use			
Dyn ↑.2	Footwrk ↑.3	MM ≠ Relate ↑.3	End ≠ Music .1	
Rhy ↑.2	Posture ↑.3	Art ↑.3 C ___ P ___ E ___	End ≠ 1 sec.05	

BARS	No bonus with spot or fall	0.1	0.2	CHOICE OF ELEMENTS ≠ CL	DISMT ≠ CL	Allowable D/E	VP
9	NO Turn or Flight	CC		1) Fwd circle/release "B" min 2 of 3 0.0	C 0.00	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° w/wo flight, "C" 0 of 3 0.2	BB 0.10	1st restricted D/E completed = C	C (1) 0.5
2 ½ min warm-up	1st D/E completed with VP credit: 0.1 (allowed or restricted)		Only the same restricted D/E skill may be repeated if received "0" VP 1st time More than 1 restricted D/E performed w/wo VP credit = no VP / no SR / 0.5 off SV			No dismount / RE dismount / salto not initiated = - 0.3 & -0.5 off SV	

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SPECIAL REQ 0.5 ea	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A
2 Bar Changes		-VP					
B Flight - not DMT	0.5	-SR					
C Flight -Diff, not DMT or B Turn -not MT/DMT	0.5	-RE					
B Salto Dismount	0.3	No Dmt					
0.1 No Direction Δ	↑1	Dmt ≠CL					
0.1 ea ¼ Fwd Giant	.1 .2	Elements					
0.1 ea Uncharacteristic	F 367	LA					
HS Precision ↑.1___ Dynamics ↑.2___							

SPECIAL REQ 0.5 ea	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A
2 Bar Changes		-VP					
B Flight - not DMT	0.5	-SR					
C Flight -Diff, not DMT or B Turn -not MT/DMT	0.5	-RE					
B Salto Dismount	0.3	No Dmt					
0.1 No Direction Δ	↑1	Dmt ≠CL					
0.1 ea ¼ Fwd Giant	.1 .2	Elements					
0.1 ea Uncharacteristic	F 367	LA					
HS Precision ↑.1___ Dynamics ↑.2___							

SPECIAL REQ 0.5 ea	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A
2 Bar Changes		-VP					
B Flight - not DMT	0.5	-SR					
C Flight -Diff, not DMT or B Turn -not MT/DMT	0.5	-RE					
B Salto Dismount	0.3	No Dmt					
0.1 No Direction Δ	↑1	Dmt ≠CL					
0.1 ea ¼ Fwd Giant	.1 .2	Elements					
0.1 ea Uncharacteristic	F 367	LA					
HS Precision ↑.1___ Dynamics ↑.2___							

BARS	No bonus with spot or fall	0.1	0.2	CHOICE OF ELEMENTS ≠ CL	DISMT ≠ CL	Allowable D/E	VP
9	NO Turn or Flight	CC		1) Fwd circle/release "B" min 2 of 3 0.0	C 0.00	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° w/wo flight, "C" 0 of 3 0.2	BB 0.10	1st restricted D/E completed = C	C (1) 0.5
2 ½ min warm-up	1st D/E completed with VP credit: 0.1 (allowed or restricted)		Only the same restricted D/E skill may be repeated if received "0" VP 1st time More than 1 restricted D/E performed w/wo VP credit = no VP / no SR / 0.5 off SV			No dismount / RE dismount / salto not initiated = - 0.3 & -0.5 off SV	

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SPECIAL REQ 0.5 ea	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A
2 Bar Changes		-VP					
B Flight - not DMT	0.5	-SR					
C Flight -Diff, not DMT or B Turn -not MT/DMT	0.5	-RE					
B Salto Dismount	0.3	No Dmt					
0.1 No Direction Δ	↑1	Dmt ≠CL					
0.1 ea ¼ Fwd Giant	.1	.2 Elements					
0.1 ea Uncharacteristic	F	367 LA					
HS Precision ↑.1___ Dynamics ↑.2___							

