

BARS	CAST*	RESTRICTED ELEMENTS		One Allowable C = B	VP
6	Credit given if cast is above horizontal ↑ 0.3 No amplitude deduction if above 45° If horizontal or below: No SR & - 0.3 amplitude	No release moves from <i>HB→LB or LB→HB</i>	Restricted C or higher skills may not be attempted or performed	Clear Hip HS	A (5) 0.1
		No VP / no SR / 0.5 off SV		Stalder HS	B (1) 0.3
				Toe-on HS	

5A

1B

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

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SVMissing

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

Dynamics ↑.2___ HS Precision ↑.1___

5A

1B

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

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SVMissing

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

Dynamics ↑.2___ HS Precision ↑.1___

5A

1B

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

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SVMissing

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

Dynamics ↑.2___ HS Precision ↑.1___

BARS	CAST*	RESTRICTED ELEMENTS		One Allowable C = B	VP
6	Credit given if cast is above horizontal ↑ 0.3 No amplitude deduction if above 45° If horizontal or below: No SR & - 0.3 amplitude	No release moves from <i>HB→LB or LB→HB</i>	Restricted C or higher skills may not be attempted or performed	Clear Hip HS	A (5) 0.1
		No VP / no SR / 0.5 off SV		Stalder HS	B (1) 0.3
				Toe-on HS	

5A

1B

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

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SVMissing

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

Dynamics ↑.2___ HS Precision ↑.1___

5A

1B

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

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SVMissing

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

Dynamics ↑.2___ HS Precision ↑.1___

5A

1B

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

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SVMissing

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

Dynamics ↑.2___ HS Precision ↑.1___

BARS	CAST*	RESTRICTED ELEMENTS	Allowable "Cs" = B	VP
7	*Credit given if cast is at or above 45° Normal cast amplitude deductions apply Below 45° = No SR & deduct 0.25-0.3 amplitude	Restricted C/D/E may not be attempted = no VP / no SR / 0.5 off SV	Cast HS ½ Stalder HS ± ½ Toe-on HS ± ½	A (5) 0.1
			Clear Hip HS ± ½ Turns to regular grip only	B (2) 0.3
			SR of 2 B clear circles may be same or different	

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

10.0 SV

Missing

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

___Dynamics ↑.2

___HS Precision ↑.1

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

10.0 SV

Missing

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

___Dynamics ↑.2

___HS Precision ↑.1

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

10.0 SV

Missing

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

___Dynamics ↑.2

___HS Precision ↑.1

BARS	CAST*	RESTRICTED ELEMENTS	Allowable "Cs" = B	VP
7	*Credit given if cast is at or above 45° Normal cast amplitude deductions apply Below 45° = No SR & deduct 0.25-0.3 amplitude	Restricted C/D/E may not be attempted = no VP / no SR / 0.5 off SV	Cast HS ½ Stalder HS ± ½ Toe-on HS ± ½	A (5) 0.1
			Clear Hip HS ± ½ Turns to regular grip only	B (2) 0.3
			SR of 2 B clear circles may be same or different	

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

10.0 SV

Missing

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

___Dynamics ↑.2 ___HS Precision ↑.1

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

10.0 SV

Missing

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

___Dynamics ↑.2 ___HS Precision ↑.1

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

10.0 SV

Missing

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

___Dynamics ↑.2 ___HS Precision ↑.1

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

		4A	4B	10.0 SV	SPECIAL REQ 0.5 ea	
				B VP 0.3	1 Bar Change	
				A VP 0.1	2 B-Elements, same or different:	
				SR 0.5	B Flight* or Turn**	
				RE 0.5	B 3/6/7 clear circle*	
				*Not in DMT **Not in Mt or DMT		
				Dismount A Salto		
				Vertical ↑.2	¾ Fwd Giant	0.1 ea
				DMT ≠CL ↑.1	Uncharacteristic	0.1 ea
				___Dynamics ↑.2 ___HS Precision ↑.1		

		4A	4B	10.0 SV	SPECIAL REQ 0.5 ea	
				B VP 0.3	1 Bar Change	
				A VP 0.1	2 B-Elements, same or different:	
				SR 0.5	B Flight* or Turn**	
				RE 0.5	B 3/6/7 clear circle*	
				*Not in DMT **Not in Mt or DMT		
				Dismount A Salto		
				Vertical ↑.2	¾ Fwd Giant	0.1 ea
				DMT ≠CL ↑.1	Uncharacteristic	0.1 ea
				___Dynamics ↑.2 ___HS Precision ↑.1		

