

BARS	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XB	0:30 warm-up	Pullover LB - <i>run OK</i>	1-leg Jam Kip - <i>run-out OK</i>	Cast - <i>Hips off bars</i>	DMT: Cast-off to stand* (1 VP)	No 'B' skills	4 A 0.1
		Jump on - <i>Front supt</i>	Stride Circle - <i>fwd / bwd</i>	Cast shoot-thru* (1 VP)	DMT: Fwd $\frac{3}{4}$ 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 / no SR / & 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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamics ↑.2__

BARS	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XB	0:30 warm-up	Pullover LB - <i>run OK</i>	1-leg Jam Kip - <i>run-out OK</i>	Cast - <i>Hips off bars</i>	DMT: Cast-off to stand* (1 VP)	No 'B' skills	4 A 0.1
		Jump on - <i>Front supt</i>	Stride Circle - <i>fwd / bwd</i>	Cast shoot-thru* (1 VP)	DMT: Fwd $\frac{3}{4}$ 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 / no SR / & 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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

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		
		Glide swing-stand	Basket swing - bent leg OK	Cast -45° below horizontal	DMT: Stretch Jump off	No Giants LB or HB	
		Run-out Kip	Leg Cut - fwd / bwd	Cast shoot-thru* (1 VP)		No Salto Dismount	
		1-leg Jam Kip	Leg Swing - fwd / bwd	Cast squat-on* (1 VP)	other casts before a skill = 2 VP	No VP credit & 0.5 off SV	

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

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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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

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		
		Glide swing-stand	Basket swing - bent leg OK	Cast -45° below horizontal	DMT: Stretch Jump off	No Giants LB or HB	
		Run-out Kip	Leg Cut - fwd / bwd	Cast shoot-thru* (1 VP)		No Salto Dismount	
		1-leg Jam Kip	Leg Swing - fwd / bwd	Cast squat-on* (1 VP)	other casts before a skill = 2 VP	No VP credit & 0.5 off SV	

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

9.12.2024 D.Hanford

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

Dynamics ↑.2

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

XG SPECIAL REQ 0.5 ea

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

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

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

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

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

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

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

Dynamics ↑.2__

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

XG SPECIAL REQ 0.5 ea

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

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

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

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

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

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

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

Dynamics ↑.2__

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

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

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

Dynamics ↑.2__

XP SPECIAL REQ 0.5 ea

6A

1B

Kip

Skill to clear support ↑horizontal

- Not Mt/Dmt
- within 10°

360° Circle • Not Mt/Dmt

Dismount HB

10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

Dynamics ↑.2__

XP SPECIAL REQ 0.5 ea

6A

1B

Kip

Skill to clear support ↑horizontal

- Not Mt/Dmt
- within 10°

360° Circle • Not Mt/Dmt

Dismount HB

10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

Dynamics ↑.2__

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

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

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

Dynamics ↑.2__

XP SPECIAL REQ 0.5 ea

6A

1B

Kip

Skill to clear support ↑horizontal

- Not Mt/Dmt
- within 10°

360° Circle • Not Mt/Dmt

Dismount HB

10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

Dynamics ↑.2__

XP SPECIAL REQ 0.5 ea

6A

1B

Kip

Skill to clear support ↑horizontal

- Not Mt/Dmt
- within 10°

360° Circle • Not Mt/Dmt

Dismount HB

10.0 SV

-B VP .3 ea

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

No Dmt 0.3

Dynamics ↑.2__

BARS	Warm-up		RESTRICTED	VP	
XD	2:00	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

XD SPECIAL REQ 0.5 ea Maximum execution deductions: 4.0 Courtesy Score: 4.0 5A 2B

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
-B VP .3 ea _____
-A VP .1 ea _____
-SR .5 ea _____
-RE' .5 ea _____
No Dmt 0.3 _____

Dynamics ↑.2 _____

XD SPECIAL REQ 0.5 ea 5A 2B

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
-B VP .3 ea _____
-A VP .1 ea _____
-SR .5 ea _____
-RE' .5 ea _____
No Dmt 0.3 _____

