

BARS	CAST*	RESTRICTED ELEMENTS		One Allowable C = B	VP
6	Credit given if cast is above horizontal ↑ 0.3 No amplitude deduction if above 45° If horizontal or below: No SR & - 0.3 amplitude	No release moves from <i>HB→LB or LB→HB</i>	Restricted C or higher skills may not be attempted or performed	Clear Hip HS	A (5) 0.1
		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	

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea***Cast 45° above horizontal*

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

**10.0 SV**Missing

\_\_\_ .3 ea -B VP

\_\_\_ .1 ea -A VP

\_\_\_ .5 ea -SR

\_\_\_ .5 ea -'RE'

\_\_\_ 0.3 No Dmt

Dynamics ↑.2\_\_\_ HS Precision ↑.1\_\_\_

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea***Cast 45° above horizontal*

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

**10.0 SV**Missing

\_\_\_ .3 ea -B VP

\_\_\_ .1 ea -A VP

\_\_\_ .5 ea -SR

\_\_\_ .5 ea -'RE'

\_\_\_ 0.3 No Dmt

Dynamics ↑.2\_\_\_ HS Precision ↑.1\_\_\_

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea***Cast 45° above horizontal*

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

**10.0 SV**Missing

\_\_\_ .3 ea -B VP

\_\_\_ .1 ea -A VP

\_\_\_ .5 ea -SR

\_\_\_ .5 ea -'RE'

\_\_\_ 0.3 No Dmt

Dynamics ↑.2\_\_\_ HS Precision ↑.1\_\_\_

BARS	CAST*	RESTRICTED ELEMENTS		One Allowable C = B	VP
6	Credit given if cast is above horizontal ↑ 0.3 No amplitude deduction if above 45° If horizontal or below: No SR & - 0.3 amplitude	No release moves from <i>HB→LB or LB→HB</i>	Restricted C or higher skills may not be attempted or performed	Clear Hip HS	A (5) 0.1
		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	

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

Cast 45° above horizontal

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

**10.0 SV**Missing

\_\_\_ .3 ea -B VP

\_\_\_ .1 ea -A VP

\_\_\_ .5 ea -SR

\_\_\_ .5 ea -'RE'

\_\_\_ 0.3 No Dmt

Dynamics ↑.2\_\_\_ HS Precision ↑.1\_\_\_

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

Cast 45° above horizontal

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

**10.0 SV**Missing

\_\_\_ .3 ea -B VP

\_\_\_ .1 ea -A VP

\_\_\_ .5 ea -SR

\_\_\_ .5 ea -'RE'

\_\_\_ 0.3 No Dmt

Dynamics ↑.2\_\_\_ HS Precision ↑.1\_\_\_

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

Cast 45° above horizontal

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

**10.0 SV**Missing

\_\_\_ .3 ea -B VP

\_\_\_ .1 ea -A VP

\_\_\_ .5 ea -SR

\_\_\_ .5 ea -'RE'

\_\_\_ 0.3 No Dmt

Dynamics ↑.2\_\_\_ HS Precision ↑.1\_\_\_

BEAM	TIME 1:15	ACRO SERIES (2 VP)	RESTRICTED ELEMENTS	VP
6	1:30 warm-up	Non-flight series Gps 5/6/7, <b>1 must achieve HS</b> Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	1 C Dance element allowed	A (5) 0.1
	If less than 30 seconds & 10.0 SV the CJ takes -0.5 off average		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

*Acro Flight may be in series or isolated*

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

Non-flight Acro Series

**OR** 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto / Aerial

**10.0 SV**    \_\_\_ .3 ea -B VP  
                   \_\_\_ .1 ea -A VP  
                   \_\_\_ .5 ea -SR  
                   \_\_\_ .5 ea -'RE'  
                   \_\_\_ 0.3 No Dmt

\_\_\_ Sureness ↑.2    \_\_\_ Footwrk ↑.3    \_\_\_ Dynamic ↑.2

C\_\_\_P\_\_\_E\_\_\_ Artistry ↑.3    \_\_\_ Posture ↑.3    \_\_\_ Rhythm ↑.2

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

Non-flight Acro Series

**OR** 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto / Aerial

**10.0 SV**    \_\_\_ .3 ea -B VP  
                   \_\_\_ .1 ea -A VP  
                   \_\_\_ .5 ea -SR  
                   \_\_\_ .5 ea -'RE'  
                   \_\_\_ 0.3 No Dmt

\_\_\_ Sureness ↑.2    \_\_\_ Footwrk ↑.3    \_\_\_ Dynamic ↑.2

C\_\_\_P\_\_\_E\_\_\_ Artistry ↑.3    \_\_\_ Posture ↑.3    \_\_\_ Rhythm ↑.2

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

Non-flight Acro Series

**OR** 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto / Aerial

**10.0 SV**    \_\_\_ .3 ea -B VP  
                   \_\_\_ .1 ea -A VP  
                   \_\_\_ .5 ea -SR  
                   \_\_\_ .5 ea -'RE'  
                   \_\_\_ 0.3 No Dmt

\_\_\_ Sureness ↑.2    \_\_\_ Footwrk ↑.3    \_\_\_ Dynamic ↑.2

C\_\_\_P\_\_\_E\_\_\_ Artistry ↑.3    \_\_\_ Posture ↑.3    \_\_\_ Rhythm ↑.2

BEAM	TIME 1:15	ACRO SERIES (2 VP)	RESTRICTED ELEMENTS	VP
6	1:30 warm-up	Non-flight series Gps 5/6/7, <b>1 must achieve HS</b> Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	1 C Dance element allowed	A (5) 0.1
	If less than 30 seconds & 10.0 SV the CJ takes -0.5 off average		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

*Acro Flight may be in series or isolated*

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

Non-flight Acro Series

**OR** 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto / Aerial

**10.0 SV**    \_\_\_ .3 ea -B VP  
                   \_\_\_ .1 ea -A VP  
                   \_\_\_ .5 ea -SR  
                   \_\_\_ .5 ea -'RE'  
                   \_\_\_ 0.3 No Dmt

\_\_\_ Sureness ↑.2    \_\_\_ Footwrk ↑.3    \_\_\_ Dynamic ↑.2

C\_\_\_P\_\_\_E\_\_\_ Artistry ↑.3    \_\_\_ Posture ↑.3    \_\_\_ Rhythm ↑.2

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

Non-flight Acro Series

**OR** 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto / Aerial

**10.0 SV**    \_\_\_ .3 ea -B VP  
                   \_\_\_ .1 ea -A VP  
                   \_\_\_ .5 ea -SR  
                   \_\_\_ .5 ea -'RE'  
                   \_\_\_ 0.3 No Dmt

\_\_\_ Sureness ↑.2    \_\_\_ Footwrk ↑.3    \_\_\_ Dynamic ↑.2

C\_\_\_P\_\_\_E\_\_\_ Artistry ↑.3    \_\_\_ Posture ↑.3    \_\_\_ Rhythm ↑.2

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

Non-flight Acro Series

**OR** 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto / Aerial

**10.0 SV**    \_\_\_ .3 ea -B VP  
                   \_\_\_ .1 ea -A VP  
                   \_\_\_ .5 ea -SR  
                   \_\_\_ .5 ea -'RE'  
                   \_\_\_ 0.3 No Dmt

\_\_\_ Sureness ↑.2    \_\_\_ Footwrk ↑.3    \_\_\_ Dynamic ↑.2

C\_\_\_P\_\_\_E\_\_\_ Artistry ↑.3    \_\_\_ Posture ↑.3    \_\_\_ Rhythm ↑.2

FLOOR	Time: 1:15	Dance Passage	ACRO Pass (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 Pass: Only Groups 5/6/7/8 <b>No Rolls</b> *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

