

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

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

**XB SPECIAL REQ 0.5 ea**

Mount - Low Bar

Cast - *Hips leave bars*  
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2\_\_

**XB SPECIAL REQ 0.5 ea**

Mount - Low Bar

Cast - *Hips leave bars*  
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2\_\_

**XB SPECIAL REQ 0.5 ea**

Mount - Low Bar

Cast - *Hips leave bars*  
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2\_\_

**XB SPECIAL REQ 0.5 ea**

Mount - Low Bar

Cast - *Hips leave bars*  
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2\_\_

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

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

**XB SPECIAL REQ 0.5 ea**

Mount - Low Bar

Cast - *Hips leave bars*  
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2\_\_

**XB SPECIAL REQ 0.5 ea**

Mount - Low Bar

Cast - *Hips leave bars*  
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2\_\_

**XB SPECIAL REQ 0.5 ea**

Mount - Low Bar

Cast - *Hips leave bars*  
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2\_\_

**XB SPECIAL REQ 0.5 ea**

Mount - Low Bar

Cast - *Hips leave bars*  
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2\_\_

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

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

**XS SPECIAL REQ 0.5 ea**

Mount

Cast - 45° below horiz  
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2\_\_

**XS SPECIAL REQ 0.5 ea**

Mount

Cast - 45° below horiz  
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2\_\_

**XS SPECIAL REQ 0.5 ea**

Mount

Cast - 45° below horiz  
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2\_\_

**XS SPECIAL REQ 0.5 ea**

Mount

Cast - 45° below horiz  
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2\_\_

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

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

**XS SPECIAL REQ 0.5 ea**

Mount

Cast - 45° below horiz  
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2\_\_

**XS SPECIAL REQ 0.5 ea**

Mount

Cast - 45° below horiz  
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2\_\_

**XS SPECIAL REQ 0.5 ea**

Mount

Cast - 45° below horiz  
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2\_\_

**XS SPECIAL REQ 0.5 ea**

Mount

Cast - 45° below horiz  
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2\_\_

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

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

**XG SPECIAL REQ 0.5 ea**

Skill to clear support horizontal

- Not Mt/Dmt
- within 10° OK

360° Circle Not Mt/Dmt

2nd 360° Circle - Not Mt/Dmt

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

Dismount HB

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

\_\_\_ Dynamics ↑.2

**XG SPECIAL REQ 0.5 ea**

Skill to clear support horizontal

- Not Mt/Dmt
- within 10° OK

360° Circle Not Mt/Dmt

2nd 360° Circle - Not Mt/Dmt

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

Dismount HB

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

\_\_\_ Dynamics ↑.2

**XG SPECIAL REQ 0.5 ea**

Skill to clear support horizontal

- Not Mt/Dmt
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360° Circle Not Mt/Dmt

2nd 360° Circle - Not Mt/Dmt

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

Dismount HB

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

\_\_\_ Dynamics ↑.2

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

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

**XG SPECIAL REQ 0.5 ea**

Skill to clear support horizontal

- Not Mt/Dmt
- within 10° OK

360° Circle Not Mt/Dmt

2nd 360° Circle - Not Mt/Dmt

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

Dismount HB

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

\_\_\_ Dynamics ↑.2

**XG SPECIAL REQ 0.5 ea**

Skill to clear support horizontal

- Not Mt/Dmt
- within 10° OK

360° Circle Not Mt/Dmt

2nd 360° Circle - Not Mt/Dmt

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

Dismount HB

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

\_\_\_ Dynamics ↑.2

**XG SPECIAL REQ 0.5 ea**

Skill to clear support horizontal

- Not Mt/Dmt
- within 10° OK

360° Circle Not Mt/Dmt

2nd 360° Circle - Not Mt/Dmt

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

Dismount HB

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

\_\_\_ Dynamics ↑.2

BARS	Warm-up		RESTRICTED	VP
XP	1:30	Jump to squat on Mount	No C or higher VP* No VP / no SR / 0.5 off SV	A (6) 0.1
		Cast 89° - 21° from vertical = A		B (1) 0.3
		Long hang pullover from cast = 360° circle	*Allowed C = B: Clear hip HS / Stalder HS / Toe on HS	

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

**XP SPECIAL REQ 0.5 ea**

Kip

Skill to clear support ↑horizontal  
• Not Mt/Dmt • within 10°

360° Circle • Not Mt/Dmt

Dismount HB

**10.0 SV**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

\_\_\_Dynamics ↑.2

6A

1B

**XP SPECIAL REQ 0.5 ea**

Kip

Skill to clear support ↑horizontal  
• Not Mt/Dmt • within 10°

360° Circle • Not Mt/Dmt

Dismount HB

**10.0 SV**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

\_\_\_Dynamics ↑.2

6A

1B

**XP SPECIAL REQ 0.5 ea**

Kip

Skill to clear support ↑horizontal  
• Not Mt/Dmt • within 10°

360° Circle • Not Mt/Dmt

Dismount HB

**10.0 SV**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

\_\_\_Dynamics ↑.2

BARS	Warm-up		RESTRICTED	VP
XP	1:30	Jump to squat on Mount	No C or higher VP* No VP / no SR / 0.5 off SV	A (6) 0.1
		Cast 89° - 21° from vertical = A		B (1) 0.3
		Long hang pullover from cast = 360° circle	*Allowed C = B: Clear hip HS / Stalder HS / Toe on HS	

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

**XP SPECIAL REQ 0.5 ea**

Kip

Skill to clear support ↑horizontal  
• Not Mt/Dmt • within 10°

360° Circle • Not Mt/Dmt

Dismount HB

**10.0 SV**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

\_\_\_Dynamics ↑.2

6A

1B

**XP SPECIAL REQ 0.5 ea**

Kip

Skill to clear support ↑horizontal  
• Not Mt/Dmt • within 10°

360° Circle • Not Mt/Dmt

Dismount HB

**10.0 SV**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

\_\_\_Dynamics ↑.2

6A

1B

**XP SPECIAL REQ 0.5 ea**

Kip

Skill to clear support ↑horizontal  
• Not Mt/Dmt • within 10°

360° Circle • Not Mt/Dmt

Dismount HB

**10.0 SV**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

\_\_\_Dynamics ↑.2



BARS	Warm-up			RESTRICTED	VP
<b>XD</b>	<b>2:00</b>	Jump to squat on	Cast 45° - 21° from vertical = A ( <i>within 10° OK</i> ) Long hang pullover from cast = 360° circle Tap/Underswing-Counterswing = -0.3 extra swing	One 'D' VP allowed No 'E' VP No VP / no SR / 0.5 off SV	A (5) 0.1 B (2) 0.3