Dynamics ↑.2 _____

XD SPECIAL REQ 0.5 ea 5A 2B

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
-B VP .3 ea _____
-A VP .1 ea _____
-SR .5 ea _____
-RE' .5 ea _____
No Dmt 0.3 _____

Dynamics ↑.2 _____

BARS	Warm-up		RESTRICTED	VP	
XD	2:00	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

XD SPECIAL REQ 0.5 ea Maximum execution deductions: 4.0 Courtesy Score: 4.0 5A 2B

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
-B VP .3 ea _____
-A VP .1 ea _____
-SR .5 ea _____
-RE' .5 ea _____
No Dmt 0.3 _____
Dynamics ↑.2 _____

XD SPECIAL REQ 0.5 ea 5A 2B

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
-B VP .3 ea _____
-A VP .1 ea _____
-SR .5 ea _____
-RE' .5 ea _____
No Dmt 0.3 _____
Dynamics ↑.2 _____

XD SPECIAL REQ 0.5 ea 5A 2B

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
-B VP .3 ea _____
-A VP .1 ea _____
-SR .5 ea _____
-RE' .5 ea _____
No Dmt 0.3 _____
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 DV (0.4 max): Each C 0.1 / One D 0.1 <i>Without fall or spot / includes mounts & dismounts</i>	Tap swing-counterswing to fwd Salto or into straddleback or uprise	No E elements No VP / no SR / & 0.5 off SV	A (3) 0.1 B (3) 0.3 C (1) 0.5

X SAPPHIRE SR 0.5 ea	Maximum execution deductions: 4.0	Courtesy Score: 4.0	3A	3B	1C
B Skill to clear support • at vertical, not in Mt/Dmt					
'B 360° Circle, Not Mt/Dmt					
B Skill - different from above • 2 nd 360° Circle / Turn / Release					
B Dismount or C-A salto					
<u>bonus</u> 9.6 SV					
-C VP .5 ea _____ BB (+0.1) _____					
-B VP .3 ea _____ C (+0.1) _____					
-A VP .1 ea _____ D (+0.1 max) _____					
-SR .5 ea _____					
-'RE' .5 ea _____					
No Dmt 0.3 _____ Dynamics ↑.2__					

X SAPPHIRE SR 0.5 ea			3A	3B	1C
B Skill to clear support • at vertical, not in Mt/Dmt					
'B 360° Circle, Not Mt/Dmt					
B Skill - different from above • 2 nd 360° Circle / Turn / Release					
B Dismount or C-A salto					
<u>bonus</u> 9.6 SV					
-C VP .5 ea _____ BB (+0.1) _____					
-B VP .3 ea _____ C (+0.1) _____					
-A VP .1 ea _____ D (+0.1 max) _____					
-SR .5 ea _____					
-'RE' .5 ea _____					
No Dmt 0.3 _____ Dynamics ↑.2__					

X SAPPHIRE SR 0.5 ea			3A	3B	1C
B Skill to clear support • at vertical, not in Mt/Dmt					
'B 360° Circle, Not Mt/Dmt					
B Skill - different from above • 2 nd 360° Circle / Turn / Release					
B Dismount or C-A salto					
<u>bonus</u> 9.6 SV					
-C VP .5 ea _____ BB (+0.1) _____					
-B VP .3 ea _____ C (+0.1) _____					
-A VP .1 ea _____ D (+0.1 max) _____					
-SR .5 ea _____					
-'RE' .5 ea _____					
No Dmt 0.3 _____ 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 DV (0.4 max): Each C 0.1 / One D 0.1 <i>Without fall or spot / includes mounts & dismounts</i>	Tap swing-counterswing to fwd Salto or into straddleback or uprise	No E elements No VP / no SR / & 0.5 off SV	A (3) 0.1 B (3) 0.3 C (1) 0.5