SPECIAL REQ 0.5 ea	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A
2 Bar Changes		-VP					
B Flight - not DMT	0.5	-SR					
C Flight -Diff, not DMT or B Turn -not MT/DMT	0.5	-RE					
B Salto Dismount	0.3	No Dmt					
0.1 No Direction Δ	↑1	Dmt ≠CL					
0.1 ea ¼ Fwd Giant	.1	.2 Elements					
0.1 ea Uncharacteristic	F	367 LA					
HS Precision ↑.1___ Dynamics ↑.2___							

SPECIAL REQ 0.5 ea	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A
2 Bar Changes		-VP					
B Flight - not DMT	0.5	-SR					
C Flight -Diff, not DMT or B Turn -not MT/DMT	0.5	-RE					
B Salto Dismount	0.3	No Dmt					
0.1 No Direction Δ	↑1	Dmt ≠CL					
0.1 ea ¼ Fwd Giant	.1	.2 Elements					
0.1 ea Uncharacteristic	F	367 LA					
HS Precision ↑.1___ Dynamics ↑.2___							

BEAM	RESTRICTED	<i>No bonus for spot or fall</i>	0.1	0.2	0.1	0.2	VP		
9	More than 1 restricted D / E performed w/wo VP credit = no VP / no SR / 0.5 off SV	<i>All Acro must have flight for CV</i>			2 Dance / Mix No DMT	BC	CC	All Dance	A (3) 0.1
	Only the same restricted D/E acro skill may be repeated if received "0" VP 1st time	2 Acro Flight Not DMT	BC_{salto}	CC	Turns	AC	CA	D/E = C	B (4) 0.3
		3 Acro Flight	BBC	BCC				1 st Acro D/E=C	C (1) 0.5
		3 Acro flight w C salto or D/E hand (NOT DMT) = add'l 0.1			*1st D/E Acro with VP Credit: 0.1 bonus				

SPECIAL REQ 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A	<i>D Hanford 9.9.2024</i>
Acro Flight Series <i>-both flight</i>		-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 & Bwd Acro		↑.2 Acro ≠CL						
0.05 <i>in dismount only</i>		↑.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 <i>ea</i>								
Dynamic ↑.2		Footwrk ↑.3						
Rhythm ↑.2		Posture ↑.3						
		Artistry ↑.3						

SPECIAL REQ 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A
Acro Flight Series <i>-both flight</i>		-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 & Bwd Acro		↑.2 Acro ≠CL					
0.05 <i>in dismount only</i>		↑.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 <i>ea</i>							
Dynamic ↑.2		Footwrk ↑.3					
Rhythm ↑.2		Posture ↑.3					
		Artistry ↑.3					

SPECIAL REQ 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A
Acro Flight Series <i>-both flight</i>		-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 & Bwd Acro		↑.2 Acro ≠CL					
0.05 <i>in dismount only</i>		↑.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 <i>ea</i>							
Dynamic ↑.2		Footwrk ↑.3					
Rhythm ↑.2		Posture ↑.3					
		Artistry ↑.3					

BEAM	RESTRICTED	No bonus for spot or fall	0.1	0.2	0.1	0.2	VP	
9	More than 1 restricted D / E performed w/wo VP credit = no VP / no SR / 0.5 off SV	All Acro must have flight for CV			2 Dance / Mix No DMT	BC CC	All Dance D/E = C	A (3) 0.1 B (4) 0.3
	Only the same restricted D/E acro skill may be repeated if received "0" VP 1st time	2 Acro Flight Not DMT	BC _{salto}	CC	Turns	AC CA	1 st Acro D/E=C	C (1) 0.5
		3 Acro Flight	BBC	BCC				
		3 Acro flight w C salto or D/E hand (NOT DMT) = add'l	0.1		*1st D/E Acro with VP Credit: 0.1 bonus			