		4A	4B	10.0 SV	SPECIAL REQ 0.5 ea	
				B VP 0.3	1 Bar Change	
				A VP 0.1	2 B-Elements, same or different:	
				SR 0.5	B Flight* or Turn**	
				RE 0.5	B 3/6/7 clear circle*	
				*Not in DMT **Not in Mt or DMT		
				Dismount A Salto		
				Vertical ↑.2	¾ Fwd Giant	0.1 ea
				DMT ≠CL ↑.1	Uncharacteristic	0.1 ea
				___Dynamics ↑.2 ___HS Precision ↑.1		

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

4A 4B **10.0 SV**



B VP 0.3

A VP 0.1

SR 0.5

RE 0.5

SPECIAL REQ 0.5 ea

1 Bar Change

2 B-Elements, same or different:

B Flight* or Turn** _____

B 3/6/7 clear circle* _____

**Not in DMT **Not in Mt or DMT*

Dismount A Salto

Vertical ↑.2 ¾ Fwd Giant 0.1 ea _____

DMT ≠CL ↑.1 Uncharacteristic 0.1 ea _____

___Dynamics ↑.2 ___HS Precision ↑.1

4A 4B **10.0 SV**



B VP 0.3

A VP 0.1

SR 0.5

RE 0.5

SPECIAL REQ 0.5 ea

1 Bar Change

2 B-Elements, same or different:

B Flight* or Turn** _____

B 3/6/7 clear circle* _____

**Not in DMT **Not in Mt or DMT*

Dismount A Salto

Vertical ↑.2 ¾ Fwd Giant 0.1 ea _____

DMT ≠CL ↑.1 Uncharacteristic 0.1 ea _____

___Dynamics ↑.2 ___HS Precision ↑.1

4A 4B **10.0 SV**



B VP 0.3

A VP 0.1

SR 0.5

RE 0.5

SPECIAL REQ 0.5 ea

1 Bar Change

2 B-Elements, same or different:

B Flight* or Turn** _____

B 3/6/7 clear circle* _____

**Not in DMT **Not in Mt or DMT*

Dismount A Salto

Vertical ↑.2 ¾ Fwd Giant 0.1 ea _____

DMT ≠CL ↑.1 Uncharacteristic 0.1 ea _____

___Dynamics ↑.2 ___HS Precision ↑.1

BARS	No bonus with spot or fall	0.1	0.2	CHOICE OF ELEMENTS ≠ CL	DISMT ≠ CL	Allowable D/E = C	VP
9 2 ½ min warm-up	NO Turn or Flight	CC		1) Fwd circle/release "B" min 2 of 4 0.0	C 0.00	Cast 1/1, giant 1/1 & clear hip, stalder, pike sole circle ½ & 1/1 1st restricted D/E completed = C More than 1 restricted D/E performed w/wo VP credit = no VP / no SR / 0.5 off SV	A (3) 0.1
	2 different 3/6/7	CC		2) Group 3 / 6 / 7 "B" min 1 of 4 0.1	CB 0.05		B (4) 0.3
	Turn or Flight - in both	CC		3) LA 180° w/wo flight, "C" 0 of 4 0.2	BB 0.10		C (1) 0.5
	1st D/E completed with VP credit: 0.1 (allowed or restricted)			4) One single bar release "D" min			

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



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



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



BARS	No bonus with spot or fall	0.1	0.2	CHOICE OF ELEMENTS ≠ CL	DISMT ≠ CL	Allowable D/E = C	VP
9	NO Turn or Flight	CC		1) Fwd circle/release "B" min 2 of 4 0.0	C 0.00	Cast 1/1, giant 1/1 & clear hip, stalder, pike sole circle 1/2 & 1/1	A (3) 0.1
	2 different 3/6/7	CC		2) Group 3 / 6 / 7 "B" min 1 of 4 0.1	CB 0.05		B (4) 0.3
	Turn or Flight - in both	CC		3) LA 180° w/wo flight, "C" 0 of 4 0.2	BB 0.10		C (1) 0.5
	2 1/2 min warm-up	1st D/E completed with VP credit: 0.1 (allowed or restricted)		4) One single bar release "D" min		More than 1 restricted D/E performed w/wo VP credit = no VP / no SR / 0.5 off SV	