X SAPPHIRE SR 0.5 ea	Maximum execution deductions: 4.0	Courtesy Score: 4.0	3A	3B	1C
B Skill to clear support • at vertical, not in Mt/Dmt					
'B 360° Circle, Not Mt/Dmt					
B Skill - different from above • 2 nd 360° Circle / Turn / Release					
B Dismount or C-A salto					
<u>bonus</u> 9.6 SV					
-C VP .5 ea _____ BB (+0.1) _____					
-B VP .3 ea _____ C (+0.1) _____					
-A VP .1 ea _____ D (+0.1 max) _____					
-SR .5 ea _____					
-'RE' .5 ea _____					
No Dmt 0.3 _____ Dynamics ↑.2__					

X SAPPHIRE SR 0.5 ea			3A	3B	1C
B Skill to clear support • at vertical, not in Mt/Dmt					
'B 360° Circle, Not Mt/Dmt					
B Skill - different from above • 2 nd 360° Circle / Turn / Release					
B Dismount or C-A salto					
<u>bonus</u> 9.6 SV					
-C VP .5 ea _____ BB (+0.1) _____					
-B VP .3 ea _____ C (+0.1) _____					
-A VP .1 ea _____ D (+0.1 max) _____					
-SR .5 ea _____					
-'RE' .5 ea _____					
No Dmt 0.3 _____ Dynamics ↑.2__					

X SAPPHIRE SR 0.5 ea			3A	3B	1C
B Skill to clear support • at vertical, not in Mt/Dmt					
'B 360° Circle, Not Mt/Dmt					
B Skill - different from above • 2 nd 360° Circle / Turn / Release					
B Dismount or C-A salto					
<u>bonus</u> 9.6 SV					
-C VP .5 ea _____ BB (+0.1) _____					
-B VP .3 ea _____ C (+0.1) _____					
-A VP .1 ea _____ D (+0.1 max) _____					
-SR .5 ea _____					
-'RE' .5 ea _____					
No Dmt 0.3 _____ Dynamics ↑.2__					

BEAM	Time	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- Cartwheel Partial HS 45°	No Salto /Aerial Dismount	
		<i>any split angle</i> Heel Snap ½Turn Swing Turn fwd or bwd DMT- Cartwheel HS ¼ turn - mark	no VP / no SR / 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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__

Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__

Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__

Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__

Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

BEAM	Time	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- Cartwheel Partial HS 45°	No Salto /Aerial Dismount	
		<i>any split angle</i> Heel Snap ½Turn Swing Turn fwd or bwd DMT- Cartwheel HS ¼ turn - mark	no VP / no SR / 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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__
Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__
Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__
Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__
Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

BEAM	Time	ADDITIONAL 'A' SKILLS	RESTRICTED	VP
XS	0:45 warm-up	Stag/Stride leap 1-foot ½Turn Vertical HS <i>any leg pos -no hold</i> Any mount	No 'B' Acro	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- Cartwheel Partial HS 45°	No VP credit & 0.5 off SV	
		90° angle (≤20°) Bridge from Lying 1 sec DMT- Cartwheel 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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__

Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__

Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__

Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__

Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

BEAM	Time	ADDITIONAL 'A' SKILLS	RESTRICTED	VP
XS	0:45 warm-up	Stag/Stride leap 1-foot ½Turn Vertical HS <i>any leg pos -no hold</i> Any mount	No 'B' Acro	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- Cartwheel Partial HS 45° 90° angle (≤20°) Bridge from Lying 1 sec DMT- Cartwheel HS ¼ turn -mark	No VP credit & 0.5 off SV	

Maximum execution deductions: 4.0

Courtesy Score: 4.0

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

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__

Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__

Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__

Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

-A VP .1 ea

-SR .5 ea

-RE' .5 ea

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__

Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__P__E__

BEAM	Time	ADDITIONAL 'A' SKILLS	ACRO	RESTRICTED	VP
XG	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
	1:00 compete	Partial HS - <i>join FEET 45°</i> Leaps/Jumps 120° ($\leq 20^\circ$)	DMT- Cartweel HS $\frac{1}{4}$ turn Any Mount	All handstands regardless of angle are the same skill	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

