

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p><b>FX</b></p> <p><b>1N</b></p> <p>Warm Up 0:30 Max Routine time 0:45</p>	<p><b>Dance - Add'l A VP (X Skills)</b>                  1/2 turn (any technique)                  Fwd/Bwd Swing turn                  ½ Illusion turn                  Split leap/jump (min 60°)                  Straddle jump (min 60°)                  Leg swing hop w free leg any angle                  Assemblé w Straight leg Min hor                  Front/Swd chassé   Beat Jump                  Arch passé hop, thigh at horizontal</p>	<p><b>Acro - Add'l A VP (X Skills)</b>                  Splits (hold 2s)   Shoulder Roll fwd/bwd                  Candlestick   HS Chest Roll down                  Headspring   Swedish Fall (2s)                  Vert HS (2s)   Fwd/bwd limber                  BWD roll (opt end) bent arms ok                  Partial HS (one leg reaches 45°)                  Headstand (no hold req)                  Push up bridge (or backbend) kick over                  Any variation of Cartwheel (step-in, side, 1-arm)</p>	<p><b>Notes:</b>                  Dive roll cannot fulfill SR flight / stretch jump not element                  Dance combo: 2 leaps and/or jumps, same or diff, dir or ind                  Max two 8" used on FX, one per pass                  Coach allowed on FX w/o deduction</p> <p><b>Max 1 A flight skill</b>  <b>B VP &amp; Saltos/Aerials restricted</b>  <b>*May not be used to fulfill dance SR</b></p>
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**Requirements (0.5 Each)**

- Dance combo (2 jumps/leaps- no min split)
- Bwd Roll or Candlestick (2 sec hold not required)
- Min ½ turn 1 ft or pivot
- Min ¾ HS (ft must close at or above 45°, no hold req)

**Value Parts A (4) 0.1 each**

B\* (restricted) 0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ **courtesy score 5.0**  
 Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<h1 style="margin: 0;">FX</h1> <h2 style="margin: 0;">2N/BN</h2> <p style="margin: 0;">Warm Up 0:30 MAX Routine time 0:45</p>	<p><b>Dance - Add'l A VP (X Skills)</b>                  1/2 turn (any technique)                  Fwd/Bwd Swing turn                  ½ Illusion turn                  Split leap/jump (min 60°)                  Straddle jump (min 60°)                  Leg swing hop w free leg any angle                  Assemblé w Straight leg Min hor                  Front/Swd chassé / Beat Jump                  Arch passé hop, thigh at horizontal</p>	<p><b>Acro - Add'l A VP (X Skills)</b>                  Splits (hold 2s) / Shoulder Roll fwd/bwd                  Candlestick / HS Chest Roll down                  Headspring / Swedish Fall (2s)                  Vert HS (2s hold) / Fwd/bwd limber                  BWD roll (opt end) bent arms ok                  Partial HS (one leg reaches 45°)                  Headstand (no hold req)                  Push up bridge (or backbend) kick over                  Any variation of Cartwheel (step-in, side, 1-arm)</p>	<p><b>Notes:</b>                  Dive roll cannot fulfill SR flight / stretch jump not element                  Dance combo: 2 leaps and/or jumps, same or diff, dir or ind                  Max two 8" used on FX, one per pass                  Coach allowed on FX w/o deduction</p> <p style="background-color: yellow;"><b>Max 2 A Acro flight skill (no saltos or aerials)</b>  <b>B VP &amp; Saltos/Aerials restricted</b>                  *May not be used to fulfill dance SR</p>
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**Requirements (0.5 Each)**

- Dance combo ≥60° in 1-ele
- HS - mark 45° from vert or higher, ft close
- Min ½ turn 1 ft
- Cartwheel

**Value Parts A (5) 0.1 each**

B+ (restricted) 0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ *courtesy score 5.0*

Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p><b>FX</b> <b>SN</b></p> <p>Warm Up 0:45 MAX Routine time 1:00</p>	<p><b>Dance - Add'1 A VP (X Skills)</b>                  1/2 turn (any technique)                  Fwd/Bwd Swing turn                  ½ Illusion turn                  Split leap/jump (min 60°)                  Straddle jump (min 60°)                  Leg swing hop w free leg any angle                  Assemblé w Straight leg Min hor                  Front/Swd chassé / Beat Jump                  Arch passé hop, thigh at horizontal</p>	<p><b>Acro - Add'1 A VP (X Skills)</b>                  Splits (hold 2s) / Shoulder Roll fwd/bwd                  Candlestick / HS Chest Roll down                  Headspring / Swedish Fall (2s)                  Vert HS (2s hold) / Fwd/bwd limber                  BWD roll (opt end) bent arms ok                  Partial HS (one leg reaches 45°)                  Headstand (no hold req)                  Push up bridge (or backbend) kick over                  Any variation of Cartwheel (step-in, side, 1-arm)</p>	<p><b>Notes:</b>                  Dive roll cannot fulfill SR flight / stretch jump not element                  Dance combo: 2 leaps and/or jumps, same or diff, dir or ind                  Max two 8" used on FX, one per pass                  Coach allowed on FX w/o deduction</p> <p>Round off rebound bwd/fwd roll will fulfill SR2  <b>Max 1 salto/aerial</b>  <b>B VP restricted</b>  <b>B dance only allowed=A</b>  <b>*May not be used to fulfill dance SR</b></p>
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**Requirements (0.5 Each)**

- Dance combo (no min split)
- Min 2 VP Acro pass, direct
- Full turn 1 ft
- Acro VP w flt (sep from SR2)

**Value Parts A (5) 0.1 each**

B\* (restricted) 0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ *courtesy score 5.0*  
 Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p><b>FX</b></p> <p><b>3N</b></p> <p>Warm Up 0:45 MAX Routine time 1:00</p>	<p><b>Dance - Add'1 A VP (X Skills)</b>                  1/2 turn (any technique)                  Fwd/Bwd Swing turn                  ½ Illusion turn                  Split leap/jump (min 60°)                  Straddle jump (min 60°)                  Leg swing hop w free leg any angle                  Assemblé w Straight leg Min hor                  Front/Swd chassé / Beat Jump                  Arch passé hop, thigh at horizontal</p>	<p><b>Acro - Add'1 A VP (X Skills)</b>                  Splits (hold 2s) / Shoulder Roll fwd/bwd                  Candlestick / HS Chest Roll down                  Headspring / Swedish Fall (2s)                  Vert HS (2s hold) / Fwd/bwd limber                  BWD roll (opt end) bent arms ok                  Partial HS (one leg reaches 45°)                  Headstand (no hold req)                  Push up bridge (or backbend) kick over                  Any variation of Cartwheel (step-in, side, 1-arm)</p>	<p><b>Notes:</b>                  Dive roll cannot fulfill SR flight / stretch jump not element                  Dance combo: 2 leaps and/or jumps, same or diff, dir or ind                  Max two 8" used on FX, one per pass                  Coach allowed on FX w/o deduction                  Round off rebound bwd/fwd roll will fulfill SR2  <b>Max 1 salto/aerial</b>  <b>B dance only allowed=A</b>                  *May not be used to fulfill dance SR</p>
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**Requirements (0.5 Each)**

- Dance combo ≥ 90° in 1-ele
- Min 2-ele acro pass, dir w RO
- Full turn 1 ft
- Acro contain/pass thru bridge  
OR back ext roll thru vert HS  
(ext roll not thru vert, No SR)

**Value Parts A (5) 0.1 each**

B acro, C+ (restricted) 0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ *courtesy score 5.0*

Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p style="font-size: 2em; margin: 0;"><b>FX</b></p> <p style="font-size: 2em; margin: 0;"><b>4N</b></p> <p style="margin: 5px 0;">Warm Up 1:00 MAX Routine time 1:00</p>	<p><b>Dance - Add'l A VP (X Skills)</b></p> <p>1/2 turn (any technique) Fwd/Bwd Swing turn ½ Illusion turn Split leap/jump (min 60°) Straddle jump (min 60°) Leg swing hop w free leg any angle Assemblé w Straight leg Min hor Front/Swd chassé / Beat Jump Arch passé hop, thigh at horizontal</p>	<p><b>Acro - Add'l A VP (X Skills)</b></p> <p>Splits (hold 2s) / Shoulder Roll fwd/bwd Candlestick / HS Chest Roll down Headspring / Swedish Fall (2s) Vert HS (2s hold) / Fwd/bwd limber BWD roll (opt end) bent arms ok Partial HS (one leg reaches 45°) Headstand (no hold req) Push up bridge (or backbend) kick over Any variation of Cartwheel (step-in, side, 1-arm)</p>	<p><b>Notes:</b></p> <p>Dance combo: 2 leaps and/or jumps, same or diff, dir or ind Max two 8" used on FX, one per pass Coach allowed on FX w/o deduction Arabian salto considered forward salto Salto step out considered same element as salto landing on both feet Round off rebound bwd/fwd roll will <b>NOT</b> fulfill acro SRs <b>A &amp; B VP ok</b> <b>C+ VP restricted (allowable B = A)</b> <b>*May not be used to fulfill dance SR</b></p>
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**Requirements (0.5 Each)**

- Dance combo ≥ 90° in 1-ele
- Min 2-ele acro flt pass, dir
- Min full turn 1-foot
- Min 2-ele acro flt pass, dir  
OR isolated fwd salto

**Value Parts A (5) 0.1 each**

C+ (restricted) 0.5 off SV

SV	
Execution	
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ *courtesy score 5.0*

Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p><b>FX</b> <b>GN</b></p> <p>Warm Up 1:00 MAX Routine time 1:00</p>	<p><b>Dance - Add'l A VP (X Skills)</b>                  1/2 turn (any technique)                  Fwd/Bwd Swing turn                  ½ Illusion turn                  Split leap/jump (min 60°)                  Straddle jump (min 60°)                  Leg swing hop w free leg any angle                  Assemblé w Straight leg Min hor                  Front/Swd chassé / Beat Jump                  Arch passé hop, thigh at horizontal</p>	<p><b>Acro - Add'l A VP (X Skills)</b>                  Splits (hold 2s) / Shoulder Roll fwd/bwd                  Candlestick / HS Chest Roll down                  Headspring / Swedish Fall (2s)                  Vert HS (2s hold) / Fwd/bwd limber                  BWD roll (opt end) bent arms ok                  Partial HS (one leg reaches 45°)                  Headstand (no hold req)                  Push up bridge (or backbend) kick over                  Any variation of Cartwheel (step-in, side, 1-arm)</p>	<p><b>Notes:</b>                  Dance combo: 2 leaps and/or jumps, same or diff, dir or indirect                  Max two 8" used on FX, one per pass                  Coach allowed on FX w/o deduction                  Salto step out considered same element as salto landing on both feet</p> <p>Round off rebound bwd/fwd roll will <b>NOT</b> fulfill acro SRs  <b>A/B VP (B saltos WITHOUT twist allowable) ok</b>  <b>C+ VP &amp; B saltos with twist restricted (allowable B = A)</b>  <b>*May not be used to fulfill dance SR</b></p>
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**Requirements (0.5 Each)**

- Dance combo ≥120° in 1 ele
- Min 2-ele Acro flt pass, dir
- Min full turn 1-foot
- Acro-Flt/Aerial/Salto

**Value Parts A (6) 0.1 each**

B+ (if restricted) 0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ *courtesy score 5.0*  
 Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p><b>FX</b></p> <p><b>5N</b></p> <p>Warm Up 1:00 MAX Routine time 1:00</p>	<p><b>No X Skills allowed</b></p> <p><b>A/B VP (B flight &amp; Saltos WITHOUT twist allowable) ok</b></p> <p><b>C+ VP &amp; B flight/Saltos with twist restricted (allowable B = A)</b></p>	<p><b>Notes:</b></p> <p>Dance combo: 2 leaps and/or jumps, same or diff, direct or indirect</p> <p>Max two 8" used on FX, one per pass</p> <p>Coach allowed on FX w/o deduction</p> <p>Salto step out considered same element as salto landing on both feet</p>
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**Requirements (0.5 Each)**

- Dance combo  $\geq 120^\circ$  in 1-ele
- Min 3-ele Acro flt pass, dir
- Min full turn 1-foot
- Add'l Salto/Aerial VP

**Value Parts A (6) 0.1 each**

B+ (if restricted) 0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ **courtesy score 5.0**

Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p><b>FX</b></p> <p><b>6N</b></p> <p>Warm Up 1:30</p> <p>MAX Routine time 1:15</p>	<p><b>No X Skills allowed</b></p> <p><b>A/B VP &amp; 1-C dance VP ok</b></p> <p><b>C acro, add'l C dance VP &amp; D/E VP restricted (allowable C=B)</b></p>	<p><b>Notes:</b></p> <p>Dance combo: 2 leaps and/or jumps, same or diff, direct or indirect</p> <p>Max two 8" used on FX, one per pass</p> <p>Coach allowed on FX w/o deduction</p> <p>Short routine (&lt;5 VP) 1.00 deduction applicable, CJ deduction</p> <p>Salto step out considered same element as salto landing on both feet</p>
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**Requirements (0.5 Each)**

- Dance combo  $\geq 150^\circ$  in 1-ele
- Min 3-ele Acro flt pass w 1-salto, direct
- Min full turn 1-foot
- Add'l min A salto

**Value Parts** A (5) 0.1 / B (1) 0.3

C<sup>+</sup> (if restricted) 0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ **courtesy score 5.0**

Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00



Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p><b>FX</b> <b>PN</b></p> <p>Warm Up 1:30 MAX Routine time 1:30</p>	<p><b>NCAA Adopted Skill Values:</b></p> <p>Ring or stag ring jump w full turn <b>D</b> Switch Side 1/2 <b>D</b></p>	<p><b>Notes:</b></p> <p>Dance combo: 2 leaps and/or jumps, same or diff, direct or indirect Max two 8" used on FX, one per pass Coach allowed on FX w/o deduction Short routine (&lt;5 VP) 1.00 deduction applicable, CJ deduction Salto step out considered same element as salto landing on both feet <b>A/B VP &amp; C dance ok</b> <b>C acro &amp; D/E VP restricted (allowable C=B)</b> <b>*Add'l min B Dance SR3 MUST be separate from SR1 Dance Combo</b></p>
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**Requirements (0.5 Each)**

- Dance combo  $\geq 150^\circ$  in 1-ele
- Min 2-ele Acro flt pass
- \*Add'l min B Dance (leap/jump/turn)**
- Add'l min A salto

**Value Parts A (6) 0.1 / B (1) 0.3**

C+ **(if restricted)** 0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ **courtesy score 5.0**

Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p><b>FX</b></p> <p><b>7N</b></p> <p>Warm Up 1:30 MAX Routine time 1:30</p>	<p><b>NCAA Adopted Skill Values:</b></p> <p>Ring or stag ring jump w full turn <b>D</b> Switch Side 1/2 <b>D</b></p>	<p><b>Note:s</b></p> <p>Dance combo: 2 leaps and/or jumps, same or diff, direct or indirect Max two 8" used on FX, one per pass Coach allowed on FX w/o deduction Short routine (&lt;5 VP) 1.00 deduction applicable, CJ deduction Arabian salto is considered a forward salto Salto step out considered same element as salto landing on both feet *Backward or forward layout with twist cannot fulfill SR2 <b>A/B VP &amp; C dance VP ok</b> <b>C acro &amp; D/E VP restricted (allowable C=B)</b> <b>**Add'1 min B Dance SR3 MUST be separate from SR1 Dance Combo</b></p>
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**Requirements (0.5 Each)**

- Dance combo  $\geq 180^\circ$  in 1-ele
- \*2 flight Acro pass with forward or back layout
- \*\*Add'1 min B Dance (leap/jump/turn)
- Min 2-ele Acro flt pass w/ salto- diff direction from SR2

**Value Parts A (5) 0.1 / B (2) 0.3**

C+ (if restricted) 0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ **courtesy score 5.0**

Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p><b>FX</b></p> <p><b>8N</b></p> <p>Warm Up 2:00 MAX Routine time 1:30</p>	<p><b>NCAA Adopted Skill Values:</b></p> <p>Ring or stag ring jump w full turn <b>D</b> Switch Side 1/2 <b>D</b></p>	<p><b>Notes:</b></p> <p>Dance combo: 2 leaps and/or jumps, same or diff, direct or indirect Max two 8” used on FX, one per pass Salto step out considered same element as salto landing on both feet *Coach on FX - 0.3 CJ Deduction Short routine (&lt;5 VP) 1.00 deduction applicable, CJ deduction <b>A/B VP &amp; C dance &amp; 1-C acro VP ok</b> <b>Add'l C acro &amp; D/E VP restricted (allowable C=B)</b> <b>*Add'l min B Dance SR3 MUST be separate from SR1 Dance Combo</b></p>
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**Requirements (0.5 Each)**