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

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

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

BARS	BONUS	0.1	0.2	RELEASE # CL	Expect DD different	DISMOUNT # CL	CHOICE of ELEMENTS	↑0.2	VP						
10	Turn or Flight - in both	CC		DC combo	0.05	CC combo	0.15	D DC	0.0	1) Forward circle/release "B" min	2 of 3	0.0	A (3)	0.1	
	2 different 3/6/7	CC		D--C isolated	0.1	C--C isolated	0.2	CCC DCC	0.05	2) Group 3/6/7 element "B" min	1 of 3	0.1	B (3)	0.3	
	No Turn or Flight required	CD	DD	D--B isolated	0.15	BC or less	0.2	CC BC	0.1	3) LA 180° Turn w/wo flight "C"	0 of 3	0.2	C (2)	0.5	
2 ½ min	+0.1 Bonus: 10.0 SV / all SR & VP / ≥ 0.6 bonus with an "E" (don't add into SV)										4) One single bar release "D"				

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

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

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

BARS	BONUS	0.1	0.2	RELEASE # CL	Expect DD different	DISMOUNT # CL	CHOICE of ELEMENTS	↑0.2	VP						
10	Turn or Flight - in both	CC		DC combo	0.05	CC combo	0.15	D DC	0.0	1) Forward circle/release "B" min	2 of 3	0.0	A (3)	0.1	
	2 different 3/6/7	CC		D--C isolated	0.1	C--C isolated	0.2	CCC DCC	0.05	2) Group 3/6/7 element "B" min	1 of 3	0.1	B (3)	0.3	
	No Turn or Flight required	CD	DD	D--B isolated	0.15	BC or less	0.2	CC BC	0.1	3) LA 180° Turn w/wo flight "C"	0 of 3	0.2	C (2)	0.5	
2 ½ min	+0.1 Bonus: 10.0 SV / all SR & VP / ≥ 0.6 bonus with an "E" (don't add into SV)										4) One single bar release "D"				

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

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

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

BEAM	TIME 1:15	ACRO SERIES (2 VP)	RESTRICTED ELEMENTS	VP
6	1:30 warm-up	Non-flight series Gps 5/6/7, 1 must achieve HS Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	1 C Dance element allowed	A (5) 0.1
	If less than 30 seconds & 10.0 SV the CJ takes -0.5 off average		Restricted C or higher skills may not be attempted no VP / no SR / 0.5 off SV	B (1) 0.3

Acro Flight may be in series or isolated

5A

1B

LEVEL 6 SPECIAL REQ 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto / Aerial

10.0 SV ___ .3 ea -B VP

 ___ .1 ea -A VP

 ___ .5 ea -SR

 ___ .5 ea -'RE'

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

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

5A

1B

LEVEL 6 SPECIAL REQ 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto / Aerial

10.0 SV ___ .3 ea -B VP

 ___ .1 ea -A VP

 ___ .5 ea -SR

 ___ .5 ea -'RE'

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

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

5A

1B

LEVEL 6 SPECIAL REQ 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto / Aerial

10.0 SV ___ .3 ea -B VP

 ___ .1 ea -A VP

 ___ .5 ea -SR

 ___ .5 ea -'RE'

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

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

BEAM	TIME 1:15	ACRO SERIES (2 VP)	RESTRICTED ELEMENTS	VP
6	1:30 warm-up	Non-flight series Gps 5/6/7, 1 must achieve HS Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	1 C Dance element allowed	A (5) 0.1
	If less than 30 seconds & 10.0 SV the CJ takes -0.5 off average		Restricted C or higher skills may not be attempted no VP / no SR / 0.5 off SV	B (1) 0.3

Acro Flight may be in series or isolated

5A

1B

LEVEL 6 SPECIAL REQ 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto / Aerial

10.0 SV ___ .3 ea -B VP

 ___ .1 ea -A VP

 ___ .5 ea -SR

 ___ .5 ea -'RE'

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

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

5A

1B

LEVEL 6 SPECIAL REQ 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto / Aerial

10.0 SV ___ .3 ea -B VP

 ___ .1 ea -A VP

 ___ .5 ea -SR

 ___ .5 ea -'RE'

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

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

5A

1B

LEVEL 6 SPECIAL REQ 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto / Aerial

10.0 SV ___ .3 ea -B VP

 ___ .1 ea -A VP

 ___ .5 ea -SR

 ___ .5 ea -'RE'

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

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

BEAM	Time 1:20	ACRO SERIES (2 VP)	ALLOWED / RESTRICTED (-0.5 off SV)	VP
7	1:30 warm-up 1:20 compete	Series w/wo Flight Gps 5/6/7, 1 must achieve HS Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	C Dance elements <i>unlimited</i> = B	A (5) 0.1
			Restricted C Acro or any D/E may not be attempted no VP / no SR / 0.5 off SV	B (2) 0.3