-A VP	.1 ea	10.0 SV
-SR	.5 ea	
- 'RE'	.5 ea	
No Dmt	0.3	

Dynamic ↑.2 Footwrk ↑.3 Sureness ↑.2

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

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

-A VP	.1 ea	10.0 SV
-SR	.5 ea	
- 'RE'	.5 ea	
No Dmt	0.3	

Dynamic ↑.2 Footwrk ↑.3 Sureness ↑.2

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

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

-A VP	.1 ea	10.0 SV
-SR	.5 ea	
- 'RE'	.5 ea	
No Dmt	0.3	

Dynamic ↑.2 Footwrk ↑.3 Sureness ↑.2

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

BEAM	Time	ADDITIONAL 'A' SKILLS	ACRO	RESTRICTED	VP
XG	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
	1:00 compete	Partial HS - <i>join FEET 45°</i> Leaps/Jumps 120° ($\leq 20^\circ$)	DMT- Cartweel HS $\frac{1}{4}$ turn Any Mount	All handstands regardless of angle are the same skill	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

-A VP	.1 ea
-SR	.5 ea
-'RE'	.5 ea
No Dmt	0.3

10.0 SV

Dynamic ↑.2 Footwrk ↑.3 Sureness ↑.2

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

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

-A VP	.1 ea
-SR	.5 ea
-'RE'	.5 ea
No Dmt	0.3

10.0 SV

Dynamic ↑.2 Footwrk ↑.3 Sureness ↑.2

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

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

-A VP	.1 ea
-SR	.5 ea
-'RE'	.5 ea
No Dmt	0.3

10.0 SV

Dynamic ↑.2 Footwrk ↑.3 Sureness ↑.2

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

BEAM	Time				RESTRICTED	VP
XP	1:30 warm-up 1:15 compete	Leaps / Jumps 120° = A 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>	No C Acro allowed No D or higher VP No VP / no SR / 0.5 off SV	A (6) 0.1 B (1) 0.3
			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

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

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

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

XP SPECIAL REQ 0.5 ea	6A	1B
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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

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

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

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

XP SPECIAL REQ 0.5 ea	6A	1B
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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

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

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

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

BEAM	Time				RESTRICTED	VP
XP	1:30 warm-up 1:15 compete	Leaps / Jumps 120° = A 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>	No C Acro allowed No D or higher VP No VP / no SR / 0.5 off SV	A (6) 0.1 B (1) 0.3
			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

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

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

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

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

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

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

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

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

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

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

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

6A 1B

6A 1B

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

XD SPECIAL REQ 0.5 ea	Maximum execution deductions: 4.0	Courtesy Score: 4.0	5A	2B
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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*

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

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__
Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__ P__ E__

XD SPECIAL REQ 0.5 ea			5A	2B
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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*

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

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__
Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__ P__ E__

XD SPECIAL REQ 0.5 ea			5A	2B
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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*

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

Dynamic ↑.2__ Footwrk ↑.3__ Sureness ↑.2__
Rhythm ↑.2__ Posture ↑.3__ Artistry ↑.3 C__ P__ E__

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

XD SPECIAL REQ 0.5 ea	Maximum execution deductions: 4.0	Courtesy Score: 4.0	5A	2B
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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*

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

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

Dynamic ↑.2 Footwrk ↑.3 Sureness ↑.2

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

XD SPECIAL REQ 0.5 ea			5A	2B
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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*

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

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

Dynamic ↑.2 Footwrk ↑.3 Sureness ↑.2

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

XD SPECIAL REQ 0.5 ea			5A	2B
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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*

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

-A VP .1 ea

-SR .5 ea

-'RE' .5 ea

No Dmt 0.3

Dynamic ↑.2 Footwrk ↑.3 Sureness ↑.2

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

BEAM	BONUS any combination up to 0.4 max		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 No VP, no SR & 0.5 off SV	A (3) 0.1
	DV (0.4 max): Each C 0.1 / One D 0.1 <i>Without fall or spot / includes mounts & dismounts</i>				B (3) 0.3
			3A	3B	1C