Maximum execution deductions: 4.0

Courtesy Score: 4.0

5A

2B

**XD SPECIAL REQ 0.5 ea**

Skill to clear support 45° of vertical  
• Not Mt/Dmt • within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

• Release / Turn / 2nd Circle -same or diff

Dismount HB - Salto or Hecht

• or any B dismount from HB

**10.0 SV**

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

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

\_\_\_ .5 ea -SR

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

\_\_\_ 0.3 No Dmt

\_\_\_ Dynamics ↑.2

5A

2B

**XD SPECIAL REQ 0.5 ea**

Skill to clear support 45° of vertical  
• Not Mt/Dmt • within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

• Release / Turn / 2nd Circle -same or diff

Dismount HB - Salto or Hecht

• or any B dismount from HB

**10.0 SV**

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

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

\_\_\_ .5 ea -SR

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

\_\_\_ 0.3 No Dmt

\_\_\_ Dynamics ↑.2

5A

2B

**XD SPECIAL REQ 0.5 ea**

Skill to clear support 45° of vertical  
• Not Mt/Dmt • within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

• Release / Turn / 2nd Circle -same or diff

Dismount HB - Salto or Hecht

• or any B dismount from HB

**10.0 SV**

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

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

\_\_\_ .5 ea -SR

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

\_\_\_ 0.3 No Dmt

\_\_\_ Dynamics ↑.2

BARS	Warm-up			RESTRICTED	VP
<b>XD</b>	<b>2:00</b>	Jump to squat on	Cast 45° - 21° from vertical = A ( <i>within 10° OK</i> ) Long hang pullover from cast = 360° circle Tap/Underswing-Counterswing = -0.3 extra swing	One 'D' VP allowed No 'E' VP No VP / no SR / 0.5 off SV	A (5) 0.1 B (2) 0.3

Maximum execution deductions: 4.0

Courtesy Score: 4.0

5A

2B

**XD SPECIAL REQ 0.5 ea**

Skill to clear support 45° of vertical  
• Not Mt/Dmt • within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

• Release / Turn / 2nd Circle -same or diff

Dismount HB - Salto or Hecht

• or any B dismount from HB

**10.0 SV**

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

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

\_\_\_ .5 ea -SR

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

\_\_\_ 0.3 No Dmt

\_\_\_ Dynamics ↑.2

5A

2B

**XD SPECIAL REQ 0.5 ea**

Skill to clear support 45° of vertical  
• Not Mt/Dmt • within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

• Release / Turn / 2nd Circle -same or diff

Dismount HB - Salto or Hecht

• or any B dismount from HB

**10.0 SV**

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

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

\_\_\_ .5 ea -SR

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

\_\_\_ 0.3 No Dmt

\_\_\_ Dynamics ↑.2

5A

2B

**XD SPECIAL REQ 0.5 ea**

Skill to clear support 45° of vertical  
• Not Mt/Dmt • within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

• Release / Turn / 2nd Circle -same or diff

Dismount HB - Salto or Hecht

• or any B dismount from HB

**10.0 SV**

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

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

\_\_\_ .5 ea -SR

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

\_\_\_ 0.3 No Dmt

\_\_\_ Dynamics ↑.2

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

Maximum execution deductions: 4.0    Courtesy Score: 4.0    3A    3B    1C



<b>X SAPPHIRE SR 0.5 ea</b>
B Skill to clear support • at vertical, not in Mt/Dmt
B 360° Circle, Not Mt/Dmt
B Skill - different from above • 2 <sup>nd</sup> 360° Circle / Turn / Release
B Dismount or C-A salto

<b>9.6 SV bonus</b>			
___ BB (+0.1)	___ .5 ea	___ -C VP	
___ C (+0.1)	___ .3 ea	___ -B VP	
___ D (+0.1 max)	___ .1 ea	___ -A VP	
	___ .5 ea	___ -SR	
	___ .5 ea	___ -'RE'	
___ Dynamics ↑.2	___ 0.3	___ No Dmt	

3A    3B    1C



<b>X SAPPHIRE SR 0.5 ea</b>
B Skill to clear support • at vertical, not in Mt/Dmt
B 360° Circle, Not Mt/Dmt
B Skill - different from above • 2 <sup>nd</sup> 360° Circle / Turn / Release
B Dismount or C-A salto

<b>9.6 SV bonus</b>	<b>Missing</b>		
___ BB (+0.1)	___ .5 ea	___ -C VP	
___ C (+0.1)	___ .3 ea	___ -B VP	
___ D (+0.1 max)	___ .1 ea	___ -A VP	
	___ .5 ea	___ -SR	
	___ .5 ea	___ -'RE'	
___ Dynamics ↑.2	___ 0.3	___ No Dmt	

3A    3B    1C



<b>X SAPPHIRE SR 0.5 ea</b>
B Skill to clear support • at vertical, not in Mt/Dmt
B 360° Circle, Not Mt/Dmt
B Skill - different from above • 2 <sup>nd</sup> 360° Circle / Turn / Release
B Dismount or C-A salto

<b>9.6 SV bonus</b>	<b>Missing</b>		
___ BB (+0.1)	___ .5 ea	___ -C VP	
___ C (+0.1)	___ .3 ea	___ -B VP	
___ D (+0.1 max)	___ .1 ea	___ -A VP	
	___ .5 ea	___ -SR	
	___ .5 ea	___ -'RE'	
___ Dynamics ↑.2	___ 0.3	___ No Dmt	

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

Maximum execution deductions: 4.0    Courtesy Score: 4.0    3A    3B    1C



<b>X SAPPHIRE SR 0.5 ea</b>
B Skill to clear support • at vertical, not in Mt/Dmt
B 360° Circle, Not Mt/Dmt
B Skill - different from above • 2 <sup>nd</sup> 360° Circle / Turn / Release
B Dismount or C-A salto