Acro Flight may be in series or isolated

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea

Acro Series w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto / Aerial

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

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

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

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea

Acro Series w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto / Aerial

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

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

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

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea

Acro Series w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto / Aerial

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

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

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

BEAM	Time 1:20	ACRO SERIES (2 VP)	ALLOWED / RESTRICTED (-0.5 off SV)	VP
7	1:30 warm-up 1:20 compete	Series w/wo Flight Gps 5/6/7, 1 must achieve HS Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	C Dance elements <i>unlimited</i> = B	A (5) 0.1
			Restricted C Acro or any D/E may not be attempted no VP / no SR / 0.5 off SV	B (2) 0.3

Acro Flight may be in series or isolated

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea

Acro Series w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto / Aerial

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

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

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

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea

Acro Series w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto / Aerial

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

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

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

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea

Acro Series w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto / Aerial

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

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

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

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	RESTRICTED		NO DISMOUNT	VP							
8	BROKEN if NOT immediate take-off of 2 nd skill Arms move as low as thighs into 2 nd element Cautious or slow attempt to connect	More than 1 C Acro (or any D/E) completed = no VP / no SR / 0.5 off SV	Only the same restricted C acro may be repeated if it received "0" VP 1st time	No dismount performed, RE dismount or salto not initiated <i>missing Req -0.5 off SV</i>	All Dance C = B 1 st Acro C = B	A (4) 0.1 B (4) 0.3						
							4A	4B	10.0 SV	B VP 0.3	SPECIAL REQ 0.5 ea	
										A VP 0.1	Acro Flight Series (1 flight)	
										SR 0.5	Leap / Jump 180° Split	
										'RE' 0.5	Full Turn	
											Dismount A Salto/Aerial	
										Dance ≠ CL ↑.2	No Dance Series	0.2
										Acro ≠ CL ↑.2	F/S & B Acro	0.1
										Dmt ≠ CL ↑.1	<i>in dismount only</i>	0.05
										Levels ↑.1	Shape >2 Λ or ιW	0.1
			Spatial ↑.1	>1 Pivot <i>straight legs</i>	0.1							
				2 of 3 Movement: F-B-S ea	0.05							
			Sureness ↑.2	Footwrk ↑.3	Dyn ↑.2							
			Art ↑.3: C__P__E__	Posture ↑.3	Rhy ↑.2							
			4A	4B	10.0 SV	B VP 0.3	SPECIAL REQ 0.5 ea					
						A VP 0.1	Acro Flight Series (1 flight)					
						SR 0.5	Leap / Jump 180° Split					
						'RE' 0.5	Full Turn					
							Dismount A Salto/Aerial					
						Dance ≠ CL ↑.2	No Dance Series	0.2				
						Acro ≠ CL ↑.2	F/S & B Acro	0.1				
						Dmt ≠ CL ↑.1	<i>in dismount only</i>	0.05				
						Levels ↑.1	Shape >2 Λ or ιW	0.1				
						Spatial ↑.1	>1 Pivot <i>straight legs</i>	0.1				
							2 of 3 Movement: F-B-S ea	0.05				
						Sureness ↑.2	Footwrk ↑.3	Dyn ↑.2				
						Art ↑.3: C__P__E__	Posture ↑.3	Rhy ↑.2				
						4A	4B	10.0 SV	B VP 0.3	SPECIAL REQ 0.5 ea		
						A VP 0.1	Acro Flight Series (1 flight)					
						SR 0.5	Leap / Jump 180° Split					
						'RE' 0.5	Full Turn					
							Dismount A Salto/Aerial					
						Dance ≠ CL ↑.2	No Dance Series	0.2				
						Acro ≠ CL ↑.2	F/S & B Acro	0.1				
						Dmt ≠ CL ↑.1	<i>in dismount only</i>	0.05				
						Levels ↑.1	Shape >2 Λ or ιW	0.1				
						Spatial ↑.1	>1 Pivot <i>straight legs</i>	0.1				
							2 of 3 Movement: F-B-S ea	0.05				
						Sureness ↑.2	Footwrk ↑.3	Dyn ↑.2				
						Art ↑.3: C__P__E__	Posture ↑.3	Rhy ↑.2				