X SAPPHIRE SR 0.5 ea

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

Dance Series - 2 VP
AND 180° Leap / Jump

Full Turn on 1 foot

B Dismount
 or Acro flight to A salto / aerial

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

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

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

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

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

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

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

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

3A 3B 1C

3A 3B 1C

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

X SAPPHIRE SR 0.5 ea	3A	3B	1C
1 Acro Series - 1 flight skill • 1 must achieve / pass thru vertical			
Dance Series - 2 VP AND 180° Leap / Jump			
Full Turn on 1 foot			
B Dismount <i>or Acro flight to A salto / aerial</i>			
-C VP .5 ea ___ bonus 9.6 SV			
-B VP .3 ea ___ BB (+0.1) ___			
-A VP .1 ea ___ C (+0.1) ___			
-SR .5 ea ___ D (+0.1 max) ___			
-RE' .5 ea ___			
Dynamic ↑.2 ___ Footwrk ↑.3 ___ Sureness ↑.2 ___			
Rhythm ↑.2 ___ Posture ↑.3 ___ Artistry ↑.3 C ___ P ___ E ___			

X SAPPHIRE SR 0.5 ea	3A	3B	1C
1 Acro Series - 1 flight skill • 1 must achieve / pass thru vertical			
Dance Series - 2 VP AND 180° Leap / Jump			
Full Turn on 1 foot			
B Dismount <i>or Acro flight to A salto / aerial</i>			
-C VP .5 ea ___ bonus 9.6 SV			
-B VP .3 ea ___ BB (+0.1) ___			
-A VP .1 ea ___ C (+0.1) ___			
-SR .5 ea ___ D (+0.1 max) ___			
-RE' .5 ea ___			
Dynamic ↑.2 ___ Footwrk ↑.3 ___ Sureness ↑.2 ___			
Rhythm ↑.2 ___ Posture ↑.3 ___ Artistry ↑.3 C ___ P ___ E ___			

X SAPPHIRE SR 0.5 ea	3A	3B	1C
1 Acro Series - 1 flight skill • 1 must achieve / pass thru vertical			
Dance Series - 2 VP AND 180° Leap / Jump			
Full Turn on 1 foot			
B Dismount <i>or Acro flight to A salto / aerial</i>			
-C VP .5 ea ___ bonus 9.6 SV			
-B VP .3 ea ___ BB (+0.1) ___			
-A VP .1 ea ___ C (+0.1) ___			
-SR .5 ea ___ D (+0.1 max) ___			
-RE' .5 ea ___			
Dynamic ↑.2 ___ Footwrk ↑.3 ___ Sureness ↑.2 ___			
Rhythm ↑.2 ___ Posture ↑.3 ___ Artistry ↑.3 C ___ P ___ E ___			

FLOOR	Time	ADDITIONAL 'A' SKILLS	RESTRICTED	VP
XB	0:30 warm-up	Split jump 60° Leg swing hop <i>horizontal</i> Headstand	Bridge Kickover	4 A 0.1
	0:45 compete	Stride leap 60° 1-foot ½Turn	Bwd Roll <i>to push-up</i>	
		Side leap ≥ 60° Swing Turn fwd or bwd	Partial HS <i>-FEET together 45°</i>	
		Straddle ≥ 60°	RO-Rebound-Bwd Roll = <i>Acro series (only combo)</i>	

'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

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
• 2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

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

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

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
• 2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

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

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

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
• 2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

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

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

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
• 2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

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

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

FLOOR	Time	ADDITIONAL 'A' SKILLS	RESTRICTED	VP
XB	0:30 warm-up	Split jump 60° Leg swing hop <i>horizontal</i> Headstand	Bridge Kickover	4 A 0.1
	0:45 compete	Stride leap 60° 1-foot ½Turn	Bwd Roll <i>to push-up</i>	
		Side leap ≥ 60° Swing Turn fwd or bwd	Partial HS <i>-FEET together 45°</i>	
		Straddle ≥ 60°	RO-Rebound-Bwd Roll = <i>Acro series (only combo)</i>	