<b>9.6 SV bonus</b>		
___ BB (+0.1)	___ .5 ea	___ -C VP
___ C (+0.1)	___ .3 ea	___ -B VP
___ D (+0.1 max)	___ .1 ea	___ -A VP
	___ .5 ea	___ -SR
	___ .5 ea	___ -'RE'
___ Dynamics ↑.2	___ 0.3	___ No Dmt

3A    3B    1C



<b>X SAPPHIRE SR 0.5 ea</b>
B Skill to clear support • at vertical, not in Mt/Dmt
B 360° Circle, Not Mt/Dmt
B Skill - different from above • 2 <sup>nd</sup> 360° Circle / Turn / Release
B Dismount or C-A salto

<b>9.6 SV bonus</b>	<b>Missing</b>	
___ BB (+0.1)	___ .5 ea	___ -C VP
___ C (+0.1)	___ .3 ea	___ -B VP
___ D (+0.1 max)	___ .1 ea	___ -A VP
	___ .5 ea	___ -SR
	___ .5 ea	___ -'RE'
___ Dynamics ↑.2	___ 0.3	___ No Dmt

3A    3B    1C



<b>X SAPPHIRE SR 0.5 ea</b>
B Skill to clear support • at vertical, not in Mt/Dmt
B 360° Circle, Not Mt/Dmt
B Skill - different from above • 2 <sup>nd</sup> 360° Circle / Turn / Release
B Dismount or C-A salto

<b>9.6 SV bonus</b>	<b>Missing</b>	
___ BB (+0.1)	___ .5 ea	___ -C VP
___ C (+0.1)	___ .3 ea	___ -B VP
___ D (+0.1 max)	___ .1 ea	___ -A VP
	___ .5 ea	___ -SR
	___ .5 ea	___ -'RE'
___ Dynamics ↑.2	___ 0.3	___ No Dmt

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

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

**XB SPECIAL REQ 0.5 ea**

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aerial*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

**XB SPECIAL REQ 0.5 ea**

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aerial*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

**XB SPECIAL REQ 0.5 ea**

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aerial*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

**XB SPECIAL REQ 0.5 ea**

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aerial*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

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

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

**XB SPECIAL REQ 0.5 ea**

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aerial*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

**XB SPECIAL REQ 0.5 ea**

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aerial*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

**XB SPECIAL REQ 0.5 ea**

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aerial*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

**XB SPECIAL REQ 0.5 ea**

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aerial*

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

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**XS SPECIAL REQ 0.5 ea**

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

**XS SPECIAL REQ 0.5 ea**

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

**XS SPECIAL REQ 0.5 ea**

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

**XS SPECIAL REQ 0.5 ea**

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

9.12.2024 D.Hanford

**XS SPECIAL REQ 0.5 ea**

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

**XS SPECIAL REQ 0.5 ea**

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

**XS SPECIAL REQ 0.5 ea**

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

**XS SPECIAL REQ 0.5 ea**

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

**10.0 SV**

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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



BEAM	Time	ADDITIONAL 'A' SKILLS	ACRO	RESTRICTED	VP
<b>XG</b>	1:00 warm-up	Vertical HS <i>any leg position - no hold</i>	Acro must start and end on BB	No 'C' or higher skills	6 A 0.1
	<b>1:00</b> compete	Partial HS - <i>join FEET 45°</i> Leaps/Jumps <b>120°</b> ( $\leq 20^\circ$ )	DMT- Cartweel HS $\frac{1}{4}$ turn Any Mount	No VP credit / no SR / & 0.5 off SV	

Maximum execution deductions: 4.0

Courtesy Score: 4.0

**XG SPECIAL REQ 0.5 ea**

**2 Acro Skills** - isolated or series w/wo flight, 1 must achieve vertical

2 Leaps/Jumps, one **120°**split  
*-2 Different isolated or connected*

1/1 Turn on 1 foot

Dismount

**10.0 SV**

.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

**XG SPECIAL REQ 0.5 ea**

**2 Acro Skills** - isolated or series w/wo flight, 1 must achieve vertical

2 Leaps/Jumps, one **120°**split  
*-2 Different isolated or connected*

1/1 Turn on 1 foot

Dismount

**10.0 SV**

.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

**XG SPECIAL REQ 0.5 ea**

**2 Acro Skills** - isolated or series w/wo flight, 1 must achieve vertical

2 Leaps/Jumps, one **120°**split  
*-2 Different isolated or connected*

1/1 Turn on 1 foot

Dismount

**10.0 SV**

.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	ADDITIONAL 'A' SKILLS	ACRO	RESTRICTED	VP
<b>XG</b>	1:00 warm-up	Vertical HS <i>any leg position - no hold</i>	Acro must start and end on BB	No 'C' or higher skills	6 A 0.1
	<b>1:00</b> compete	Partial HS - <i>join FEET 45°</i> Leaps/Jumps <b>120°</b> ( $\leq 20^\circ$ )	DMT- Cartweel HS $\frac{1}{4}$ turn Any Mount	No VP credit / no SR / & 0.5 off SV	

Maximum execution deductions: 4.0

Courtesy Score: 4.0

**XG SPECIAL REQ 0.5 ea**

**2 Acro Skills** - isolated or series w/wo flight, 1 must achieve vertical

2 Leaps/Jumps, one **120°**split  
*-2 Different isolated or connected*

1/1 Turn on 1 foot

Dismount

**10.0 SV**

.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

**XG SPECIAL REQ 0.5 ea**

**2 Acro Skills** - isolated or series w/wo flight, 1 must achieve vertical

2 Leaps/Jumps, one **120°**split  
*-2 Different isolated or connected*

1/1 Turn on 1 foot

Dismount

**10.0 SV**

.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

**XG SPECIAL REQ 0.5 ea**

**2 Acro Skills** - isolated or series w/wo flight, 1 must achieve vertical

2 Leaps/Jumps, one **120°**split  
*-2 Different isolated or connected*

1/1 Turn on 1 foot

Dismount

**10.0 SV**

.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				RESTRICTED	VP
XP	1:30 warm-up	Leaps / Jumps 120° = A	Dance Series Group 1*,2,3*	Acros must start & end on	No C Acro allowed	A (6) 0.1
	1:15 compete	Any unlisted mount = A	-Same or different	Beam, one thru vertical	No D or higher VP	B (1) 0.3
			*Dance mounts & 1-foot turns OK	Acro flight - iso or in series	No VP / no SR / 0.5 off SV	