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

**10.0 SV** *Missing*

\_\_\_\_ .3 ea -B VP

\_\_\_\_ .1 ea -A VP

\_\_\_\_ .5 ea -SR

\_\_\_\_ .5 ea -'RE'

\_\_End ≠ Music .1 \_\_MM ≠ Relate ↑.3 \_\_Footwrk ↑.3 \_\_Dyn ↑.2

\_\_End ≠ 1 sec.05 C\_\_P\_\_E\_\_Art ↑.3 \_\_Posture ↑.3 \_\_Rhy ↑.2

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

**10.0 SV** *Missing*

\_\_\_\_ .3 ea -B VP

\_\_\_\_ .1 ea -A VP

\_\_\_\_ .5 ea -SR

\_\_\_\_ .5 ea -'RE'

\_\_End ≠ Music .1 \_\_MM ≠ Relate ↑.3 \_\_Footwrk ↑.3 \_\_Dyn ↑.2

\_\_End ≠ 1 sec.05 C\_\_P\_\_E\_\_Art ↑.3 \_\_Posture ↑.3 \_\_Rhy ↑.2

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

**10.0 SV** *Missing*

\_\_\_\_ .3 ea -B VP

\_\_\_\_ .1 ea -A VP

\_\_\_\_ .5 ea -SR

\_\_\_\_ .5 ea -'RE'

\_\_End ≠ Music .1 \_\_MM ≠ Relate ↑.3 \_\_Footwrk ↑.3 \_\_Dyn ↑.2

\_\_End ≠ 1 sec.05 C\_\_P\_\_E\_\_Art ↑.3 \_\_Posture ↑.3 \_\_Rhy ↑.2

FLOOR	Time: 1:15	Dance Passage	ACRO Pass (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 Pass: Only Groups 5/6/7/8 <b>No Rolls</b> *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

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

**10.0 SV** *Missing*

\_\_\_\_\_ .3 ea -B VP

\_\_\_\_\_ .1 ea -A VP

\_\_\_\_\_ .5 ea -SR

\_\_\_\_\_ .5 ea -'RE'

\_\_\_End ≠ Music .1 \_\_\_MM ≠ Relate ↑.3 \_\_\_Footwrk ↑.3 \_\_\_Dyn ↑.2

\_\_\_End ≠ 1 sec.05 C\_\_\_P\_\_\_E\_Art ↑.3 \_\_\_Posture ↑.3 \_\_\_Rhy ↑.2

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

**10.0 SV** *Missing*

\_\_\_\_\_ .3 ea -B VP

\_\_\_\_\_ .1 ea -A VP

\_\_\_\_\_ .5 ea -SR

\_\_\_\_\_ .5 ea -'RE'

\_\_\_End ≠ Music .1 \_\_\_MM ≠ Relate ↑.3 \_\_\_Footwrk ↑.3 \_\_\_Dyn ↑.2

\_\_\_End ≠ 1 sec.05 C\_\_\_P\_\_\_E\_Art ↑.3 \_\_\_Posture ↑.3 \_\_\_Rhy ↑.2

5A

1B

**LEVEL 6 SPECIAL REQ 0.5 ea**

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

**10.0 SV** *Missing*

\_\_\_\_\_ .3 ea -B VP

\_\_\_\_\_ .1 ea -A VP

\_\_\_\_\_ .5 ea -SR

\_\_\_\_\_ .5 ea -'RE'

\_\_\_End ≠ Music .1 \_\_\_MM ≠ Relate ↑.3 \_\_\_Footwrk ↑.3 \_\_\_Dyn ↑.2

\_\_\_End ≠ 1 sec.05 C\_\_\_P\_\_\_E\_Art ↑.3 \_\_\_Posture ↑.3 \_\_\_Rhy ↑.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    Turns to regular grip only	B (2)    0.3
			SR of 2 B clear circles may be same or different	

5A

2B

**LEVEL 7 SPECIAL REQ 0.5 ea**

Cast to Handstand\*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

**10.0 SV**

Missing

\_\_\_\_\_ .3 ea -B VP

\_\_\_\_\_ .1 ea -A VP

\_\_\_\_\_ .5 ea -SR

\_\_\_\_\_ .5 ea -RE'

\_\_\_\_\_ 0.3 No Dmt

\_\_\_Dynamics ↑.2

\_\_\_HS Precision ↑.1

5A

2B

**LEVEL 7 SPECIAL REQ 0.5 ea**

Cast to Handstand\*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

**10.0 SV**

Missing

\_\_\_\_\_ .3 ea -B VP

\_\_\_\_\_ .1 ea -A VP

\_\_\_\_\_ .5 ea -SR

\_\_\_\_\_ .5 ea -RE'

\_\_\_\_\_ 0.3 No Dmt

\_\_\_Dynamics ↑.2

\_\_\_HS Precision ↑.1

5A

2B

**LEVEL 7 SPECIAL REQ 0.5 ea**

Cast to Handstand\*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

**10.0 SV**

Missing

\_\_\_\_\_ .3 ea -B VP

\_\_\_\_\_ .1 ea -A VP

\_\_\_\_\_ .5 ea -SR

\_\_\_\_\_ .5 ea -RE'

\_\_\_\_\_ 0.3 No Dmt

\_\_\_Dynamics ↑.2

\_\_\_HS Precision ↑.1

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    Turns to regular grip only	B (2) 0.3
			SR of 2 B clear circles may be same or different	

5A

2B

**LEVEL 7 SPECIAL REQ 0.5 ea**

Cast to Handstand\*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

**10.0 SV**Missing

\_\_\_\_ .3 ea -B VP

\_\_\_\_ .1 ea -A VP

\_\_\_\_ .5 ea -SR

\_\_\_\_ .5 ea -'RE'

\_\_\_\_ 0.3 No Dmt

\_\_\_Dynamics ↑.2

\_\_\_HS Precision ↑.1

5A

2B

**LEVEL 7 SPECIAL REQ 0.5 ea**

Cast to Handstand\*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

**10.0 SV**Missing

\_\_\_\_ .3 ea -B VP

\_\_\_\_ .1 ea -A VP

\_\_\_\_ .5 ea -SR

\_\_\_\_ .5 ea -'RE'

\_\_\_\_ 0.3 No Dmt

\_\_\_Dynamics ↑.2

\_\_\_HS Precision ↑.1

5A

2B

**LEVEL 7 SPECIAL REQ 0.5 ea**

Cast to Handstand\*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

**10.0 SV**Missing

\_\_\_\_ .3 ea -B VP

\_\_\_\_ .1 ea -A VP

\_\_\_\_ .5 ea -SR

\_\_\_\_ .5 ea -'RE'

\_\_\_\_ 0.3 No Dmt

\_\_\_Dynamics ↑.2

\_\_\_HS Precision ↑.1



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, <b>1 must achieve HS</b> 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

*Acro Flight may be in series or isolated*

5A

2B

**LEVEL 7 SPECIAL REQ 0.5 ea**

Acro Series w/wo flight  
**AND** 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto / Aerial

**10.0 SV**    \_\_\_ .3 ea -B VP

\_\_\_ .1 ea -A VP

\_\_\_ .5 ea -SR

\_\_\_ .5 ea -'RE'

\_\_\_ 0.3 No Dmt

\_\_\_ Sureness ↑.2    \_\_\_ Footwrk ↑.3    \_\_\_ Dynamic ↑.2

C\_\_\_P\_\_\_E\_\_\_ Artistry ↑.3    \_\_\_ Posture ↑.3    \_\_\_ Rhythm ↑.2

5A

2B

**LEVEL 7 SPECIAL REQ 0.5 ea**

Acro Series w/wo flight  
**AND** 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto / Aerial

**10.0 SV**    \_\_\_ .3 ea -B VP

\_\_\_ .1 ea -A VP

\_\_\_ .5 ea -SR

\_\_\_ .5 ea -'RE'