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	RESTRICTED		NO DISMOUNT	VP			
8	BROKEN if NOT immediate take-off of 2 nd skill Arms move as low as thighs into 2 nd element Cautious or slow attempt to connect	More than 1 C Acro (or any D/E) completed = no VP / no SR / 0.5 off SV	Only the same restricted C acro may be repeated if it received "0" VP 1st time	No dismount performed, RE dismount or salto not initiated <i>missing Req -0.5 off SV</i>	All Dance C = B	A (4) 0.1		
					1 st Acro C = B	B (4) 0.3		
					10.0 SV		SPECIAL REQ 0.5 ea	
					B VP 0.3	Acro Flight Series (1 flight)		
					A VP 0.1	Leap / Jump 180° Split		
					SR 0.5	Full Turn		
					'RE' 0.5	Dismount A Salto/Aerial		
					Dance ≠ CL ↑.2	No Dance Series	0.2	
					Acro ≠ CL ↑.2	F/S & B Acro	0.1	
					Dmt ≠ CL ↑.1	<i>in dismount only</i> 0.05		
					Levels ↑.1	Shape >2 Λ or ιW	0.1	
					Spatial ↑.1	>1 Pivot <i>straight legs</i>	0.1	
					2 of 3 Movement: F-B-S ea		0.05	
					Sureness ↑.2	Footwrk ↑.3	Dyn ↑.2	
					Art ↑.3: C_P_E	Posture ↑.3	Rhy ↑.2	
4A	4B	10.0 SV	B VP 0.3	SPECIAL REQ 0.5 ea				
			A VP 0.1	Acro Flight Series (1 flight)				
			SR 0.5	Leap / Jump 180° Split				
			'RE' 0.5	Full Turn				
				Dismount A Salto/Aerial				
			Dance ≠ CL ↑.2	No Dance Series	0.2			
			Acro ≠ CL ↑.2	F/S & B Acro	0.1			
			Dmt ≠ CL ↑.1	<i>in dismount only</i> 0.05				
			Levels ↑.1	Shape >2 Λ or ιW	0.1			
			Spatial ↑.1	>1 Pivot <i>straight legs</i>	0.1			
			2 of 3 Movement: F-B-S ea		0.05			
			Sureness ↑.2	Footwrk ↑.3	Dyn ↑.2			
			Art ↑.3: C_P_E	Posture ↑.3	Rhy ↑.2			
4A	4B	10.0 SV	B VP 0.3	SPECIAL REQ 0.5 ea				
			A VP 0.1	Acro Flight Series (1 flight)				
			SR 0.5	Leap / Jump 180° Split				
			'RE' 0.5	Full Turn				
				Dismount A Salto/Aerial				
			Dance ≠ CL ↑.2	No Dance Series	0.2			
			Acro ≠ CL ↑.2	F/S & B Acro	0.1			
			Dmt ≠ CL ↑.1	<i>in dismount only</i> 0.05				
			Levels ↑.1	Shape >2 Λ or ιW	0.1			
			Spatial ↑.1	>1 Pivot <i>straight legs</i>	0.1			
			2 of 3 Movement: F-B-S ea		0.05			
			Sureness ↑.2	Footwrk ↑.3	Dyn ↑.2			
			Art ↑.3: C_P_E	Posture ↑.3	Rhy ↑.2			

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

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

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

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

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

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

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

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

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

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

SPECIAL REQ 0.5 ea
 Acro Flight Series BC or EA
 Leap / Jump 180°
 Full Turn

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

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

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

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

SPECIAL REQ 0.5 ea
 Acro Flight Series BC or EA
 Leap / Jump 180°
 Full Turn

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

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

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

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

SPECIAL REQ 0.5 ea
 Acro Flight Series BC or EA
 Leap / Jump 180°
 Full Turn

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

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

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

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

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

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

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

FLOOR	Time: 1:15	Dance Passage	ACRO Pass (2 with flight)	Restricted Elements	VP
6	Starts with 1st movement, ends with last	Must be 2 different Group 1 VP one must be a Leap with 180° split in cross or side	Acro Pass: Only Groups 5/6/7/8 No Rolls *The Salto/Aerial must be in a different connection or isolated	1 C Dance element allowed	A (5) 0.1
				Restricted C or higher skills may not be attempted no VP / no SR / 0.5 off SV	B (1) 0.3

5A

1B

LEVEL 6 SPECIAL REQ 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV Missing

____ .3 ea -B VP

____ .1 ea -A VP

____ .5 ea -SR

____ .5 ea -'RE'

__End ≠ Music .1 __MM ≠ Relate ↑.3 __Footwrk ↑.3 __Dyn ↑.2

__End ≠ 1 sec.05 C__P__E__Art ↑.3 __Posture ↑.3 __Rhy ↑.2

5A

1B

LEVEL 6 SPECIAL REQ 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV Missing