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

**XP SPECIAL REQ 0.5 ea**

1 Acro Series, w/wo flight

**OR** 1 Acro Flight Skill, Iso or series

Dance Series, 2 VP

**AND** 120° leap/jump Iso or series

Full Turn on 1 foot

Dismount

**10.0 SV** \_\_\_\_\_ .3 ea -B VP

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

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

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

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

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

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

6A

1B

**XP SPECIAL REQ 0.5 ea**

1 Acro Series, w/wo flight

**OR** 1 Acro Flight Skill, Iso or series

Dance Series, 2 VP

**AND** 120° leap/jump Iso or series

Full Turn on 1 foot

Dismount

**10.0 SV** \_\_\_\_\_ .3 ea -B VP

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

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

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

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

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

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

6A

1B

**XP SPECIAL REQ 0.5 ea**

1 Acro Series, w/wo flight

**OR** 1 Acro Flight Skill, Iso or series

Dance Series, 2 VP

**AND** 120° leap/jump Iso or series

Full Turn on 1 foot

Dismount

**10.0 SV** \_\_\_\_\_ .3 ea -B VP

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

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

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

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

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

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

BEAM	Time				RESTRICTED	VP
XP	1:30 warm-up	Leaps / Jumps 120° = A	Dance Series Group 1*,2,3*	Acros must start & end on	No C Acro allowed	A (6) 0.1
	1:15 compete	Any unlisted mount = A	-Same or different	Beam, one thru vertical	No D or higher VP	B (1) 0.3
			*Dance mounts & 1-foot turns OK	Acro flight - iso or in series	No VP / no SR / 0.5 off SV	

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

**XP SPECIAL REQ 0.5 ea**

1 Acro Series, w/wo flight

**OR** 1 Acro Flight Skill, Iso or series

Dance Series, 2 VP

**AND** 120° leap/jump Iso or series

Full Turn on 1 foot

Dismount

**10.0 SV** \_\_\_\_\_ .3 ea -B VP

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

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

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

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

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

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

6A

1B

**XP SPECIAL REQ 0.5 ea**

1 Acro Series, w/wo flight

**OR** 1 Acro Flight Skill, Iso or series

Dance Series, 2 VP

**AND** 120° leap/jump Iso or series

Full Turn on 1 foot

Dismount

**10.0 SV** \_\_\_\_\_ .3 ea -B VP

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

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

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

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

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

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

6A

1B

**XP SPECIAL REQ 0.5 ea**

1 Acro Series, w/wo flight

**OR** 1 Acro Flight Skill, Iso or series

Dance Series, 2 VP

**AND** 120° leap/jump Iso or series

Full Turn on 1 foot

Dismount

**10.0 SV** \_\_\_\_\_ .3 ea -B VP

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

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

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

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

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

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

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

Maximum execution deductions: 4.0 Courtesy Score: 4.0

5A

2B

**XD SPECIAL REQ 0.5 ea**

1 Acro Series - *w/wo flight*

**AND** 1 Acro flight skill

Dance Series - 2 VP

**AND** 155° Leap/Jump

Full Turn on 1 foot

Dismount - *Salto or 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

**XD SPECIAL REQ 0.5 ea**

1 Acro Series - *w/wo flight*

**AND** 1 Acro flight skill

Dance Series - 2 VP

**AND** 155° Leap/Jump

Full Turn on 1 foot

Dismount - *Salto or 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

**XD SPECIAL REQ 0.5 ea**

1 Acro Series - *w/wo flight*

**AND** 1 Acro flight skill

Dance Series - 2 VP

**AND** 155° Leap/Jump

Full Turn on 1 foot

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

Maximum execution deductions: 4.0 Courtesy Score: 4.0

5A

2B

**XD SPECIAL REQ 0.5 ea**

1 Acro Series - *w/wo flight*

**AND** 1 Acro flight skill

Dance Series - 2 VP

**AND** 155° Leap/Jump

Full Turn on 1 foot

Dismount - *Salto or 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

**XD SPECIAL REQ 0.5 ea**

1 Acro Series - *w/wo flight*

**AND** 1 Acro flight skill

Dance Series - 2 VP

**AND** 155° Leap/Jump

Full Turn on 1 foot

Dismount - *Salto or 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

**XD SPECIAL REQ 0.5 ea**

1 Acro Series - *w/wo flight*

**AND** 1 Acro flight skill

Dance Series - 2 VP

**AND** 155° Leap/Jump

Full Turn on 1 foot

Dismount - *Salto or 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	BONUS <i>any combination up to 0.4 max</i>		RESTRICTED	VP	
Sa Sapphire	CV (0.4 max): B + B or higher direct connection 0.1	Max execution deductions: 4.0 Courtesy Score: 4.0	No Dismount or Salto not initiated -0.3 off SV	No E elements	A (3) 0.1
	DV (0.4 max): Each C 0.1 / One D 0.1 <i>Without fall or spot / includes mounts &amp; dismounts</i>			No VP, no SR & 0.5 off SV	B (3) 0.3 C (1) 0.5

3A 3B 1C

**X SAPPHIRE SR 0.5 ea**

1 Acro Series - 1 flight skill  
• 1 must achieve / pass thru vertical

Dance Series - 2 VP

**AND 180°** Leap / Jump

Full Turn on 1 foot

B Dismount

*or Acro flight to A salto/aerial*

**9.6 SV** bonus \_\_\_\_\_ .5 ea -C VP  
 \_\_\_\_\_ BB (+0.1) \_\_\_\_\_ .3 ea -B VP  
 \_\_\_\_\_ C (+0.1) \_\_\_\_\_ .1 ea -A VP  
 \_\_\_\_\_ D (+0.1 max) \_\_\_\_\_ .5 ea -SR  
 \_\_\_\_\_ .5 ea -'RE'