'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

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
• 2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

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

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

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
• 2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

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

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

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
• 2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

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

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

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
• 2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

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

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

FLOOR	Time	ADDITIONAL 'A' SKILLS		RESTRICTED	VP
XS	0:45 warm-up	Split jump 90° Leg swing hop <i>horizontal</i> Bridge Kickover	* Dive Roll	No 'B' Acro skills	5 A 0.1
	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	

XS SPECIAL REQ 0.5 ea

Maximum execution deductions: 4.0

Courtesy Score: 4.0

Acro Pass - 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

XS SPECIAL REQ 0.5 ea

Acro Pass - 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

XS SPECIAL REQ 0.5 ea

Acro Pass - 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

XS SPECIAL REQ 0.5 ea

Acro Pass - 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

FLOOR	Time	ADDITIONAL 'A' SKILLS		RESTRICTED	VP
XS	0:45 warm-up	Split jump 90° Leg swing hop <i>horizontal</i> Bridge Kickover	* Dive Roll	No 'B' Acro skills	5 A 0.1
	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	

XS SPECIAL REQ 0.5 ea

Maximum execution deductions: 4.0

Courtesy Score: 4.0

Acro Pass - 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

XS SPECIAL REQ 0.5 ea

Acro Pass - 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

XS SPECIAL REQ 0.5 ea

Acro Pass - 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

XS SPECIAL REQ 0.5 ea

Acro Pass - 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

FLOOR	Time	ADDITIONAL 'A' SKILLS			RESTRICTED	VP
XG	1:00 warm-up	Split jump 120°	Straddle jump 120°	Bridge Kickover	* Dive Roll	No 'B' Twisting Saltos
	1:00 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

X GOLD SR 0.5 ea

Acro Pass, 2 direct flight VP

2nd Acro Pass, 2 direct flight

OR a Salto / Aerial

Dance Passage 120° leap

• 2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

X GOLD SR 0.5 ea

Acro Pass, 2 direct flight VP

2nd Acro Pass, 2 direct flight

OR a Salto / Aerial

Dance Passage 120° leap

• 2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

X GOLD SR 0.5 ea

Acro Pass, 2 direct flight VP

2nd Acro Pass, 2 direct flight

OR a Salto / Aerial

Dance Passage 120° leap

• 2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

FLOOR	Time	ADDITIONAL 'A' SKILLS			RESTRICTED	VP
XG	1:00 warm-up	Split jump 120°	Straddle jump 120°	Bridge Kickover	* Dive Roll	No 'B' Twisting Saltos
	1:00 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

X GOLD SR 0.5 ea

Acro Pass, 2 direct flight VP

2nd Acro Pass, 2 direct flight

OR a Salto / Aerial

Dance Passage 120° leap

• 2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

X GOLD SR 0.5 ea

Acro Pass, 2 direct flight VP

2nd Acro Pass, 2 direct flight

OR a Salto / Aerial

Dance Passage 120° leap

• 2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

X GOLD SR 0.5 ea

Acro Pass, 2 direct flight VP

2nd Acro Pass, 2 direct flight

OR a Salto / Aerial

Dance Passage 120° leap

• 2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

- 'A' .1 ea

-SR .5 ea

- 'RE' .5 ea

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

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

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

XP SPECIAL REQ 0.5 ea Maximum execution deductions: 4.0 Courtesy Score: 4.0 6A 1B

Acro Pass 2 flight with Salto

2nd 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
-B VP .3 ea _____
-A VP .1 ea _____
-SR .5 ea _____
-'RE' .5 ea _____

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

XP SPECIAL REQ 0.5 ea 6A 1B

Acro Pass 2 flight with Salto

2nd 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
-B VP .3 ea _____
-A VP .1 ea _____
-SR .5 ea _____
-'RE' .5 ea _____

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

XP SPECIAL REQ 0.5 ea 6A 1B

Acro Pass 2 flight with Salto

2nd 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
-B VP .3 ea _____
-A VP .1 ea _____
-SR .5 ea _____
-'RE' .5 ea _____