\_\_\_ 0.3 No Dmt

\_\_\_ Sureness ↑.2    \_\_\_ Footwrk ↑.3    \_\_\_ Dynamic ↑.2

C\_\_\_P\_\_\_E\_\_\_ Artistry ↑.3    \_\_\_ Posture ↑.3    \_\_\_ Rhythm ↑.2

5A

2B

**LEVEL 7 SPECIAL REQ 0.5 ea**

Acro Series w/wo flight  
**AND** 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto / Aerial

**10.0 SV**    \_\_\_ .3 ea -B VP

\_\_\_ .1 ea -A VP

\_\_\_ .5 ea -SR

\_\_\_ .5 ea -'RE'

\_\_\_ 0.3 No Dmt

\_\_\_ Sureness ↑.2    \_\_\_ Footwrk ↑.3    \_\_\_ Dynamic ↑.2

C\_\_\_P\_\_\_E\_\_\_ Artistry ↑.3    \_\_\_ Posture ↑.3    \_\_\_ Rhythm ↑.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, <b>1 must achieve HS</b> 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

*Acro Flight may be in series or isolated*

5A

2B

**LEVEL 7 SPECIAL REQ 0.5 ea**

Acro Series w/wo flight  
**AND** 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto / Aerial

**10.0 SV**    \_\_\_ .3 ea -B VP

\_\_\_ .1 ea -A VP

\_\_\_ .5 ea -SR

\_\_\_ .5 ea -'RE'

\_\_\_ 0.3 No Dmt

\_\_\_ Sureness ↑.2    \_\_\_ Footwrk ↑.3    \_\_\_ Dynamic ↑.2

C\_\_\_P\_\_\_E\_\_\_ Artistry ↑.3    \_\_\_ Posture ↑.3    \_\_\_ Rhythm ↑.2

5A

2B

**LEVEL 7 SPECIAL REQ 0.5 ea**

Acro Series w/wo flight  
**AND** 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto / Aerial

**10.0 SV**    \_\_\_ .3 ea -B VP

\_\_\_ .1 ea -A VP

\_\_\_ .5 ea -SR

\_\_\_ .5 ea -'RE'

\_\_\_ 0.3 No Dmt

\_\_\_ Sureness ↑.2    \_\_\_ Footwrk ↑.3    \_\_\_ Dynamic ↑.2

C\_\_\_P\_\_\_E\_\_\_ Artistry ↑.3    \_\_\_ Posture ↑.3    \_\_\_ Rhythm ↑.2

5A

2B

**LEVEL 7 SPECIAL REQ 0.5 ea**

Acro Series w/wo flight  
**AND** 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto / Aerial

**10.0 SV**    \_\_\_ .3 ea -B VP

\_\_\_ .1 ea -A VP

\_\_\_ .5 ea -SR

\_\_\_ .5 ea -'RE'

\_\_\_ 0.3 No Dmt

\_\_\_ Sureness ↑.2    \_\_\_ Footwrk ↑.3    \_\_\_ Dynamic ↑.2

C\_\_\_P\_\_\_E\_\_\_ Artistry ↑.3    \_\_\_ Posture ↑.3    \_\_\_ Rhythm ↑.2

FLOOR	DANCE PASSAGE	SR 1 & 2: Deduct 0.5 for each missing (1.0 max)	ALLOWED / RESTRICTED	VP
7	Must be 2 different Group 1 VP One must be a Leap with 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 Acro 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

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea
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

10.0 SV	Missing
___	.3 ea -B VP
___	.1 ea -A VP
___	.5 ea -SR
___	.5 ea -'RE'

\_\_\_End ≠ Music .1    \_\_\_MM ≠ Relate ↑.3    \_\_\_Footwrk ↑.3    \_\_\_Dyn ↑.2  
 \_\_\_End ≠ 1 sec .05    C \_\_\_P \_\_\_E \_\_\_Art ↑.3    \_\_\_Posture ↑.3    \_\_\_Rhy ↑.2

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea
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

10.0 SV	Missing
___	.3 ea -B VP
___	.1 ea -A VP
___	.5 ea -SR
___	.5 ea -'RE'

\_\_\_End ≠ Music .1    \_\_\_MM ≠ Relate ↑.3    \_\_\_Footwrk ↑.3    \_\_\_Dyn ↑.2  
 \_\_\_End ≠ 1 sec .05    C \_\_\_P \_\_\_E \_\_\_Art ↑.3    \_\_\_Posture ↑.3    \_\_\_Rhy ↑.2

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea
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

10.0 SV	Missing
___	.3 ea -B VP
___	.1 ea -A VP
___	.5 ea -SR
___	.5 ea -'RE'

\_\_\_End ≠ Music .1    \_\_\_MM ≠ Relate ↑.3    \_\_\_Footwrk ↑.3    \_\_\_Dyn ↑.2  
 \_\_\_End ≠ 1 sec .05    C \_\_\_P \_\_\_E \_\_\_Art ↑.3    \_\_\_Posture ↑.3    \_\_\_Rhy ↑.2

FLOOR	DANCE PASSAGE	SR 1 & 2: Deduct 0.5 for each missing (1.0 max)	ALLOWED / RESTRICTED	VP
7	Must be 2 different Group 1 VP One must be a Leap with 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 Acro 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

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea
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

10.0 SV	Missing
___	.3 ea -B VP
___	.1 ea -A VP
___	.5 ea -SR
___	.5 ea -'RE'

\_\_\_End ≠ Music .1    \_\_\_MM ≠ Relate ↑.3    \_\_\_Footwrk ↑.3    \_\_\_Dyn ↑.2  
 \_\_\_End ≠ 1 sec .05    C \_\_\_P \_\_\_E \_\_\_Art ↑.3    \_\_\_Posture ↑.3    \_\_\_Rhy ↑.2

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea
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

10.0 SV	Missing
___	.3 ea -B VP
___	.1 ea -A VP
___	.5 ea -SR
___	.5 ea -'RE'

\_\_\_End ≠ Music .1    \_\_\_MM ≠ Relate ↑.3    \_\_\_Footwrk ↑.3    \_\_\_Dyn ↑.2  
 \_\_\_End ≠ 1 sec .05    C \_\_\_P \_\_\_E \_\_\_Art ↑.3    \_\_\_Posture ↑.3    \_\_\_Rhy ↑.2

5A


2B


LEVEL 7 SPECIAL REQ 0.5 ea
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


10.0 SV	Missing
___	.3 ea -B VP
___	.1 ea -A VP
___	.5 ea -SR
___	.5 ea -'RE'

\_\_\_End ≠ Music .1    \_\_\_MM ≠ Relate ↑.3    \_\_\_Footwrk ↑.3    \_\_\_Dyn ↑.2  
 \_\_\_End ≠ 1 sec .05    C \_\_\_P \_\_\_E \_\_\_Art ↑.3    \_\_\_Posture ↑.3    \_\_\_Rhy ↑.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 or 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		

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

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

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

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 or 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		