- Dance combo  $\geq 180^\circ$  in 1-ele
- Min 3-ele Acro flt pass w min 1-salto
- \*Add'l min B Dance (leap/jump/turn)
- Add'l min “B” Salto

**Value Parts A (4) 0.1 / B (4) 0.3**

C+ (if restricted) 0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ *courtesy score 5.0*

Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p><b>FX</b></p> <p><b>DN</b></p> <p>Warm Up 2:00 MAX Routine time 1:30</p>	<p><b>NCAA Adopted Skill Values:</b></p> <p>Ring or stag ring jump w full turn <b>D</b> Switch Side 1/2 <b>D</b></p>	<p><b>Notes</b></p> <p>Dance combo: 2 leaps and/or jumps, same or diff, dir or ind Max two 8" used on FX, one per pass Salto step out considered same element as salto landing on both feet <u>*Coach on FX - 0.3 CJ Deduction</u> Short routine (&lt;5 VP) 1.00 deduction applicable, CJ deduction</p> <p><b>A/B/C VP &amp; D/E dance &amp; 1-D/E acro VP ok</b> <b>Add'1 D/E acro VP restricted (allowable C/D/E=B)</b> <b>*Add'1 min B Dance SR3 MUST be separate from SR1 Dance Combo</b></p>
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**Requirements (0.5 Each)**

- Dance combo  $\geq 180^\circ$  in 1-ele
- Min 2-ele Acro flt pass w min 1-salto
- \*Add'1 min B Dance (leap/jump/turn)**
- Min 2-ele Acro flt pass w min B salto

**Value Parts** A (5) 0.1 / B (2) 0.3

D<sup>+</sup> (if restricted) 0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ **courtesy score 5.0**

Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p style="font-size: 2em; margin: 0;"><b>FX</b></p> <p style="font-size: 2em; margin: 0;"><b>9N</b></p> <p style="margin: 0;">Warm Up 2:00 MAX Routine time 1:30</p>	<p><b>NCAA Adopted Skill Values:</b></p> <p>Ring or stag ring jump w full turn <b>D</b> Switch side leap with ½ turn <b>D</b></p>	<p><b>Bonus CV Principles (Saltos/Aerials):</b></p> <p><b>Acro Indirect:</b> AC <b>0.1</b> BC <b>0.1</b> A<sup>B</sup>A<sup>B</sup>C <b>0.1</b> CC <b>0.2</b></p> <p><b>Acro Direct:</b> AC <b>0.1</b> BB <b>0.1</b> BC <b>0.2</b> CC <b>0.3</b></p> <p><b>Dance/Mixed*:</b> CC <b>0.1</b></p> <p>Turn + jump/hop (2 or 1-ft take off) ok, ex: 2/1 turn + Popa</p>	<p><b>Notes:</b></p> <p>Dance combo: 2 leaps and/or jumps, same/diff, dir/ind Max two 8° used on FX, one per pass Salto step out same element as salto landing on both feet <b>*Coach on FX - 0.3 CJ Deduction</b> Short routine (&lt;5 VP) 1.00 deduction applicable, CJ deduction <b>A/B/C VP &amp; D/E dance &amp; max(1-D+1-E) or (2-D) acro ok</b> <b>Add'l D/E acro restricted (allowable D/E=C)</b> <b>*Add'l min C Dance SR3 MUST be separate from SR1 Dance Combo</b></p>
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**Note: One (1) VP MAY fulfill more than one (1) SR Requirements (0.5 Each)**

- Dance combo ≥180° in 1-ele
- 2l Salto pass w min B salto
- \*Add'l min C Dance (leap/jump/turn)**
- Min 2-ele Acro flt pass w min B salto OR isolated min C Salto