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

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

XP SPECIAL REQ 0.5 ea Maximum execution deductions: 4.0 Courtesy Score: 4.0 6A 1B

Acro Pass 2 flight with Salto
2nd 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
-B VP .3 ea _____
-A VP .1 ea _____
-SR .5 ea _____
-'RE' .5 ea _____

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

XP SPECIAL REQ 0.5 ea 6A 1B

Acro Pass 2 flight with Salto
2nd 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
-B VP .3 ea _____
-A VP .1 ea _____
-SR .5 ea _____
-'RE' .5 ea _____

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

XP SPECIAL REQ 0.5 ea 6A 1B

Acro Pass 2 flight with Salto
2nd 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
-B VP .3 ea _____
-A VP .1 ea _____
-SR .5 ea _____
-'RE' .5 ea _____

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

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

XD SPECIAL REQ 0.5 ea Maximum execution deductions: 4.0 Courtesy Score: 4.0 5A 2B

- 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
 -B VP .3 ea ____
 -A VP .1 ea ____
 -SR .5 ea ____
 -'RE' .5 ea ____
 Dyn ↑.2 ____ Footwrk ↑.3 ____ MM ≠ Relate ↑.3 ____ End ≠ Music .1 ____
 Rhy ↑.2 ____ Posture ↑.3 ____ Art ↑.3 C ____ P ____ E ____ End ≠ 1 sec.05 ____

XD SPECIAL REQ 0.5 ea 5A 2B

- 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
 -B VP .3 ea ____
 -A VP .1 ea ____
 -SR .5 ea ____
 -'RE' .5 ea ____
 Dyn ↑.2 ____ Footwrk ↑.3 ____ MM ≠ Relate ↑.3 ____ End ≠ Music .1 ____
 Rhy ↑.2 ____ Posture ↑.3 ____ Art ↑.3 C ____ P ____ E ____ End ≠ 1 sec.05 ____

XD SPECIAL REQ 0.5 ea 5A 2B

- 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
 -B VP .3 ea ____
 -A VP .1 ea ____
 -SR .5 ea ____
 -'RE' .5 ea ____
 Dyn ↑.2 ____ Footwrk ↑.3 ____ MM ≠ Relate ↑.3 ____ End ≠ Music .1 ____
 Rhy ↑.2 ____ Posture ↑.3 ____ Art ↑.3 C ____ P ____ E ____ End ≠ 1 sec.05 ____

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

XD SPECIAL REQ 0.5 ea Maximum execution deductions: 4.0 Courtesy Score: 4.0 5A 2B

- 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
 -B VP .3 ea ____
 -A VP .1 ea ____
 -SR .5 ea ____
 -'RE' .5 ea ____
 Dyn ↑.2 ____ Footwrk ↑.3 ____ MM ≠ Relate ↑.3 ____ End ≠ Music .1 ____
 Rhy ↑.2 ____ Posture ↑.3 ____ Art ↑.3 C ____ P ____ E ____ End ≠ 1 sec.05 ____

XD SPECIAL REQ 0.5 ea 5A 2B

- 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
 -B VP .3 ea ____
 -A VP .1 ea ____
 -SR .5 ea ____
 -'RE' .5 ea ____
 Dyn ↑.2 ____ Footwrk ↑.3 ____ MM ≠ Relate ↑.3 ____ End ≠ Music .1 ____
 Rhy ↑.2 ____ Posture ↑.3 ____ Art ↑.3 C ____ P ____ E ____ End ≠ 1 sec.05 ____

XD SPECIAL REQ 0.5 ea 5A 2B

- 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
 -B VP .3 ea ____
 -A VP .1 ea ____
 -SR .5 ea ____
 -'RE' .5 ea ____
 Dyn ↑.2 ____ Footwrk ↑.3 ____ MM ≠ Relate ↑.3 ____ End ≠ Music .1 ____
 Rhy ↑.2 ____ Posture ↑.3 ____ Art ↑.3 C ____ P ____ E ____ End ≠ 1 sec.05 ____