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

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

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

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	RESTRICTED		DISMOUNT	VP	
8	BROKEN if not immediate take-off of 2 <sup>nd</sup> 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 performed, RE dismount or salto not initiated = - 0.3 off SV & -0.5 off SV	All Dance C = B	A (4) 0.1
					1 <sup>st</sup> Acro C = B	B (4) 0.3
		4B	4A	<b>10.0 SV</b>	-B VP 0.3	<b>SPECIAL REQ 0.5 ea</b>
					-A VP 0.1	Acro flight series (1 flight)
					-SR 0.5	180° Split in Leap / Jump
					-RE 0.5	Full Turn
					-No Dmt 0.3	Dismount A Salto/Aerial
					Dance ≠CL ↑.2	No Dance Series 0.2
					Acro ≠CL ↑.2	F/S & B Acro 0.1
					Dmt ≠CL ↑.1	in dismount only 0.05
					Levels ↑.1	Shape >2 Λ or ιω 0.1
					Spatial ↑.1	>1 Pivot straight legs 0.1
						2 of 3 Movement: F-B-S ea 0.05
					___ Sureness ↑.2	___ Footwrk ↑.3
					___ Dynamic ↑.2	
					C ___ P ___ E ___ Artistry ↑.3	___ Posture ↑.3
						___ Rhythm ↑.2
		4B	4A	<b>10.0 SV</b>	-B VP 0.3	<b>SPECIAL REQ 0.5 ea</b>
					-A VP 0.1	Acro flight series (1 flight)
					-SR 0.5	180° Split in Leap / Jump
					-RE 0.5	Full Turn
					-No Dmt 0.3	Dismount A Salto/Aerial
					Dance ≠CL ↑.2	No Dance Series 0.2
					Acro ≠CL ↑.2	F/S & B Acro 0.1
					Dmt ≠CL ↑.1	in dismount only 0.05
					Levels ↑.1	Shape >2 Λ or ιω 0.1
					Spatial ↑.1	>1 Pivot straight legs 0.1
						2 of 3 Movement: F-B-S ea 0.05
					___ Sureness ↑.2	___ Footwrk ↑.3
					___ Dynamic ↑.2	
					C ___ P ___ E ___ Artistry ↑.3	___ Posture ↑.3
						___ Rhythm ↑.2
		4B	4A	<b>10.0 SV</b>	-B VP 0.3	<b>SPECIAL REQ 0.5 ea</b>
					-A VP 0.1	Acro flight series (1 flight)
					-SR 0.5	180° Split in Leap / Jump
					-RE 0.5	Full Turn
					-No Dmt 0.3	Dismount A Salto/Aerial
					Dance ≠CL ↑.2	No Dance Series 0.2
					Acro ≠CL ↑.2	F/S & B Acro 0.1
					Dmt ≠CL ↑.1	in dismount only 0.05
					Levels ↑.1	Shape >2 Λ or ιω 0.1
					Spatial ↑.1	>1 Pivot straight legs 0.1
						2 of 3 Movement: F-B-S ea 0.05
					___ Sureness ↑.2	___ Footwrk ↑.3
					___ Dynamic ↑.2	
					C ___ P ___ E ___ Artistry ↑.3	___ Posture ↑.3
						___ Rhythm ↑.2

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	RESTRICTED		DISMOUNT	VP	
8	BROKEN if not immediate take-off of 2 <sup>nd</sup> 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 performed, RE dismount or salto not initiated = - 0.3 off SV & -0.5 off SV	All Dance C = B	A (4) 0.1
					1 <sup>st</sup> Acro C = B	B (4) 0.3

4B

4A

**10.0 SV**

\_\_\_ -B VP 0.3  
\_\_\_ -A VP 0.1  
\_\_\_ -SR 0.5  
\_\_\_ -RE 0.5  
\_\_\_ -No Dmt 0.3

**SPECIAL REQ 0.5 ea**

Acro flight series (1 flight)

180° Split in Leap / Jump

Full Turn

Dismount A Salto/Aerial

\_\_\_ Dance ≠CL ↑.2 No Dance Series 0.2  
\_\_\_ Acro ≠CL ↑.2 F/S & B Acro 0.1  
\_\_\_ Dmt ≠CL ↑.1 in dismount only 0.05  
\_\_\_ Levels ↑.1 Shape >2 Λ or ιω 0.1  
\_\_\_ Spatial ↑.1 >1 Pivot *straight legs* 0.1  
2 of 3 Movement: F-B-S ea 0.05

\_\_\_ Sureness ↑.2 \_\_\_ Footwrk ↑.3 \_\_\_ Dynamic ↑.2

C \_\_\_ P \_\_\_ E \_\_\_ Artistry ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhythm ↑.2

4B

4A

**10.0 SV**

\_\_\_ -B VP 0.3  
\_\_\_ -A VP 0.1  
\_\_\_ -SR 0.5  
\_\_\_ -RE 0.5  
\_\_\_ -No Dmt 0.3

**SPECIAL REQ 0.5 ea**

Acro flight series (1 flight)

180° Split in Leap / Jump

Full Turn

Dismount A Salto/Aerial

\_\_\_ Dance ≠CL ↑.2 No Dance Series 0.2  
\_\_\_ Acro ≠CL ↑.2 F/S & B Acro 0.1  
\_\_\_ Dmt ≠CL ↑.1 in dismount only 0.05  
\_\_\_ Levels ↑.1 Shape >2 Λ or ιω 0.1  
\_\_\_ Spatial ↑.1 >1 Pivot *straight legs* 0.1  
2 of 3 Movement: F-B-S ea 0.05

\_\_\_ Sureness ↑.2 \_\_\_ Footwrk ↑.3 \_\_\_ Dynamic ↑.2

C \_\_\_ P \_\_\_ E \_\_\_ Artistry ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhythm ↑.2

4B

4A

**10.0 SV**

\_\_\_ -B VP 0.3  
\_\_\_ -A VP 0.1  
\_\_\_ -SR 0.5  
\_\_\_ -RE 0.5  
\_\_\_ -No Dmt 0.3

**SPECIAL REQ 0.5 ea**

Acro flight series (1 flight)

180° Split in Leap / Jump

Full Turn

Dismount A Salto/Aerial

\_\_\_ Dance ≠CL ↑.2 No Dance Series 0.2  
\_\_\_ Acro ≠CL ↑.2 F/S & B Acro 0.1  
\_\_\_ Dmt ≠CL ↑.1 in dismount only 0.05  
\_\_\_ Levels ↑.1 Shape >2 Λ or ιω 0.1  
\_\_\_ Spatial ↑.1 >1 Pivot *straight legs* 0.1  
2 of 3 Movement: F-B-S ea 0.05

\_\_\_ Sureness ↑.2 \_\_\_ Footwrk ↑.3 \_\_\_ Dynamic ↑.2

C \_\_\_ P \_\_\_ E \_\_\_ Artistry ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhythm ↑.2



FLOOR	DANCE PASSAGE	DISMOUNT	RESTRICTED (0.5 off SV)	VP		
8	Must be 2 different Gp 1 VP, one must be 180° leap in cross or side	"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 received "0" VP 1 <sup>st</sup> time	All Dance C = B	A (4) 0.1
		No DMT = RE, salto not initiated or is performed in exact same connect = no VP / no SR / 0.3 & 0.5 off SV			1 <sup>st</sup> Acro C = B	B (4) 0.3

4A

4B

**10.0 SV**

___ B VP	0.3
___ A VP	0.1
___ SR	0.5
___ RE	0.5
___ No Dmt	0.3
___ Dance ≠ CL	↑.2
___ Acro ≠ CL	↑.2
___ Last salto ≠ CL	↑.1
___ Spatial use	↑.1

**SPECIAL REQ 0.5 ea**

2-Salto Acro Pass
3 Different Saltos
Dance Passage, 180° leap
Dismount A Salto
No 3 'A' saltos 0.3
No B Turn 0.2
F/S & B saltos 0.1
>2ea Λ or IW 0.1

\_\_\_ End ≠ Music .1 \_\_\_ MM ≠ Relate ↑.3 \_\_\_ Footwrk ↑.3 \_\_\_ Dyn ↑.2  
 \_\_\_ End ≠ 1 sec .05 C \_\_\_ P \_\_\_ E \_\_\_ Art ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhy ↑.2

4A

4B

**10.0 SV**

___ B VP	0.3
___ A VP	0.1
___ SR	0.5
___ RE	0.5
___ No Dmt	0.3
___ Dance ≠ CL	↑.2
___ Acro ≠ CL	↑.2
___ Last salto ≠ CL	↑.1
___ Spatial use	↑.1