SPECIAL REQ 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A	D Hanford 9.9.2024
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 & Bwd Acro		↑.2 Acro ≠CL						
0.05 in dismount only		↑.1 Dmt ≠CL						
0.1 Shape >2 Λ or IW		↑.1 Levels						
0.1 >1 Pivot straight legs		↑.1 Spatial						
0.05 2 of 3 Movement: F-B-S ea								
Dynamic ↑.2		Footwrk ↑.3						
Rhythm ↑.2		Posture ↑.3						
		Artistry ↑.3						

SPECIAL REQ 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 & Bwd Acro		↑.2 Acro ≠CL					
0.05 in dismount only		↑.1 Dmt ≠CL					
0.1 Shape >2 Λ or IW		↑.1 Levels					
0.1 >1 Pivot straight legs		↑.1 Spatial					
0.05 2 of 3 Movement: F-B-S ea							
Dynamic ↑.2		Footwrk ↑.3					
Rhythm ↑.2		Posture ↑.3					
		Artistry ↑.3					

SPECIAL REQ 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 & Bwd Acro		↑.2 Acro ≠CL					
0.05 in dismount only		↑.1 Dmt ≠CL					
0.1 Shape >2 Λ or IW		↑.1 Levels					
0.1 >1 Pivot straight legs		↑.1 Spatial					
0.05 2 of 3 Movement: F-B-S ea							
Dynamic ↑.2		Footwrk ↑.3					
Rhythm ↑.2		Posture ↑.3					
		Artistry ↑.3					

FLOOR	<i>No bonus for spot or fall</i>	0.1	0.2	0.1	RESTRICTED	VP			
9	Only Saltos and Aerials may be used for CV			2 Dance / Mix	CC	More than 1 restricted D/E performed	All Dance D/E = C	A (3) 0.1	
	Acro Direct: BB AC AAC BC			<i>No connection for a turn followed by a jump</i>		w/wo VP credit = no VP / no SR / 0.5 off SV	1 st Acro D/E = C		B (4) 0.3
	Acro Indirect: B--C AA--C C--C						Only the same restricted D/E acro skill may be repeated if received "0" VP 1st time		C (1) 0.5
	*1st D/E Acro with VP credit: 0.1 bonus								

SPECIAL REQ 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A	D Hanford 9.9.2024
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 & Bwd saltos		↑.1 Last salto ≠CL						
0.1 >2ea Λ or IW		↑.1 Spatial use						

Dynamic ↑.2 ___ Footwrk ↑.3 ___ MM ≠ Relate ↑.3 ___ End ≠ Music .1 ___
Rhythm ↑.2 ___ Posture ↑.3 ___ Art ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05 ___

SPECIAL REQ 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 & Bwd saltos		↑.1 Last salto ≠CL					
0.1 >2ea Λ or IW		↑.1 Spatial use					

Dynamic ↑.2 ___ Footwrk ↑.3 ___ MM ≠ Relate ↑.3 ___ End ≠ Music .1 ___
Rhythm ↑.2 ___ Posture ↑.3 ___ Art ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05 ___

SPECIAL REQ 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 & Bwd saltos		↑.1 Last salto ≠CL					
0.1 >2ea Λ or IW		↑.1 Spatial use					

Dynamic ↑.2 ___ Footwrk ↑.3 ___ MM ≠ Relate ↑.3 ___ End ≠ Music .1 ___
Rhythm ↑.2 ___ Posture ↑.3 ___ Art ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05 ___

FLOOR	<i>No bonus for spot or fall</i>	0.1	0.2	0.1	RESTRICTED	VP		
9	Only Saltos and Aerials may be used for CV			2 Dance / Mix	CC	More than 1 restricted D/E performed	All Dance D/E = C	A (3) 0.1
	Acro Direct: BB AC AAC BC			No connection for a turn followed by a jump		w/wo VP credit = no VP / no SR / 0.5 off SV	1 st Acro D/E = C	B (4) 0.3
	Acro Indirect: B--C AA--C C--C							C (1) 0.5
	*1st D/E Acro with VP credit: 0.1 bonus					Only the same restricted D/E acro skill may be repeated if received "0" VP 1st time		