____ .3 ea -B VP

____ .1 ea -A VP

____ .5 ea -SR

____ .5 ea -'RE'

__End ≠ Music .1 __MM ≠ Relate ↑.3 __Footwrk ↑.3 __Dyn ↑.2

__End ≠ 1 sec.05 C__P__E__Art ↑.3 __Posture ↑.3 __Rhy ↑.2

5A

1B

LEVEL 6 SPECIAL REQ 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV Missing

____ .3 ea -B VP

____ .1 ea -A VP

____ .5 ea -SR

____ .5 ea -'RE'

__End ≠ Music .1 __MM ≠ Relate ↑.3 __Footwrk ↑.3 __Dyn ↑.2

__End ≠ 1 sec.05 C__P__E__Art ↑.3 __Posture ↑.3 __Rhy ↑.2

FLOOR	Time: 1:15	Dance Passage	ACRO Pass (2 with flight)	Restricted Elements	VP
6	Starts with 1st movement, ends with last	Must be 2 different Group 1 VP one must be a Leap with 180° split in cross or side	Acro Pass: Only Groups 5/6/7/8 No Rolls *The Salto/Aerial must be in a different connection or isolated	1 C Dance element allowed	A (5) 0.1
				Restricted C or higher skills may not be attempted no VP / no SR / 0.5 off SV	B (1) 0.3

5A

1B

LEVEL 6 SPECIAL REQ 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV *Missing*

____ .3 ea -B VP

____ .1 ea -A VP

____ .5 ea -SR

____ .5 ea -'RE'

__End ≠ Music .1 __MM ≠ Relate ↑.3 __Footwrk ↑.3 __Dyn ↑.2

__End ≠ 1 sec.05 C__P__E__Art ↑.3 __Posture ↑.3 __Rhy ↑.2

5A

1B

LEVEL 6 SPECIAL REQ 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV *Missing*

____ .3 ea -B VP

____ .1 ea -A VP

____ .5 ea -SR

____ .5 ea -'RE'

__End ≠ Music .1 __MM ≠ Relate ↑.3 __Footwrk ↑.3 __Dyn ↑.2

__End ≠ 1 sec.05 C__P__E__Art ↑.3 __Posture ↑.3 __Rhy ↑.2

5A

1B

LEVEL 6 SPECIAL REQ 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV *Missing*

____ .3 ea -B VP

____ .1 ea -A VP

____ .5 ea -SR

____ .5 ea -'RE'

__End ≠ Music .1 __MM ≠ Relate ↑.3 __Footwrk ↑.3 __Dyn ↑.2

__End ≠ 1 sec.05 C__P__E__Art ↑.3 __Posture ↑.3 __Rhy ↑.2

FLOOR	DANCE PASSAGE	SR 1 & 2: Deduct 0.5 for each missing (1.0 max)	ALLOWED / RESTRICTED	VP
7	Must be 2 different Group 1 VP One must be a Leap with 180° split in cross or side	a. One Backward Salto connected, <i>min 2 direct flight skills</i> b. One Forward Salto: 1 or more skills c. One Salto stretched to land on 2 feet (<i>Bwd or Fwd</i>) d. Two Acro Passes	C Dance elements <i>unlimited</i> = B	A (5) 0.1
			Restricted C Acro or any D/E may not be attempted or performed = no VP / no SR / 0.5 off SV	B (2) 0.3

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea
a - Backward Salto - <i>Min 2 flight skills</i>
b - Forward Salto - <i>Min 1 skill</i>
c - Salto stretched to 2-feet
d - Two acro passes
Dance Passage 180° Leap
Full Turn on 1 foot

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

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2
 ___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea
a - Backward Salto - <i>Min 2 flight skills</i>
b - Forward Salto - <i>Min 1 skill</i>
c - Salto stretched to 2-feet
d - Two acro passes
Dance Passage 180° Leap
Full Turn on 1 foot

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

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2
 ___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea
a - Backward Salto - <i>Min 2 flight skills</i>
b - Forward Salto - <i>Min 1 skill</i>
c - Salto stretched to 2-feet
d - Two acro passes
Dance Passage 180° Leap
Full Turn on 1 foot

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

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2
 ___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