**SPECIAL REQ 0.5 ea**

2-Salto Acro Pass
3 Different Saltos
Dance Passage, 180° leap
Dismount A Salto
No 3 'A' saltos 0.3
No B Turn 0.2
F/S & B saltos 0.1
>2ea Λ or IW 0.1

\_\_\_ End ≠ Music .1 \_\_\_ MM ≠ Relate ↑.3 \_\_\_ Footwrk ↑.3 \_\_\_ Dyn ↑.2  
 \_\_\_ End ≠ 1 sec .05 C \_\_\_ P \_\_\_ E \_\_\_ Art ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhy ↑.2

4A

4B

**10.0 SV**

___ B VP	0.3
___ A VP	0.1
___ SR	0.5
___ RE	0.5
___ No Dmt	0.3
___ Dance ≠ CL	↑.2
___ Acro ≠ CL	↑.2
___ Last salto ≠ CL	↑.1
___ Spatial use	↑.1

**SPECIAL REQ 0.5 ea**

2-Salto Acro Pass
3 Different Saltos
Dance Passage, 180° leap
Dismount A Salto
No 3 'A' saltos 0.3
No B Turn 0.2
F/S & B saltos 0.1
>2ea Λ or IW 0.1

\_\_\_ End ≠ Music .1 \_\_\_ MM ≠ Relate ↑.3 \_\_\_ Footwrk ↑.3 \_\_\_ Dyn ↑.2  
 \_\_\_ End ≠ 1 sec .05 C \_\_\_ P \_\_\_ E \_\_\_ Art ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhy ↑.2

FLOOR	DANCE PASSAGE	DISMOUNT	RESTRICTED (0.5 off SV)	VP		
8	Must be 2 different Gp 1 VP, one must be 180° leap in cross or side	"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 received "0" VP 1 <sup>st</sup> time	All Dance C = B	A (4) 0.1
		No DMT = RE, salto not initiated or is performed in exact same connect = no VP / no SR / 0.3 & 0.5 off SV			All Dance C = B 1 <sup>st</sup> Acro C = B	B (4) 0.3

4A

4B

**10.0 SV**

___ B VP	0.3
___ A VP	0.1
___ SR	0.5
___ RE	0.5
___ No Dmt	0.3
___ Dance ≠ CL	↑.2
___ Acro ≠ CL	↑.2
___ Last salto ≠ CL	↑.1
___ Spatial use	↑.1

**SPECIAL REQ 0.5 ea**

2-Salto Acro Pass

3 Different Saltos

Dance Passage, 180° leap

Dismount A Salto

No 3 'A' saltos 0.3

No B Turn 0.2

F/S &amp; B saltos 0.1

&gt;2ea Λ or ИW 0.1

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

\_\_\_ End ≠ 1 sec .05 C \_\_\_ P \_\_\_ E \_\_\_ Art ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhy ↑.2

4A

4B

**10.0 SV**

___ B VP	0.3
___ A VP	0.1
___ SR	0.5
___ RE	0.5
___ No Dmt	0.3
___ Dance ≠ CL	↑.2
___ Acro ≠ CL	↑.2
___ Last salto ≠ CL	↑.1
___ Spatial use	↑.1

**SPECIAL REQ 0.5 ea**

2-Salto Acro Pass

3 Different Saltos

Dance Passage, 180° leap

Dismount A Salto

No 3 'A' saltos 0.3

No B Turn 0.2

F/S &amp; B saltos 0.1

&gt;2ea Λ or ИW 0.1

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

\_\_\_ End ≠ 1 sec .05 C \_\_\_ P \_\_\_ E \_\_\_ Art ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhy ↑.2

4A

4B

**10.0 SV**

___ B VP	0.3
___ A VP	0.1
___ SR	0.5
___ RE	0.5
___ No Dmt	0.3
___ Dance ≠ CL	↑.2
___ Acro ≠ CL	↑.2
___ Last salto ≠ CL	↑.1
___ Spatial use	↑.1

**SPECIAL REQ 0.5 ea**

2-Salto Acro Pass

3 Different Saltos

Dance Passage, 180° leap

Dismount A Salto

No 3 'A' saltos 0.3

No B Turn 0.2

F/S &amp; B saltos 0.1

&gt;2ea Λ or ИW 0.1

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

\_\_\_ End ≠ 1 sec .05 C \_\_\_ P \_\_\_ E \_\_\_ Art ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhy ↑.2

BARS	No bonus with spot or fall	0.1	0.2	CHOICE OF ELEMENTS ≠ CL	DISMT ≠ CL	Allowable D/E = C	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		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	

3A	4B	1C	(D/E)	9.7 SV	+CV	+D/E*	SPECIAL REQ 0.5 ea
							2 Bar Changes
						VP	B Flight- no DMT
						SR 0.5	C Flight different- no DMT
						RE' 0.5	or B Turn- no MT/DMT
						No Dmt 0.3	B Salto Dismount
						Dmt ≠CL ↑1	No direction Δ 0.1
						Elements .1 .2	¾ Fwd Giant ea 0.1
						F 367 LA	Uncharacteristic ea 0.1
							___Dynamics ↑.2 ___HS Precision ↑.1

3A	4B	1C	(D/E)	9.7 SV	+CV	+D/E*	SPECIAL REQ 0.5 ea
							2 Bar Changes
						VP	B Flight- no DMT
						SR 0.5	C Flight different- no DMT
						RE' 0.5	or B Turn- no MT/DMT
						No Dmt 0.3	B Salto Dismount
						Dmt ≠CL ↑1	No Direction Δ 0.1
						Elements .1 .2	¾ Fwd Giant ea 0.1
						F 367 LA	Uncharacteristic ea 0.1
							___Dynamics ↑.2 ___HS Precision ↑.1

3A	4B	1C	(D/E)	9.7 SV	+CV	+D/E*	SPECIAL REQ 0.5 ea
							2 Bar Changes
						VP	B Flight- no DMT
						SR 0.5	C Flight different- no DMT
						RE' 0.5	or B Turn- no MT/DMT
						No Dmt 0.3	B Salto Dismount
						Dmt ≠CL ↑1	No Direction Δ 0.1
						Elements .1 .2	¾ Fwd Giant ea 0.1
						F 367 LA	Uncharacteristic ea 0.1
							___Dynamics ↑.2 ___HS Precision ↑.1

BARS	No bonus with spot or fall	0.1	0.2	CHOICE OF ELEMENTS ≠ CL	DISMT ≠ CL	Allowable D/E = C	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		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	

3A	4B	1C	(D/E)	9.7 SV	+CV	+D/E*	SPECIAL REQ 0.5 ea
							2 Bar Changes
						VP	B Flight- no DMT
						SR 0.5	C Flight different- no DMT
						RE' 0.5	or B Turn- no MT/DMT
						No Dmt 0.3	B Salto Dismount
						Dmt ≠CL ↑1	No direction Δ 0.1
						Elements .1 .2	¾ Fwd Giant ea 0.1
						F 367 LA	Uncharacteristic ea 0.1
							___Dynamics ↑.2 ___HS Precision ↑.1

3A	4B	1C	(D/E)	9.7 SV	+CV	+D/E*	SPECIAL REQ 0.5 ea
							2 Bar Changes
						VP	B Flight- no DMT
						SR 0.5	C Flight different- no DMT
						RE' 0.5	or B Turn- no MT/DMT
						No Dmt 0.3	B Salto Dismount
						Dmt ≠CL ↑1	No Direction Δ 0.1
						Elements .1 .2	¾ Fwd Giant ea 0.1
						F 367 LA	Uncharacteristic ea 0.1
							___Dynamics ↑.2 ___HS Precision ↑.1