SPECIAL REQ 0.5 each	+CV	+D/E*	9.7 SV	(D/E)	1C	4B	3A	D Hanford 9.9.2024
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 & Bwd saltos		↑.1 Last salto ≠CL						
0.1 >2ea Λ or IW		↑.1 Spatial use						

Dynamic ↑.2 ___ Footwrk ↑.3 ___ MM ≠ Relate ↑.3 ___ End ≠ Music .1 ___
Rhythm ↑.2 ___ Posture ↑.3 ___ Art ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05 ___

SPECIAL REQ 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 & Bwd saltos		↑.1 Last salto ≠CL					
0.1 >2ea Λ or IW		↑.1 Spatial use					

Dynamic ↑.2 ___ Footwrk ↑.3 ___ MM ≠ Relate ↑.3 ___ End ≠ Music .1 ___
Rhythm ↑.2 ___ Posture ↑.3 ___ Art ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05 ___

SPECIAL REQ 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 & Bwd saltos		↑.1 Last salto ≠CL					
0.1 >2ea Λ or IW		↑.1 Spatial use					

Dynamic ↑.2 ___ Footwrk ↑.3 ___ MM ≠ Relate ↑.3 ___ End ≠ Music .1 ___
Rhythm ↑.2 ___ Posture ↑.3 ___ Art ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05 ___

BARS	BONUS	0.1	0.2	RELEASE # CL	Expect DD different	DISMOUNT # CL	CHOICE of ELEMENTS	↑0.2	VP				
10	Turn or Flight - in both	CC		DC combo	0.05	CC combo	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 isolated	0.1	C--C isolated	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 isolated	0.15	BC or less	0.2	CC BC	0.1	3) LA 180° Turn w/wo flight "C"	0 of 3	0.2	C (2)
2 ½ min	+0.1 Bonus: 10.0 SV / all SR & VP / ≥ 0.6 bonus with an "E" (don't add into SV)						No dismount performed or salto not initiated = -0.3 off SV						

SPECIAL REQ 0.5 ea	+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							
0.2 Not 2 bar changes								
0.1 No Direction Δ		↑2 Release ≠CL						
0.1 ea ¾ Fwd Giant		↑1 DMT ≠CL						
0.1 ea Uncharacteristic		.1 .2 Elements						
0.1 ea >1 squat on ± circle (OK after fall)		F 367 LA						
HS Precision ↑.1		Dynamics ↑.2						

SPECIAL REQ 0.5 ea	+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							
0.2 Not 2 bar changes								
0.1 No Direction Δ		↑2 Release ≠CL						
0.1 ea ¾ Fwd Giant		↑1 DMT ≠CL						
0.1 ea Uncharacteristic		.1 .2 Elements						
0.1 ea >1 squat on ± circle (OK after fall)		F 367 LA						
HS Precision ↑.1		Dynamics ↑.2						

SPECIAL REQ 0.5 ea	+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							
0.2 Not 2 bar changes								
0.1 No Direction Δ		↑2 Release ≠CL						
0.1 ea ¾ Fwd Giant		↑1 DMT ≠CL						
0.1 ea Uncharacteristic		.1 .2 Elements						
0.1 ea >1 squat on ± circle (OK after fall)		F 367 LA						
HS Precision ↑.1		Dynamics ↑.2						

BARS	BONUS	0.1	0.2	RELEASE # CL	Expect DD different	DISMOUNT # CL	CHOICE of ELEMENTS	↑0.2	VP				
10	Turn or Flight - in both	CC		DC combo	0.05	CC combo	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 isolated	0.1	C--C isolated	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 isolated	0.15	BC or less	0.2	CC BC	0.1	3) LA 180° Turn w/wo flight "C"	0 of 3	0.2	C (2)
2 ½ min	+0.1 Bonus: 10.0 SV / all SR & VP / ≥ 0.6 bonus with an "E" (don't add into SV)						No dismount performed or salto not initiated = -0.3 off SV						