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

3A 3B 1C

**X SAPPHIRE SR 0.5 ea**

1 Acro Series - 1 flight skill  
• 1 must achieve / pass thru vertical

Dance Series - 2 VP

**AND 180°** Leap / Jump

Full Turn on 1 foot

B Dismount

*or Acro flight to A salto/aerial*

**9.6 SV** bonus \_\_\_\_\_ .5 ea -C VP  
 \_\_\_\_\_ BB (+0.1) \_\_\_\_\_ .3 ea -B VP  
 \_\_\_\_\_ C (+0.1) \_\_\_\_\_ .1 ea -A VP  
 \_\_\_\_\_ D (+0.1 max) \_\_\_\_\_ .5 ea -SR  
 \_\_\_\_\_ .5 ea -'RE'

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

3A 3B 1C

**X SAPPHIRE SR 0.5 ea**

1 Acro Series - 1 flight skill  
• 1 must achieve / pass thru vertical

Dance Series - 2 VP

**AND 180°** Leap / Jump

Full Turn on 1 foot

B Dismount

*or Acro flight to A salto/aerial*

**9.6 SV** bonus \_\_\_\_\_ .5 ea -C VP  
 \_\_\_\_\_ BB (+0.1) \_\_\_\_\_ .3 ea -B VP  
 \_\_\_\_\_ C (+0.1) \_\_\_\_\_ .1 ea -A VP  
 \_\_\_\_\_ D (+0.1 max) \_\_\_\_\_ .5 ea -SR  
 \_\_\_\_\_ .5 ea -'RE'

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

BEAM	BONUS <i>any combination up to 0.4 max</i>		RESTRICTED	VP	
<b>Sa</b> <i>Sapphire</i>	CV (0.4 max): B + B or higher direct connection 0.1	Max execution deductions: 4.0 Courtesy Score: 4.0	No Dismount or Salto not initiated -0.3 off SV	No E elements	A (3) 0.1
	DV (0.4 max): Each C 0.1 / One D 0.1 <i>Without fall or spot / includes mounts &amp; dismounts</i>			No VP, no SR & 0.5 off SV	B (3) 0.3 C (1) 0.5

3A 3B 1C

**X SAPPHIRE SR 0.5 ea**

1 Acro Series - 1 *flight skill*  
• 1 must achieve / pass thru vertical

Dance Series - 2 VP

**AND 180°** Leap / Jump

Full Turn on 1 foot

B Dismount

*or Acro flight to A salto/aerial*

<b>9.6 SV</b> bonus	___	.5 ea	-C VP
___ BB (+0.1)	___	.3 ea	-B VP
___ C (+0.1)	___	.1 ea	-A VP
___ D (+0.1 max)	___	.5 ea	-SR
		.5 ea	'RE'

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

3A 3B 1C

**X SAPPHIRE SR 0.5 ea**

1 Acro Series - 1 *flight skill*  
• 1 must achieve / pass thru vertical

Dance Series - 2 VP

**AND 180°** Leap / Jump

Full Turn on 1 foot

B Dismount

*or Acro flight to A salto/aerial*

<b>9.6 SV</b> bonus	___	.5 ea	-C VP
___ BB (+0.1)	___	.3 ea	-B VP
___ C (+0.1)	___	.1 ea	-A VP
___ D (+0.1 max)	___	.5 ea	-SR
		.5 ea	'RE'

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

3A 3B 1C

**X SAPPHIRE SR 0.5 ea**

1 Acro Series - 1 *flight skill*  
• 1 must achieve / pass thru vertical

Dance Series - 2 VP

**AND 180°** Leap / Jump

Full Turn on 1 foot

B Dismount

*or Acro flight to A salto/aerial*

<b>9.6 SV</b> bonus	___	.5 ea	-C VP
___ BB (+0.1)	___	.3 ea	-B VP
___ C (+0.1)	___	.1 ea	-A VP
___ D (+0.1 max)	___	.5 ea	-SR
		.5 ea	'RE'

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



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

'B' Side/Straddle = A Maximum execution deductions: 4.0 Courtesy Score: 4.0

All acro elements can be w/wo flight

**XB SPECIAL REQ 0.5 ea**

Acro Pass, 2 direct VP

2<sup>nd</sup> Acro Pass, 1 VP min

Dance Passage, 60° leap  
2 different Group 1 VP

½ Turn on 1 foot

**10.0 SV**

.1 ea -A

.5 ea -SR

.5 ea -RE'

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

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

All acro elements can be w/wo flight

**XB SPECIAL REQ 0.5 ea**

Acro Pass, 2 direct VP

2<sup>nd</sup> Acro Pass, 1 VP min

Dance Passage, 60° leap  
2 different Group 1 VP

½ Turn on 1 foot

**10.0 SV**

.1 ea -A'

.5 ea -SR

.5 ea -RE'

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

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

All acro elements can be w/wo flight

**XB SPECIAL REQ 0.5 ea**

Acro Pass, 2 direct VP

2<sup>nd</sup> Acro Pass, 1 VP min

Dance Passage, 60° leap  
2 different Group 1 VP

½ Turn on 1 foot

**10.0 SV**

.1 ea -A'

.5 ea -SR

.5 ea -RE'

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

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

All acro elements can be w/wo flight

**XB SPECIAL REQ 0.5 ea**

Acro Pass, 2 direct VP

2<sup>nd</sup> Acro Pass, 1 VP min

Dance Passage, 60° leap  
2 different Group 1 VP

½ Turn on 1 foot

**10.0 SV**

.1 ea -A'

.5 ea -SR

.5 ea -RE'