3A	4B	1C	(D/E)	9.7 SV	+CV	+D/E*	SPECIAL REQ 0.5 ea
							2 Bar Changes
						VP	B Flight- no DMT
						SR 0.5	C Flight different- no DMT
						RE' 0.5	or B Turn- no MT/DMT
						No Dmt 0.3	B Salto Dismount
						Dmt ≠CL ↑1	No Direction Δ 0.1
						Elements .1 .2	¾ Fwd Giant ea 0.1
						F 367 LA	Uncharacteristic ea 0.1
							___Dynamics ↑.2 ___HS Precision ↑.1

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

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

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

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

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

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

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

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

FLOOR	<i>No bonus with spot or fall</i>	0.1	0.2	0.1	RESTRICTED	VP		
9	<i>Only Saltos and Aerials may be used for CV</i>			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	w/wo VP credit = no VP / no SR / 0.5 off SV		B (4) 0.3
	Acro Indirect:	B--C		AA--C	C--C	Only the same restricted D/E acro skill	1 <sup>st</sup> Acro D/E = C	C (1) 0.5
	*1st D/E Acro performed with VP Credit: 0.1 bonus					may be repeated if received "0" VP 1st time		

3A 4B 1C (D/E)

<b>9.7 SV</b>	+CV	+D/E*	<b>SPECIAL REQ 0.5 each</b>
___	___	___	2-Salto Acro Pass
___	___	___	3 Different Saltos
___	___	___	Dance Passage 180° leap
___	___	___	Dismount B Salto
___	___	___	No B Salto 0.3
___	___	___	No B Turn 0.2
___	___	___	F/S & Bwd saltos 0.1
___	___	___	>2ea Λ or IW 0.1

\_\_\_ End ≠ Music .1 \_\_\_ MM ≠ Relate ↑.3 \_\_\_ Footwrk ↑.3 \_\_\_ Dyn ↑.2  
 \_\_\_ End ≠ 1 sec. 05 C \_\_\_ P \_\_\_ E \_\_\_ Art ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhy ↑.2

3A 4B 1C (D/E)

<b>9.7 SV</b>	+CV	+D/E*	<b>SPECIAL REQ 0.5 each</b>
___	___	___	2-Salto Acro Pass
___	___	___	3 Different Saltos
___	___	___	Dance Passage 180° leap
___	___	___	Dismount B Salto
___	___	___	No B Salto 0.3
___	___	___	No B Turn 0.2
___	___	___	F/S & Bwd saltos 0.1
___	___	___	>2ea Λ or IW 0.1

\_\_\_ End ≠ Music .1 \_\_\_ MM ≠ Relate ↑.3 \_\_\_ Footwrk ↑.3 \_\_\_ Dyn ↑.2  
 \_\_\_ End ≠ 1 sec. 05 C \_\_\_ P \_\_\_ E \_\_\_ Art ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhy ↑.2

3A 4B 1C (D/E)

<b>9.7 SV</b>	+CV	+D/E*	<b>SPECIAL REQ 0.5 each</b>
___	___	___	2-Salto Acro Pass
___	___	___	3 Different Saltos
___	___	___	Dance Passage 180° leap
___	___	___	Dismount B Salto
___	___	___	No B Salto 0.3
___	___	___	No B Turn 0.2
___	___	___	F/S & Bwd saltos 0.1
___	___	___	>2ea Λ or IW 0.1

\_\_\_ End ≠ Music .1 \_\_\_ MM ≠ Relate ↑.3 \_\_\_ Footwrk ↑.3 \_\_\_ Dyn ↑.2  
 \_\_\_ End ≠ 1 sec. 05 C \_\_\_ P \_\_\_ E \_\_\_ Art ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhy ↑.2

FLOOR	<i>No bonus with spot or fall</i>	0.1	0.2	0.1	RESTRICTED	VP		
9	<i>Only Saltos and Aerials may be used for CV</i>			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	w/wo VP credit = no VP / no SR / 0.5 off SV		B (4) 0.3
	Acro Indirect:	B--C		AA--C	C--C	Only the same restricted D/E acro skill	1 <sup>st</sup> Acro D/E = C	C (1) 0.5
	*1st D/E Acro performed with VP Credit: 0.1 bonus					may be repeated if received "0" VP 1st time		

3A 4B 1C (D/E)

<b>9.7 SV</b>	+CV	+D/E*	<b>SPECIAL REQ 0.5 each</b>
___	___	___	2-Salto Acro Pass
___	___	___	3 Different Saltos
___	___	___	Dance Passage 180° leap
___	___	___	Dismount B Salto
___	___	___	No B Salto 0.3
___	___	___	No B Turn 0.2
___	___	___	F/S & Bwd saltos 0.1
___	___	___	>2ea Λ or IW 0.1

\_\_\_ End ≠ Music .1 \_\_\_ MM ≠ Relate ↑.3 \_\_\_ Footwrk ↑.3 \_\_\_ Dyn ↑.2  
 \_\_\_ End ≠ 1 sec. 05 C \_\_\_ P \_\_\_ E \_\_\_ Art ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhy ↑.2

3A 4B 1C (D/E)

<b>9.7 SV</b>	+CV	+D/E*	<b>SPECIAL REQ 0.5 each</b>
___	___	___	2-Salto Acro Pass
___	___	___	3 Different Saltos
___	___	___	Dance Passage 180° leap
___	___	___	Dismount B Salto
___	___	___	No B Salto 0.3
___	___	___	No B Turn 0.2
___	___	___	F/S & Bwd saltos 0.1
___	___	___	>2ea Λ or IW 0.1

\_\_\_ End ≠ Music .1 \_\_\_ MM ≠ Relate ↑.3 \_\_\_ Footwrk ↑.3 \_\_\_ Dyn ↑.2  
 \_\_\_ End ≠ 1 sec. 05 C \_\_\_ P \_\_\_ E \_\_\_ Art ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhy ↑.2

3A 4B 1C (D/E)

<b>9.7 SV</b>	+CV	+D/E*	<b>SPECIAL REQ 0.5 each</b>
___	___	___	2-Salto Acro Pass
___	___	___	3 Different Saltos
___	___	___	Dance Passage 180° leap
___	___	___	Dismount B Salto
___	___	___	No B Salto 0.3
___	___	___	No B Turn 0.2
___	___	___	F/S & Bwd saltos 0.1
___	___	___	>2ea Λ or IW 0.1

\_\_\_ End ≠ Music .1 \_\_\_ MM ≠ Relate ↑.3 \_\_\_ Footwrk ↑.3 \_\_\_ Dyn ↑.2  
 \_\_\_ End ≠ 1 sec. 05 C \_\_\_ P \_\_\_ E \_\_\_ Art ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhy ↑.2



BARS	BONUS	0.1	0.2	RELEASE # CL	Expect DD different	DISMOUNT # CL	CHOICE of ELEMENTS	↑0.2	VP					
<b>10</b>	Turn or Flight - in both	<b>CC</b>		DC combo	<b>0.05</b>	CC combo	<b>0.15</b>	D DC	<b>0.0</b>	1) Forward circle/release "B" min	2 of 3	<b>0.0</b>	A (3)	0.1
	2 different 3/6/7	<b>CC</b>		D--C isolated	<b>0.1</b>	C--C isolated	<b>0.2</b>	CCC DCC	<b>0.05</b>	2) Group 3/6/7 element "B" min	1 of 3	<b>0.1</b>	B (3)	0.3
	No Turn or Flight required	<b>CD</b>	<b>DD</b>	D--B isolated	<b>0.15</b>	BC or less	<b>0.2</b>	CC BC	<b>0.1</b>	3) LA 180° Turn w/wo flight "C"	0 of 3	<b>0.2</b>	C (2)	0.5
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							

3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ	0.5 ea
								C Flight, Not Dmt	
								B Flight, different, Not Dmt	
								C Turn, Not Mt / Dmt	
								<b>BONUS +0.1</b>	C Salto Dismount
								Not 2 bar changes	0.2
								No Direction Δ	0.1
								¾ Fwd Giant	0.1 ea
								Uncharacteristic	0.1 ea
								>1 squat on ± circle	0.1 ea
								(OK after fall)	
								___ Dynamics ↑.2	___ HS Precision ↑.1