SPECIAL REQ 0.5 ea	+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							
0.2 Not 2 bar changes								
0.1 No Direction Δ		↑2 Release ≠CL						
0.1 ea ¾ Fwd Giant		↑1 DMT ≠CL						
0.1 ea Uncharacteristic		.1 .2 Elements						
0.1 ea >1 squat on ± circle (OK after fall)		F 367 LA						
HS Precision ↑.1		Dynamics ↑.2						

SPECIAL REQ 0.5 ea	+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							
0.2 Not 2 bar changes								
0.1 No Direction Δ		↑2 Release ≠CL						
0.1 ea ¾ Fwd Giant		↑1 DMT ≠CL						
0.1 ea Uncharacteristic		.1 .2 Elements						
0.1 ea >1 squat on ± circle (OK after fall)		F 367 LA						
HS Precision ↑.1		Dynamics ↑.2						

SPECIAL REQ 0.5 ea	+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							
0.2 Not 2 bar changes								
0.1 No Direction Δ		↑2 Release ≠CL						
0.1 ea ¾ Fwd Giant		↑1 DMT ≠CL						
0.1 ea Uncharacteristic		.1 .2 Elements						
0.1 ea >1 squat on ± circle (OK after fall)		F 367 LA						
HS Precision ↑.1		Dynamics ↑.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 (<i>Not in SV</i>)	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	BC _{salto}	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!	0.1			Turns	CA AC	C (2) 0.5

SPECIAL REQ 0.5 ea	+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 & Bwd Acro		↑.2	Acro ≠CL					
0.05 in dismount only		↑.1	Dmt ≠CL					
0.1 >2 Λ or iw		↑.1	Levels					
0.1 >1 Pivot straight legs		↑.1	Spatial					
0.05 2 of 3 Movement: F-B-S each								
Dynamic ↑.2	Footwrk ↑.3	Sureness ↑.2						
Rhythm ↑.2	Posture ↑.3	Artistry ↑.3	C	P	E			

SPECIAL REQ 0.5 ea	+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 & Bwd Acro		↑.2	Acro ≠CL					
0.05 in dismount only		↑.1	Dmt ≠CL					
0.1 >2 Λ or iw		↑.1	Levels					
0.1 >1 Pivot straight legs		↑.1	Spatial					
0.05 2 of 3 Movement: F-B-S each								
Dynamic ↑.2	Footwrk ↑.3	Sureness ↑.2						
Rhythm ↑.2	Posture ↑.3	Artistry ↑.3	C	P	E			

SPECIAL REQ 0.5 ea	+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 & Bwd Acro		↑.2	Acro ≠CL					
0.05 in dismount only		↑.1	Dmt ≠CL					
0.1 >2 Λ or iw		↑.1	Levels					
0.1 >1 Pivot straight legs		↑.1	Spatial					
0.05 2 of 3 Movement: F-B-S each								
Dynamic ↑.2	Footwrk ↑.3	Sureness ↑.2						
Rhythm ↑.2	Posture ↑.3	Artistry ↑.3	C	P	E			

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 (<i>Not in SV</i>)	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	BC _{salto}	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!	0.1			Turns	CA AC	C (2) 0.5

SPECIAL REQ 0.5 ea	+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 & Bwd Acro		↑.2	Acro ≠CL					
0.05 in dismount only		↑.1	Dmt ≠CL					
0.1 >2 Λ or iw		↑.1	Levels					
0.1 >1 Pivot straight legs		↑.1	Spatial					
0.05 2 of 3 Movement: F-B-S each								
Dynamic ↑.2	Footwrk ↑.3	Sureness ↑.2						
Rhythm ↑.2	Posture ↑.3	Artistry ↑.3	C	P	E			

SPECIAL REQ 0.5 ea	+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 & Bwd Acro		↑.2	Acro ≠CL					
0.05 in dismount only		↑.1	Dmt ≠CL					
0.1 >2 Λ or iw		↑.1	Levels					
0.1 >1 Pivot straight legs		↑.1	Spatial					
0.05 2 of 3 Movement: F-B-S each								
Dynamic ↑.2	Footwrk ↑.3	Sureness ↑.2						
Rhythm ↑.2	Posture ↑.3	Artistry ↑.3	C	P	E			