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

'B' Side/Straddle = A Maximum execution deductions: 4.0 Courtesy Score: 4.0

All acro elements can be w/wo flight

**XB SPECIAL REQ 0.5 ea**

Acro Pass, 2 direct VP

2<sup>nd</sup> Acro Pass, 1 VP min

Dance Passage, 60° leap  
2 different Group 1 VP

½ Turn on 1 foot

**10.0 SV**

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

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

All acro elements can be w/wo flight

**XB SPECIAL REQ 0.5 ea**

Acro Pass, 2 direct VP

2<sup>nd</sup> Acro Pass, 1 VP min

Dance Passage, 60° leap  
2 different Group 1 VP

½ Turn on 1 foot

**10.0 SV**

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

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

All acro elements can be w/wo flight

**XB SPECIAL REQ 0.5 ea**

Acro Pass, 2 direct VP

2<sup>nd</sup> Acro Pass, 1 VP min

Dance Passage, 60° leap  
2 different Group 1 VP

½ Turn on 1 foot

**10.0 SV**

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

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

All acro elements can be w/wo flight

**XB SPECIAL REQ 0.5 ea**

Acro Pass, 2 direct VP

2<sup>nd</sup> Acro Pass, 1 VP min

Dance Passage, 60° leap  
2 different Group 1 VP

½ Turn on 1 foot

**10.0 SV**

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

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

Maximum execution deductions: 4.0      Courtesy Score: 4.0

<b>XS SPECIAL REQ 0.5 ea</b>
Acro Pass 2 direct VP, 1 flight
2 <sup>nd</sup> Acro Pass, 2 VP w/wo flight
<b>OR</b> 1 Acro flight skill
Dance Passage, <b>90°</b> leap
2 different Group 1 VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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

<b>XS SPECIAL REQ 0.5 ea</b>
Acro Pass 2 direct VP, 1 flight
2 <sup>nd</sup> Acro Pass, 2 VP w/wo flight
<b>OR</b> 1 Acro flight skill
Dance Passage, <b>90°</b> leap
2 different Group 1 VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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

<b>XS SPECIAL REQ 0.5 ea</b>
Acro Pass 2 direct VP, 1 flight
2 <sup>nd</sup> Acro Pass, 2 VP w/wo flight
<b>OR</b> 1 Acro flight skill
Dance Passage, <b>90°</b> leap
2 different Group 1 VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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

<b>XS SPECIAL REQ 0.5 ea</b>
Acro Pass 2 direct VP, 1 flight
2 <sup>nd</sup> Acro Pass, 2 VP w/wo flight
<b>OR</b> 1 Acro flight skill
Dance Passage, <b>90°</b> leap
2 different Group 1 VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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	ADDITIONAL 'A' SKILLS			RESTRICTED	VP
<b>XS</b>	0:45 warm-up	Split jump 90°	Leg swing hop <i>horizontal</i>	Bridge Kickover	* Dive Roll	No 'B' Acro skills
	1:00 compete	Stride leap 90°	Headstand		does not fulfill	No 'C' or higher skills
		Side leap 90°	Vertical Handstand - <i>mark HS</i>		Acro Flight	MAX 1 Salto or Aerial
		Straddle 90°	RO-Rebound-Bwd Roll = <i>Acro series (only combo)</i>		Requirement	No VP credit & 0.5 off SV

Maximum execution deductions: 4.0      Courtesy Score: 4.0

<b>XS SPECIAL REQ 0.5 ea</b>
Acro Pass 2 direct VP, 1 flight
2 <sup>nd</sup> Acro Pass, 2 VP w/wo flight
<b>OR</b> 1 Acro flight skill
Dance Passage, <b>90°</b> leap
2 different Group 1 VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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

<b>XS SPECIAL REQ 0.5 ea</b>
Acro Pass 2 direct VP, 1 flight
2 <sup>nd</sup> Acro Pass, 2 VP w/wo flight
<b>OR</b> 1 Acro flight skill
Dance Passage, <b>90°</b> leap
2 different Group 1 VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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

<b>XS SPECIAL REQ 0.5 ea</b>
Acro Pass 2 direct VP, 1 flight
2 <sup>nd</sup> Acro Pass, 2 VP w/wo flight
<b>OR</b> 1 Acro flight skill
Dance Passage, <b>90°</b> leap
2 different Group 1 VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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

<b>XS SPECIAL REQ 0.5 ea</b>
Acro Pass 2 direct VP, 1 flight
2 <sup>nd</sup> Acro Pass, 2 VP w/wo flight
<b>OR</b> 1 Acro flight skill
Dance Passage, <b>90°</b> leap
2 different Group 1 VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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	ADDITIONAL 'A' SKILLS			RESTRICTED	VP
<b>XG</b>	1:00 warm-up	Split jump 120°	Straddle jump 120°	Bridge Kickover	* Dive Roll	No 'B' Twisting Saltos
	<b>1:00</b> compete	Stride leap 120°	Leg swing hop <i>horizontal</i>	Headstand	does not fulfill	No 'C' or higher
		Side leap 120°	Vertical Handstand - <i>mark</i>	B front pike / layout OK	Acro Flight Req.	No VP credit / No SR / & 0.5 off SV

Maximum execution deductions: 4.0

Courtesy Score: 4.0

<b>X GOLD SR 0.5 ea</b>
Acro Pass, 2 direct flight VP
2 <sup>nd</sup> Acro Pass, 2 direct flight
<b>OR</b> a Salto / Aerial
Dance Passage 120° leap
2 different Group 1 VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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

<b>X GOLD SR 0.5 ea</b>
Acro Pass, 2 direct flight VP
2 <sup>nd</sup> Acro Pass, 2 direct flight
<b>OR</b> a Salto / Aerial
Dance Passage 120° leap
2 different Group 1 VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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

<b>X GOLD SR 0.5 ea</b>
Acro Pass, 2 direct flight VP
2 <sup>nd</sup> Acro Pass, 2 direct flight
<b>OR</b> a Salto / Aerial
Dance Passage 120° leap
2 different Group 1 VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
<b>XG</b>	1:00 warm-up	Split jump 120°	Straddle jump 120°	Bridge Kickover	* Dive Roll does not fulfill	No 'B' Twisting Saltos	6 A 0.1
	<b>1:00</b> compete	Stride leap 120°	Leg swing hop <i>horizontal</i>	Headstand		No 'C' or higher	
		Side leap 120°	Vertical Handstand - <i>mark</i>	B front pike / layout OK	Acro Flight Req.	No VP credit / No SR / & 0.5 off SV	

<b>X GOLD SR 0.5 ea</b>
Acro Pass, 2 <i>direct flight</i> VP
2 <sup>nd</sup> Acro Pass, 2 <i>direct flight</i> <b>OR</b> a Salto / Aerial
Dance Passage <b>120°</b> leap 2 <i>different Group 1</i> VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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