3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ	0.5 ea
								C Flight, Not Dmt	
								B Flight, different, Not Dmt	
								C Turn, Not Mt / Dmt	
								<b>BONUS +0.1</b>	C Salto Dismount
								Not 2 bar changes	0.2
								No Direction Δ	0.1
								¾ Fwd Giant	0.1 ea
								Uncharacteristic	0.1 ea
								>1 squat on ± circle	0.1 ea
								(OK after fall)	
								___ Dynamics ↑.2	___ HS Precision ↑.1

3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ	0.5 ea
								C Flight, Not Dmt	
								B Flight, different, Not Dmt	
								C Turn, Not Mt / Dmt	
								<b>BONUS +0.1</b>	C Salto Dismount
								Not 2 bar changes	0.2
								No Direction Δ	0.1
								¾ Fwd Giant	0.1 ea
								Uncharacteristic	0.1 ea
								>1 squat on ± circle	0.1 ea
								(OK after fall)	
								___ Dynamics ↑.2	___ HS Precision ↑.1

BARS	BONUS	0.1	0.2	RELEASE # CL	Expect DD different	DISMOUNT # CL	CHOICE of ELEMENTS	↑0.2	VP					
<b>10</b>	Turn or Flight - in both	<b>CC</b>		DC combo	<b>0.05</b>	CC combo	<b>0.15</b>	D DC	<b>0.0</b>	1) Forward circle/release "B" min	2 of 3	<b>0.0</b>	A (3)	0.1
	2 different 3/6/7	<b>CC</b>		D--C isolated	<b>0.1</b>	C--C isolated	<b>0.2</b>	CCC DCC	<b>0.05</b>	2) Group 3/6/7 element "B" min	1 of 3	<b>0.1</b>	B (3)	0.3
	No Turn or Flight required	<b>CD</b>	<b>DD</b>	D--B isolated	<b>0.15</b>	BC or less	<b>0.2</b>	CC BC	<b>0.1</b>	3) LA 180° Turn w/wo flight "C"	0 of 3	<b>0.2</b>	C (2)	0.5
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							

3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ	0.5 ea
								C Flight, Not Dmt	
								B Flight, different, Not Dmt	
								C Turn, Not Mt / Dmt	
								<b>BONUS +0.1</b>	C Salto Dismount
								Not 2 bar changes	0.2
								No Direction Δ	0.1
								¾ Fwd Giant	0.1 ea
								Uncharacteristic	0.1 ea
								>1 squat on ± circle	0.1 ea
								(OK after fall)	
								___Dynamics ↑.2	___HS Precision ↑.1

3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ	0.5 ea
								C Flight, Not Dmt	
								B Flight, different, Not Dmt	
								C Turn, Not Mt / Dmt	
								<b>BONUS +0.1</b>	C Salto Dismount
								Not 2 bar changes	0.2
								No Direction Δ	0.1
								¾ Fwd Giant	0.1 ea
								Uncharacteristic	0.1 ea
								>1 squat on ± circle	0.1 ea
								(OK after fall)	
								___Dynamics ↑.2	___HS Precision ↑.1

3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ	0.5 ea
								C Flight, Not Dmt	
								B Flight, different, Not Dmt	
								C Turn, Not Mt / Dmt	
								<b>BONUS +0.1</b>	C Salto Dismount
								Not 2 bar changes	0.2
								No Direction Δ	0.1
								¾ Fwd Giant	0.1 ea
								Uncharacteristic	0.1 ea
								>1 squat on ± circle	0.1 ea
								(OK after fall)	
								___Dynamics ↑.2	___HS Precision ↑.1

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

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ 0.5 ea
								Acro Flight Series BC or EA
								Leap / Jump 180°
								Full Turn
								<b>BONUS +0.1</b> Dismt C Salto/Aerial or CB**
								Dance ≠CL ↑.2 No Dance Series 0.2
								Acro ≠CL ↑.2 F/S & Bwd Acro 0.1
								Dmt ≠CL ↑.1 <i>in dismount only</i> 0.05
								Levels ↑.1 Shape >2 Λ or iw 0.1
								Spatial ↑.1 >1 Pivot <i>straight legs</i> 0.1
								2 of 3 Movement: F-B-S ea 0.05
								Sureness ↑.2 Footwrk ↑.3 Dynamic ↑.2
								C_P_E_Artistry ↑.3 Posture ↑.3 Rhythm ↑.2

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ 0.5 ea
								Acro Flight Series BC or EA
								Leap / Jump 180°
								Full Turn
								<b>BONUS +0.1</b> Dismt C Salto/Aerial or CB**
								Dance ≠CL ↑.2 No Dance Series 0.2
								Acro ≠CL ↑.2 F/S & Bwd Acro 0.1
								Dmt ≠CL ↑.1 <i>in dismount only</i> 0.05
								Levels ↑.1 Shape >2 Λ or iw 0.1
								Spatial ↑.1 >1 Pivot <i>straight legs</i> 0.1
								2 of 3 Movement: F-B-S ea 0.05
								Sureness ↑.2 Footwrk ↑.3 Dynamic ↑.2
								C_P_E_Artistry ↑.3 Posture ↑.3 Rhythm ↑.2

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ 0.5 ea
								Acro Flight Series BC or EA
								Leap / Jump 180°
								Full Turn
								<b>BONUS +0.1</b> Dismt C Salto/Aerial or CB**
								Dance ≠CL ↑.2 No Dance Series 0.2
								Acro ≠CL ↑.2 F/S & Bwd Acro 0.1
								Dmt ≠CL ↑.1 <i>in dismount only</i> 0.05
								Levels ↑.1 Shape >2 Λ or iw 0.1
								Spatial ↑.1 >1 Pivot <i>straight legs</i> 0.1
								2 of 3 Movement: F-B-S ea 0.05
								Sureness ↑.2 Footwrk ↑.3 Dynamic ↑.2
								C_P_E_Artistry ↑.3 Posture ↑.3 Rhythm ↑.2

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

3A 3B 2C D E **9.5 SV** +CV \_\_\_ +D/E \_\_\_

**SPECIAL REQ 0.5 ea**

\_\_\_ VP \_\_\_

\_\_\_ SR 0.5

No Dmt 0.3

Acro Flight Series BC or EA

Leap / Jump 180°

Full Turn

**BONUS +0.1** Dismt C Salto/Aerial or CB\*\*

\_\_\_ Dance ≠CL ↑.2 No Dance Series 0.2 \_\_\_

\_\_\_ Acro ≠CL ↑.2 F/S & Bwd Acro 0.1 \_\_\_

\_\_\_ Dmt ≠CL ↑.1 *in dismount only* 0.05 \_\_\_

\_\_\_ Levels ↑.1 Shape >2 Λ or iw 0.1 \_\_\_

\_\_\_ Spatial ↑.1 >1 Pivot *straight legs* 0.1 \_\_\_

2 of 3 Movement: F-B-S ea 0.05

\_\_\_ Sureness ↑.2 \_\_\_ Footwrk ↑.3 \_\_\_ Dynamic ↑.2

C \_\_\_ P \_\_\_ E \_\_\_ Artistry ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhythm ↑.2

3A 3B 2C D E **9.5 SV** +CV \_\_\_ +D/E \_\_\_

**SPECIAL REQ 0.5 ea**

\_\_\_ VP \_\_\_

\_\_\_ SR 0.5

No Dmt 0.3

Acro Flight Series BC or EA

Leap / Jump 180°

Full Turn

**BONUS +0.1** Dismt C Salto/Aerial or CB\*\*

\_\_\_ Dance ≠CL ↑.2 No Dance Series 0.2 \_\_\_

\_\_\_ Acro ≠CL ↑.2 F/S & Bwd Acro 0.1 \_\_\_

\_\_\_ Dmt ≠CL ↑.1 *in dismount only* 0.05 \_\_\_

\_\_\_ Levels ↑.1 Shape >2 Λ or iw 0.1 \_\_\_

\_\_\_ Spatial ↑.1 >1 Pivot *straight legs* 0.1 \_\_\_

2 of 3 Movement: F-B-S ea 0.05

\_\_\_ Sureness ↑.2 \_\_\_ Footwrk ↑.3 \_\_\_ Dynamic ↑.2

C \_\_\_ P \_\_\_ E \_\_\_ Artistry ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhythm ↑.2