SPECIAL REQ 0.5 ea	+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 & Bwd Acro		↑.2	Acro ≠CL					
0.05 in dismount only		↑.1	Dmt ≠CL					
0.1 >2 Λ or iw		↑.1	Levels					
0.1 >1 Pivot straight legs		↑.1	Spatial					
0.05 2 of 3 Movement: F-B-S each								
Dynamic ↑.2	Footwrk ↑.3	Sureness ↑.2						
Rhythm ↑.2	Posture ↑.3	Artistry ↑.3	C	P	E			

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, at least 1 "E" Acro = +0.1 bonus Do not add into SV	A (3) 0.1
	Acro Indirect:	B--C A--D AA--C	C--C B--D A--E AA--D	D-salto + A-jump			B (3) 0.3
	<i>Only Saltos and Aerials may be used for CV</i>			<i>No CV for a turn followed by a jump</i>			C (2) 0.5

SPECIAL REQ 0.5 ea	+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 & Bwd Saltos	↑.1 Last salto ≠CL	_____	_____					
___ 0.1 >2ea Λ or IW	↑.1 Spatial use	_____	_____					

Dynamic ↑.2 ___ Footwrk ↑.3 ___ MM ≠ Relate ↑.3 ___ End ≠ Music .1 ___
Rhythm ↑.2 ___ Posture ↑.3 ___ Art ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05 ___

SPECIAL REQ 0.5 ea	+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 & Bwd Saltos	↑.1 Last salto ≠CL	_____	_____					
___ 0.1 >2ea Λ or IW	↑.1 Spatial use	_____	_____					

Dynamic ↑.2 ___ Footwrk ↑.3 ___ MM ≠ Relate ↑.3 ___ End ≠ Music .1 ___
Rhythm ↑.2 ___ Posture ↑.3 ___ Art ↑.3 C ___ P ___ E ___ End ≠ 1 sec .05 ___

SPECIAL REQ 0.5 ea	+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 & Bwd Saltos	↑.1 Last salto ≠CL	_____	_____					
___ 0.1 >2ea Λ or IW	↑.1 Spatial use	_____	_____					

Dynamic ↑.2 ___ Footwrk ↑.3 ___ MM ≠ Relate ↑.3 ___ End ≠ Music .1 ___
Rhythm ↑.2 ___ Posture ↑.3 ___ Art ↑.3 C ___ P ___ E ___ 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, at least 1 "E" Acro = +0.1 bonus Do not add into SV	A (3) 0.1
	Acro Indirect:	B--C A--D AA--C	C--C B--D A--E AA--D	D-salto + A-jump			B (3) 0.3
	<i>Only Saltos and Aerials may be used for CV</i>			<i>No CV for a turn followed by a jump</i>			C (2) 0.5

SPECIAL REQ 0.5 ea	+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 & Bwd Saltos	↑.1 Last salto ≠CL	_____	_____					
___ 0.1 >2ea Λ or IW	↑.1 Spatial use	_____	_____					

Dynamic ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___
Rhythm ↑.2___ Posture ↑.3___ Art ↑.3C___P___E___ End ≠ 1 sec .05___

SPECIAL REQ 0.5 ea	+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 & Bwd Saltos	↑.1 Last salto ≠CL	_____	_____					
___ 0.1 >2ea Λ or IW	↑.1 Spatial use	_____	_____					

Dynamic ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___
Rhythm ↑.2___ Posture ↑.3___ Art ↑.3C___P___E___ End ≠ 1 sec .05___

SPECIAL REQ 0.5 ea	+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 & Bwd Saltos	↑.1 Last salto ≠CL	_____	_____					
___ 0.1 >2ea Λ or IW	↑.1 Spatial use	_____	_____					

Dynamic ↑.2___ Footwrk ↑.3___ MM ≠ Relate ↑.3___ End ≠ Music .1___
Rhythm ↑.2___ Posture ↑.3___ Art ↑.3C___P___E___ End ≠ 1 sec .05___