<b>X GOLD SR 0.5 ea</b>
Acro Pass, 2 <i>direct flight</i> VP
2 <sup>nd</sup> Acro Pass, 2 <i>direct flight</i> <b>OR</b> a Salto / Aerial
Dance Passage <b>120°</b> leap 2 <i>different Group 1</i> VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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

<b>X GOLD SR 0.5 ea</b>
Acro Pass, 2 <i>direct flight</i> VP
2 <sup>nd</sup> Acro Pass, 2 <i>direct flight</i> <b>OR</b> a Salto / Aerial
Dance Passage <b>120°</b> leap 2 <i>different Group 1</i> VP
1/1 Turn on 1 foot
<b>10.0 SV</b>
.1 ea -'A'
.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	Dance Passage		RESTRICTED	VP	
<b>XP</b>	1:30 Warm-up	Must be 2 different Group 1 VP one must be a Leap with 155° split in cross or side		Leaps / jumps / hops with 135° and 155° split = listed VP Deduct according to level split requirements	No C Acro skills	A (6) 0.1
	1:30 compete				No D or higher VP	B (1) 0.3
				No VP / no SR / & 0.5 off SV		

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

**XP SPECIAL REQ 0.5 ea**

Acro Pass 2 flight with Salto

2<sup>nd</sup> Acro Pass, 2 flight

**OR** one 'B' Salto

Dance Passage, 155° leap  
2 different Group 1 VP

1/1 Turn on 1 foot

**10.0 SV**

- \_\_\_\_\_ .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

6A

1B

**XP SPECIAL REQ 0.5 ea**

Acro Pass 2 flight with Salto

2<sup>nd</sup> Acro Pass, 2 flight

**OR** one 'B' Salto

Dance Passage, 155° leap  
2 different Group 1 VP

1/1 Turn on 1 foot

**10.0 SV**

- \_\_\_\_\_ .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

6A

1B

**XP SPECIAL REQ 0.5 ea**

Acro Pass 2 flight with Salto

2<sup>nd</sup> Acro Pass, 2 flight

**OR** one 'B' Salto

Dance Passage, 155° leap  
2 different Group 1 VP

1/1 Turn on 1 foot

**10.0 SV**

- \_\_\_\_\_ .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	Dance Passage		RESTRICTED	VP	
<b>XP</b>	1:30 Warm-up	Must be 2 different Group 1 VP one must be a Leap with 155° split in cross or side		Leaps / jumps / hops with 135° and 155° split = listed VP Deduct according to level split requirements	No C Acro skills	A (6) 0.1
	1:30 compete				No D or higher VP	B (1) 0.3
				No VP / no SR / & 0.5 off SV		

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

**XP SPECIAL REQ 0.5 ea**

Acro Pass 2 flight with Salto

2<sup>nd</sup> Acro Pass, 2 flight

**OR** one 'B' Salto

Dance Passage, 155° leap  
2 different Group 1 VP

1/1 Turn on 1 foot

**10.0 SV**

\_\_\_\_ .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

6A

1B

**XP SPECIAL REQ 0.5 ea**

Acro Pass 2 flight with Salto

2<sup>nd</sup> Acro Pass, 2 flight

**OR** one 'B' Salto

Dance Passage, 155° leap  
2 different Group 1 VP

1/1 Turn on 1 foot

**10.0 SV**

\_\_\_\_ .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

6A

1B

**XP SPECIAL REQ 0.5 ea**

Acro Pass 2 flight with Salto

2<sup>nd</sup> Acro Pass, 2 flight

**OR** one 'B' Salto

Dance Passage, 155° leap  
2 different Group 1 VP

1/1 Turn on 1 foot

**10.0 SV**

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

5A

2B

**XD SPECIAL REQ 0.5 ea**

2 Acro flight passes 2 VP  
**or** 1 Acro flight pass & 1 C Salto

2 Different Saltos, 1 B  
• may be in SR1

Dance Passage, 155° leap  
• 2 different Group 1 VP

B Turn on 1 foot

**10.0 SV**  
 \_\_\_\_\_ .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

**XD SPECIAL REQ 0.5 ea**

2 Acro flight passes 2 VP  
**or** 1 Acro flight pass & 1 C Salto

2 Different Saltos, 1 B  
• may be in SR1

Dance Passage, 155° leap  
• 2 different Group 1 VP

B Turn on 1 foot

**10.0 SV**  
 \_\_\_\_\_ .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

**XD SPECIAL REQ 0.5 ea**

2 Acro flight passes 2 VP  
**or** 1 Acro flight pass & 1 C Salto

2 Different Saltos, 1 B  
• may be in SR1

Dance Passage, 155° leap  
• 2 different Group 1 VP

B Turn on 1 foot

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

5A

2B

**XD SPECIAL REQ 0.5 ea**

2 Acro flight passes 2 VP  
**or** 1 Acro flight pass & 1 C Salto

2 Different Saltos, 1 B  
• may be in SR1

Dance Passage, 155° leap  
• 2 different Group 1 VP

B Turn on 1 foot

**10.0 SV**  
 \_\_\_\_ .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

**XD SPECIAL REQ 0.5 ea**

2 Acro flight passes 2 VP  
**or** 1 Acro flight pass & 1 C Salto

2 Different Saltos, 1 B  
• may be in SR1

Dance Passage, 155° leap  
• 2 different Group 1 VP

B Turn on 1 foot

**10.0 SV**  
 \_\_\_\_ .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

**XD SPECIAL REQ 0.5 ea**

2 Acro flight passes 2 VP  
**or** 1 Acro flight pass & 1 C Salto

2 Different Saltos, 1 B  
• may be in SR1

Dance Passage, 155° leap  
• 2 different Group 1 VP

B Turn on 1 foot

**10.0 SV**  
 \_\_\_\_ .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	BONUS <i>any combination up to 0.4 max</i>			RESTRICTED	VP
<b>Sa</b> <i>Sapphire</i>	CV (0.4 max): B + B or higher direct / indirect connection 0.1	Max execution deductions: 4.0		No E elements	A (3) 0.1
	DV (0.4 max): Each C 0.1 / One D 0.1 <i>Without fall or spot</i>	Courtesy Score: 4.0		No VP, no SR & 0.5 off SV	B (3) 0.3 C (1) 0.5