3A 3B 2C D E **9.5 SV** +CV \_\_\_ +D/E \_\_\_

**SPECIAL REQ 0.5 ea**

\_\_\_ VP \_\_\_

\_\_\_ SR 0.5

No Dmt 0.3

Acro Flight Series BC or EA

Leap / Jump 180°

Full Turn

**BONUS +0.1** Dismt C Salto/Aerial or CB\*\*

\_\_\_ Dance ≠CL ↑.2 No Dance Series 0.2 \_\_\_

\_\_\_ Acro ≠CL ↑.2 F/S & Bwd Acro 0.1 \_\_\_

\_\_\_ Dmt ≠CL ↑.1 *in dismount only* 0.05 \_\_\_

\_\_\_ Levels ↑.1 Shape >2 Λ or iw 0.1 \_\_\_

\_\_\_ Spatial ↑.1 >1 Pivot *straight legs* 0.1 \_\_\_

2 of 3 Movement: F-B-S ea 0.05

\_\_\_ Sureness ↑.2 \_\_\_ Footwrk ↑.3 \_\_\_ Dynamic ↑.2

C \_\_\_ P \_\_\_ E \_\_\_ Artistry ↑.3 \_\_\_ Posture ↑.3 \_\_\_ Rhythm ↑.2

FLOOR	BONUS	0.1	0.2	0.1	0.2	BONUS +0.1	VP
<b>10</b>	Acro Direct:	<b>BB AC AAC</b>	<b>BC AD AAD</b>	2 Dance / Mix	<b>CC BD CD</b>	10.0 SV, all SR & VP, ≥ 0.6 bonus,	A (3) 0.1
	Acro Indirect:	<b>B--C A--D AA--C</b>	<b>C--C B--D A--E AA--D</b>	<b>D-salto + A-jump</b>		at least 1 "E" Acro = +0.1 bonus	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>		<b>Do not add into SV</b>	C (2) 0.5

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ 0.5 ea
							VP	2-Salto Acro Pass
							SR 0.5	3 Different Saltos
							No Dmt 0.3	Dance Passage 180° Leap
							<b>BONUS +0.1</b>	Dismount C Salto
							Dance≠CL ↑.2	No C Salto 0.3
							Acro≠CL ↑.2	No B Turn 0.2
							Last salto≠CL ↑.1	F/S & Bwd Salto 0.1
							Spatial use ↑.1	Shape >2 Λ or IW 0.1
							___ End ≠ Music .1	___ MM ≠ Relate ↑.3
							___ End ≠ 1 sec. 05	___ Footwrk ↑.3
							C ___ P ___ E ___ Art ↑.3	___ Dyn ↑.2
							___ Posture ↑.3	___ Rhy ↑.2

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ 0.5 ea
							VP	2-Salto Acro Pass
							SR 0.5	3 Different Saltos
							No Dmt 0.3	Dance Passage 180° Leap
							<b>BONUS +0.1</b>	Dismount C Salto
							Dance≠CL ↑.2	No C Salto 0.3
							Acro≠CL ↑.2	No B Turn 0.2
							Last salto≠CL ↑.1	F/S & Bwd Salto 0.1
							Spatial use ↑.1	Shape >2 Λ or IW 0.1
							___ End ≠ Music .1	___ MM ≠ Relate ↑.3
							___ End ≠ 1 sec. 05	___ Footwrk ↑.3
							C ___ P ___ E ___ Art ↑.3	___ Dyn ↑.2
							___ Posture ↑.3	___ Rhy ↑.2

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ 0.5 ea
							VP	2-Salto Acro Pass
							SR 0.5	3 Different Saltos
							No Dmt 0.3	Dance Passage 180° Leap
							<b>BONUS +0.1</b>	Dismount C Salto
							Dance≠CL ↑.2	No C Salto 0.3
							Acro≠CL ↑.2	No B Turn 0.2
							Last salto≠CL ↑.1	F/S & Bwd Salto 0.1
							Spatial use ↑.1	Shape >2 Λ or IW 0.1
							___ End ≠ Music .1	___ MM ≠ Relate ↑.3
							___ End ≠ 1 sec. 05	___ Footwrk ↑.3
							C ___ P ___ E ___ Art ↑.3	___ Dyn ↑.2
							___ Posture ↑.3	___ Rhy ↑.2

FLOOR	BONUS	0.1	0.2	0.1	0.2	BONUS +0.1	VP
<b>10</b>	Acro Direct:	<b>BB AC AAC</b>	<b>BC AD AAD</b>	2 Dance / Mix	<b>CC BD CD</b>	10.0 SV, all SR & VP, ≥ 0.6 bonus,	A (3) 0.1
	Acro Indirect:	<b>B--C A--D AA--C</b>	<b>C--C B--D A--E AA--D</b>	<b>D-salto + A-jump</b>		at least 1 "E" Acro = +0.1 bonus	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>		<b>Do not add into SV</b>	C (2) 0.5

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ 0.5 ea
							VP	2-Salto Acro Pass
							SR 0.5	3 Different Saltos
							No Dmt 0.3	Dance Passage 180° Leap
							<b>BONUS +0.1</b>	Dismount C Salto
							Dance≠CL ↑.2	No C Salto 0.3
							Acro≠CL ↑.2	No B Turn 0.2
							Last salto≠CL ↑.1	F/S & Bwd Salto 0.1
							Spatial use ↑.1	Shape >2 Λ or IW 0.1
							__ End ≠ Music .1	__ MM ≠ Relate ↑.3
							__ End ≠ 1 sec. 05	C __ P __ E __ Art ↑.3
								__ Footwrk ↑.3
								__ Dyn ↑.2
								__ Posture ↑.3
								__ Rhy ↑.2

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ 0.5 ea
							VP	2-Salto Acro Pass
							SR 0.5	3 Different Saltos
							No Dmt 0.3	Dance Passage 180° Leap
							<b>BONUS +0.1</b>	Dismount C Salto
							Dance≠CL ↑.2	No C Salto 0.3
							Acro≠CL ↑.2	No B Turn 0.2
							Last salto≠CL ↑.1	F/S & Bwd Salto 0.1
							Spatial use ↑.1	Shape >2 Λ or IW 0.1
							__ End ≠ Music .1	__ MM ≠ Relate ↑.3
							__ End ≠ 1 sec. 05	C __ P __ E __ Art ↑.3
								__ Footwrk ↑.3
								__ Dyn ↑.2
								__ Posture ↑.3
								__ Rhy ↑.2

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SPECIAL REQ 0.5 ea
							VP	2-Salto Acro Pass
							SR 0.5	3 Different Saltos
							No Dmt 0.3	Dance Passage 180° Leap
							<b>BONUS +0.1</b>	Dismount C Salto
							Dance≠CL ↑.2	No C Salto 0.3
							Acro≠CL ↑.2	No B Turn 0.2
							Last salto≠CL ↑.1	F/S & Bwd Salto 0.1
							Spatial use ↑.1	Shape >2 Λ or IW 0.1
							__ End ≠ Music .1	__ MM ≠ Relate ↑.3
							__ End ≠ 1 sec. 05	C __ P __ E __ Art ↑.3
								__ Footwrk ↑.3
								__ Dyn ↑.2
								__ Posture ↑.3
								__ Rhy ↑.2