FLOOR	DANCE PASSAGE	SR 1 & 2: Deduct 0.5 for each missing (1.0 max)	ALLOWED / RESTRICTED	VP
7	Must be 2 different Group 1 VP One must be a Leap with 180° split in cross or side	a. One Backward Salto connected, <i>min 2 direct flight skills</i> b. One Forward Salto: 1 or more skills c. One Salto stretched to land on 2 feet (<i>Bwd or Fwd</i>) d. Two Acro Passes	C Dance elements <i>unlimited</i> = B	A (5) 0.1
			Restricted C Acro or any D/E may not be attempted or performed = no VP / no SR / 0.5 off SV	B (2) 0.3

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea	
a - Backward Salto - <i>Min 2 flight skills</i>	
b - Forward Salto - <i>Min 1 skill</i>	
c - Salto stretched to 2-feet	
d - Two acro passes	
Dance Passage 180° Leap	
Full Turn on 1 foot	

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

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2
 ___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea	
a - Backward Salto - <i>Min 2 flight skills</i>	
b - Forward Salto - <i>Min 1 skill</i>	
c - Salto stretched to 2-feet	
d - Two acro passes	
Dance Passage 180° Leap	
Full Turn on 1 foot	

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

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2
 ___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

5A

2B

LEVEL 7 SPECIAL REQ 0.5 ea	
a - Backward Salto - <i>Min 2 flight skills</i>	
b - Forward Salto - <i>Min 1 skill</i>	
c - Salto stretched to 2-feet	
d - Two acro passes	
Dance Passage 180° Leap	
Full Turn on 1 foot	

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

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2
 ___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

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

4A

4B

10.0 SV

___ B VP 0.3
___ A VP 0.1
___ SR 0.5
___ RE 0.5

SPECIAL REQ 0.5 ea

2-Salto Acro Pass

3 Different Saltos

Dance Passage, 180° leap

Dismount A Salto

___ Dance ≠ CL ↑.2 No 3 'A' saltos 0.3

___ Acro ≠ CL ↑.2 No B Turn 0.2

___ Last salto ≠ CL ↑.1 F/S & B saltos 0.1

___ Spatial use ↑.1 >2ea Λ or ИW 0.1

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

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

4A

4B

10.0 SV

___ B VP 0.3
___ A VP 0.1
___ SR 0.5
___ RE 0.5

SPECIAL REQ 0.5 ea

2-Salto Acro Pass

3 Different Saltos

Dance Passage, 180° leap

Dismount A Salto

___ Dance ≠ CL ↑.2 No 3 'A' saltos 0.3

___ Acro ≠ CL ↑.2 No B Turn 0.2

___ Last salto ≠ CL ↑.1 F/S & B saltos 0.1

___ Spatial use ↑.1 >2ea Λ or ИW 0.1

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

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

4A

4B

10.0 SV

___ B VP 0.3
___ A VP 0.1
___ SR 0.5
___ RE 0.5

SPECIAL REQ 0.5 ea

2-Salto Acro Pass

3 Different Saltos

Dance Passage, 180° leap

Dismount A Salto

___ Dance ≠ CL ↑.2 No 3 'A' saltos 0.3

___ Acro ≠ CL ↑.2 No B Turn 0.2

___ Last salto ≠ CL ↑.1 F/S & B saltos 0.1

___ Spatial use ↑.1 >2ea Λ or ИW 0.1

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

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

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

4A

4B

10.0 SV

___ B VP 0.3

___ A VP 0.1

___ SR 0.5

___ RE 0.5

___ Dance ≠ CL ↑.2

___ Acro ≠ CL ↑.2

___ Last salto ≠ CL ↑.1

___ Spatial use ↑.1

SPECIAL REQ 0.5 ea

2-Salto Acro Pass

3 Different Saltos

Dance Passage, 180° leap

Dismount A Salto

No 3 'A' saltos 0.3

No B Turn 0.2

F/S & B saltos 0.1

>2ea Λ or ИW 0.1

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

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

4A

4B

10.0 SV

___ B VP 0.3

___ A VP 0.1

___ SR 0.5

___ RE 0.5

___ Dance ≠ CL ↑.2

___ Acro ≠ CL ↑.2

___ Last salto ≠ CL ↑.1

___ Spatial use ↑.1

SPECIAL REQ 0.5 ea

2-Salto Acro Pass

3 Different Saltos

Dance Passage, 180° leap

Dismount A Salto

No 3 'A' saltos 0.3

No B Turn 0.2

F/S & B saltos 0.1

>2ea Λ or ИW 0.1

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

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

4A

4B

10.0 SV

___ B VP 0.3

___ A VP 0.1

___ SR 0.5

___ RE 0.5

___ Dance ≠ CL ↑.2

___ Acro ≠ CL ↑.2

___ Last salto ≠ CL ↑.1

___ Spatial use ↑.1

SPECIAL REQ 0.5 ea

2-Salto Acro Pass

3 Different Saltos

Dance Passage, 180° leap

Dismount A Salto

No 3 'A' saltos 0.3

No B Turn 0.2

F/S & B saltos 0.1

>2ea Λ or ИW 0.1

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

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

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

3A 4B 1C (D/E)