**VP** A (3) 0.1 / B (4) 0.3 / C(1) 0.5

D\* (if restricted) \*                      0.5 off SV

CV (max 0.3)                                      \_\_\_\_\_

DV (max 0.1)                                      \_\_\_\_\_

<b>SV (9.7 base, max 10.0)</b>	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ **courtesy score 5.0**

Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00

Team \_\_\_\_\_ Athlete # \_\_\_\_\_

<p><b>FX</b> <b>10N</b></p> <p>Warm Up 2:00 MAX Routine time 1:30</p>	<p><b>Bonus CV Principles (Saltos/Aerials)</b>  <b>Acro Indirect:</b>  <u>AC<sup>±</sup> BC A<sup>B</sup>A<sup>B</sup>C +1</u> <u>BD<sup>±</sup> A<sup>B</sup>A<sup>B</sup>D<sup>±</sup> CC AE +2</u> <u>CD<sup>±</sup> 0.3</u>  <b>Acro Direct:</b>                  AC <b>0.1</b> BB <b>0.1</b> AAC <b>0.1</b> AAD <b>0.2</b> A<sup>B</sup>D<sup>+</sup> <b>0.2</b> BC<sup>+</sup> <b>0.2</b> CC<sup>+</sup> <b>0.3</b>  <b>Dance/Mixed*:</b>                  BD<sup>+</sup> <b>0.1</b> CC <b>0.1</b> CD<sup>+</sup> <b>0.2</b> DD<sup>+</sup> <b>0.2</b> D<sup>SALTO+A<sup>JUMP</sup></sup> <b>0.1</b> (this order only)                  Turn + jump/hop (2 or 1-ft take off) ok, ex: 2/1 turn + Popa  <u>Last Pass Add'1 0.1 DV → Dbl flipping salto OR 'E' Acro</u></p>	<p>UTL (3 pass routine) must have ALL:</p> <p><input type="checkbox"/> 1-E VP (acro/dance ok) <b>OR</b> 2 dif D (1 acro)</p> <p><input type="checkbox"/> Acro dsmt w either min C salto w CV <b>OR</b> D/E salto</p> <p>UTL (2 pass routine): #1-2 from above <b>AND</b></p> <p><input type="checkbox"/> min D acro in one pass, min D or 0.2 CV in 2<sup>nd</sup></p> <p><b>1-acro pass routine would not meet the UTL requirement</b></p>	<p><b>NCAA Adopted Skill Values</b>                  Ring or stag ring jump w full turn <b>D</b>                  Switch side leap with ½ or ¾ turn <b>D</b>                  Dance combo: 2 leaps and/or jumps, same/diff, dir/ind                  Max two 8" used on FX, one per pass                  Salto step out same ele as salto landing w both feet                  *Coach on FX - 0.3 CJ Deduction                  Short routine (&lt;5 VP) 1.00 deduction applicable, CJ deduction                  Add'1 E acro bonus given when: E Acro, +0.70 CV+DV &amp; 10.0 SV achieved                  *Add'1 min C Dance SR3 MUST be separate from SR1 Dance Combo</p>
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**Note: One (1) VP MAY fulfill more than one (1) SR Requirements (0.5 Each)**

- Dance combo ≥180° in 1-ele
- Dbl Salto pass w min B salto
- \*Add'1 min C Dance (leap/jump/turn)
- Add'1 min C Salto

**VP** A (3) 0.1 / B (3) 0.3 / C(2) 0.5

CV (max 0.5) \_\_\_\_\_

DV (max 0.5) \_\_\_\_\_

E Acro Bonus 0.1

<b>SV (9.4 base, max 10+1)</b>	
Execution	_____
<b>UTL</b>	0.1
No Dance Bonus (CV/DV)	0.1
No Bwd Salto	0.1
No Fwd/Swd Salto	0.1
Artistry	/ 3
Dynamics	/ 2
Rel Music & Move	/ 3
Footwork	/ 3
Relax Pos/body non VP	/ 3

Judge 1 \_\_\_\_\_ Judge 2 \_\_\_\_\_ Neutral Deductions \_\_\_\_\_ Final Score \_\_\_\_\_ *courtesy score 5.0*

Score Range 9.50 - 10 0.2 | 9.0 - 9.475 0.5 | 8.0 - 8.975 0.7 | Below 8.0 1.00