3A 3B 1C

<b>X SAPPHIRE SR 0.5 ea</b>
1 Acro Pass with 2 saltos • <i>same or different</i>
3 Different Saltos, <i>one B Salto</i>
Dance Passage, <b>180°</b> leap • <i>2 different Group 1 VP</i>
B Turn on 1 foot

<b>9.6 SV</b> bonus		
___ BB (+0.1)	___ .5 ea	-C VP
___ C (+0.1)	___ .3 ea	-B VP
___ D (+0.1 max)	___ .1 ea	-A VP
	___ .5 ea	-SR
	___ .5 ea	'-RE'
___ End ≠ Music .1	___ MM ≠ Relate ↑.3	___ Footwrk ↑.3 ___ Dyn ↑.2
___ End ≠ 1 sec .05	C ___ P ___ E ___ Art ↑.3	___ Posture ↑.3 ___ Rhy ↑.2

3A 3B 1C

<b>X SAPPHIRE SR 0.5 ea</b>
1 Acro Pass with 2 saltos • <i>same or different</i>
3 Different Saltos, <i>one B Salto</i>
Dance Passage, <b>180°</b> leap • <i>2 different Group 1 VP</i>
B Turn on 1 foot

<b>9.6 SV</b> bonus		<u>Missing</u>
___ BB (+0.1)	___ .5 ea	-C VP
___ C (+0.1)	___ .3 ea	-B VP
___ D (+0.1 max)	___ .1 ea	-A VP
	___ .5 ea	-SR
	___ .5 ea	'-RE'
___ End ≠ Music .1	___ MM ≠ Relate ↑.3	___ Footwrk ↑.3 ___ Dyn ↑.2
___ End ≠ 1 sec .05	C ___ P ___ E ___ Art ↑.3	___ Posture ↑.3 ___ Rhy ↑.2

3A 3B 1C

<b>X SAPPHIRE SR 0.5 ea</b>
1 Acro Pass with 2 saltos • <i>same or different</i>
3 Different Saltos, <i>one B Salto</i>
Dance Passage, <b>180°</b> leap • <i>2 different Group 1 VP</i>
B Turn on 1 foot

<b>9.6 SV</b> bonus		<u>Missing</u>
___ BB (+0.1)	___ .5 ea	-C VP
___ C (+0.1)	___ .3 ea	-B VP
___ D (+0.1 max)	___ .1 ea	-A VP
	___ .5 ea	-SR
	___ .5 ea	'-RE'
___ End ≠ Music .1	___ MM ≠ Relate ↑.3	___ Footwrk ↑.3 ___ Dyn ↑.2
___ End ≠ 1 sec .05	C ___ P ___ E ___ Art ↑.3	___ Posture ↑.3 ___ Rhy ↑.2

FLOOR	BONUS <i>any combination up to 0.4 max</i>			RESTRICTED	VP
<b>Sa</b> <i>Sapphire</i>	CV (0.4 max): B + B or higher direct / indirect connection 0.1	Max execution deductions: 4.0		No E elements	A (3) 0.1
	DV (0.4 max): Each C 0.1 / One D 0.1 <i>Without fall or spot</i>	Courtesy Score: 4.0		No VP, no SR & 0.5 off SV	B (3) 0.3 C (1) 0.5

3A 3B 1C

<b>X SAPPHIRE SR 0.5 ea</b>
1 Acro Pass with 2 saltos • <i>same or different</i>
3 Different Saltos, <i>one B Salto</i>
Dance Passage, <b>180°</b> leap • <i>2 different Group 1 VP</i>
B Turn on 1 foot

<b>9.6 SV</b> bonus		
___ BB (+0.1)	___ .5 ea	-C VP
___ C (+0.1)	___ .3 ea	-B VP
___ D (+0.1 max)	___ .1 ea	-A VP
	___ .5 ea	-SR
	___ .5 ea	'-RE'
___ End ≠ Music .1	___ MM ≠ Relate ↑.3	___ Footwrk ↑.3 ___ Dyn ↑.2
___ End ≠ 1 sec .05	C ___ P ___ E ___ Art ↑.3	___ Posture ↑.3 ___ Rhy ↑.2

3A 3B 1C

<b>X SAPPHIRE SR 0.5 ea</b>
1 Acro Pass with 2 saltos • <i>same or different</i>
3 Different Saltos, <i>one B Salto</i>
Dance Passage, <b>180°</b> leap • <i>2 different Group 1 VP</i>
B Turn on 1 foot

<b>9.6 SV</b> bonus		<u>Missing</u>
___ BB (+0.1)	___ .5 ea	-C VP
___ C (+0.1)	___ .3 ea	-B VP
___ D (+0.1 max)	___ .1 ea	-A VP
	___ .5 ea	-SR
	___ .5 ea	'-RE'
___ End ≠ Music .1	___ MM ≠ Relate ↑.3	___ Footwrk ↑.3 ___ Dyn ↑.2
___ End ≠ 1 sec .05	C ___ P ___ E ___ Art ↑.3	___ Posture ↑.3 ___ Rhy ↑.2

3A 3B 1C

<b>X SAPPHIRE SR 0.5 ea</b>
1 Acro Pass with 2 saltos • <i>same or different</i>
3 Different Saltos, <i>one B Salto</i>
Dance Passage, <b>180°</b> leap • <i>2 different Group 1 VP</i>
B Turn on 1 foot

<b>9.6 SV</b> bonus		<u>Missing</u>
___ BB (+0.1)	___ .5 ea	-C VP
___ C (+0.1)	___ .3 ea	-B VP
___ D (+0.1 max)	___ .1 ea	-A VP
	___ .5 ea	-SR
	___ .5 ea	'-RE'
___ End ≠ Music .1	___ MM ≠ Relate ↑.3	___ Footwrk ↑.3 ___ Dyn ↑.2
___ End ≠ 1 sec .05	C ___ P ___ E ___ Art ↑.3	___ Posture ↑.3 ___ Rhy ↑.2