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

X SAPPHIRE SR 0.5 ea	3A	3B	1C
1 Acro Pass with 2 saltos <i>• same or different</i>			
3 Different Saltos, <i>one B Salto</i>			
Dance Passage, 180° leap <i>• 2 different Group 1 VP</i>			
B Turn on 1 foot			
-C VP .5 ea <u>bonus</u> 9.6 SV			
-B VP .3 ea <u>BB (+0.1)</u> <u> </u>			
-A VP .1 ea <u>C (+0.1)</u> <u> </u>			
-SR .5 ea <u>D (+0.1 max)</u> <u> </u>			
-'RE' .5 ea <u> </u> <u> </u>			

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

X SAPPHIRE SR 0.5 ea	3A	3B	1C
1 Acro Pass with 2 saltos <i>• same or different</i>			
3 Different Saltos, <i>one B Salto</i>			
Dance Passage, 180° leap <i>• 2 different Group 1 VP</i>			
B Turn on 1 foot			
-C VP .5 ea <u>bonus</u> 9.6 SV			
-B VP .3 ea <u>BB (+0.1)</u> <u> </u>			
-A VP .1 ea <u>C (+0.1)</u> <u> </u>			
-SR .5 ea <u>D (+0.1 max)</u> <u> </u>			
-'RE' .5 ea <u> </u> <u> </u>			

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

X SAPPHIRE SR 0.5 ea	3A	3B	1C
1 Acro Pass with 2 saltos <i>• same or different</i>			
3 Different Saltos, <i>one B Salto</i>			
Dance Passage, 180° leap <i>• 2 different Group 1 VP</i>			
B Turn on 1 foot			
-C VP .5 ea <u>bonus</u> 9.6 SV			
-B VP .3 ea <u>BB (+0.1)</u> <u> </u>			
-A VP .1 ea <u>C (+0.1)</u> <u> </u>			
-SR .5 ea <u>D (+0.1 max)</u> <u> </u>			
-'RE' .5 ea <u> </u> <u> </u>			

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

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

X SAPPHIRE SR 0.5 ea	3A	3B	1C
1 Acro Pass with 2 saltos • <i>same or different</i>			
3 Different Saltos, <i>one B Salto</i>			
Dance Passage, 180° leap • <i>2 different Group 1 VP</i>			
B Turn on 1 foot			
-C VP .5 ea <u>bonus</u> 9.6 SV			
-B VP .3 ea <u>BB (+0.1)</u> <u> </u>			
-A VP .1 ea <u>C (+0.1)</u> <u> </u>			
-SR .5 ea <u>D (+0.1 max)</u> <u> </u>			
-'RE' .5 ea <u> </u>			

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

X SAPPHIRE SR 0.5 ea	3A	3B	1C
1 Acro Pass with 2 saltos • <i>same or different</i>			
3 Different Saltos, <i>one B Salto</i>			
Dance Passage, 180° leap • <i>2 different Group 1 VP</i>			
B Turn on 1 foot			
-C VP .5 ea <u>bonus</u> 9.6 SV			
-B VP .3 ea <u>BB (+0.1)</u> <u> </u>			
-A VP .1 ea <u>C (+0.1)</u> <u> </u>			
-SR .5 ea <u>D (+0.1 max)</u> <u> </u>			
-'RE' .5 ea <u> </u>			

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

X SAPPHIRE SR 0.5 ea	3A	3B	1C
1 Acro Pass with 2 saltos • <i>same or different</i>			
3 Different Saltos, <i>one B Salto</i>			
Dance Passage, 180° leap • <i>2 different Group 1 VP</i>			
B Turn on 1 foot			
-C VP .5 ea <u>bonus</u> 9.6 SV			
-B VP .3 ea <u>BB (+0.1)</u> <u> </u>			
-A VP .1 ea <u>C (+0.1)</u> <u> </u>			
-SR .5 ea <u>D (+0.1 max)</u> <u> </u>			
-'RE' .5 ea <u> </u>			

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