9.7 SV	+CV	___	+D/E*	___	SPECIAL REQ 0.5 each
		___	VP	___	2-Salto Acro Pass
		___	SR	0.5	3 Different Saltos
		___	RE'	0.5	Dance Passage 180° leap
		___	Dance ≠CL	↑.2	Dismount B Salto
		___	Acro ≠CL	↑.2	No B Salto 0.3
		___	Last salto ≠CL	↑.1	No B Turn 0.2
		___	Spatial use	↑.1	F/S & Bwd saltos 0.1
		___			>2ea Λ or IW 0.1

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

3A 4B 1C (D/E)

9.7 SV	+CV	___	+D/E*	___	SPECIAL REQ 0.5 each
		___	VP	___	2-Salto Acro Pass
		___	SR	0.5	3 Different Saltos
		___	RE'	0.5	Dance Passage 180° leap
		___	Dance ≠CL	↑.2	Dismount B Salto
		___	Acro ≠CL	↑.2	No B Salto 0.3
		___	Last salto ≠CL	↑.1	No B Turn 0.2
		___	Spatial use	↑.1	F/S & Bwd saltos 0.1
		___			>2ea Λ or IW 0.1

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

3A 4B 1C (D/E)

9.7 SV	+CV	___	+D/E*	___	SPECIAL REQ 0.5 each
		___	VP	___	2-Salto Acro Pass
		___	SR	0.5	3 Different Saltos
		___	RE'	0.5	Dance Passage 180° leap
		___	Dance ≠CL	↑.2	Dismount B Salto
		___	Acro ≠CL	↑.2	No B Salto 0.3
		___	Last salto ≠CL	↑.1	No B Turn 0.2
		___	Spatial use	↑.1	F/S & Bwd saltos 0.1
		___			>2ea Λ or IW 0.1

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

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

3A 4B 1C (D/E)

9.7 SV	+CV	___	+D/E*	___	SPECIAL REQ 0.5 each
		___	VP	___	2-Salto Acro Pass
		___	SR	0.5	3 Different Saltos
		___	RE'	0.5	Dance Passage 180° leap
		___	Dance ≠CL	↑.2	Dismount B Salto
		___	Acro ≠CL	↑.2	No B Salto 0.3
		___	Last salto ≠CL	↑.1	No B Turn 0.2
		___	Spatial use	↑.1	F/S & Bwd saltos 0.1
		___			>2ea Λ or IW 0.1

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

3A 4B 1C (D/E)

9.7 SV	+CV	___	+D/E*	___	SPECIAL REQ 0.5 each
		___	VP	___	2-Salto Acro Pass
		___	SR	0.5	3 Different Saltos
		___	RE'	0.5	Dance Passage 180° leap
		___	Dance ≠CL	↑.2	Dismount B Salto
		___	Acro ≠CL	↑.2	No B Salto 0.3
		___	Last salto ≠CL	↑.1	No B Turn 0.2
		___	Spatial use	↑.1	F/S & Bwd saltos 0.1
		___			>2ea Λ or IW 0.1

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

3A 4B 1C (D/E)

9.7 SV	+CV	___	+D/E*	___	SPECIAL REQ 0.5 each
		___	VP	___	2-Salto Acro Pass
		___	SR	0.5	3 Different Saltos
		___	RE'	0.5	Dance Passage 180° leap
		___	Dance ≠CL	↑.2	Dismount B Salto
		___	Acro ≠CL	↑.2	No B Salto 0.3
		___	Last salto ≠CL	↑.1	No B Turn 0.2
		___	Spatial use	↑.1	F/S & Bwd saltos 0.1
		___			>2ea Λ or IW 0.1

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

FLOOR	BONUS	0.1	0.2	0.1	0.2	BONUS +0.1	VP
10	Acro Direct:	BB AC AAC	BC AD AAD	2 Dance / Mix	CC BD CD	10.0 SV, all SR & VP, ≥ 0.6 bonus, at least 1 "E" Acro = +0.1 bonus	A (3) 0.1 B (3) 0.3 C (2) 0.5
	Acro Indirect:	B--C A--D AA--C	C--C B--D A--E AA--D	D-salto + A-jump		Do not add into SV	
	<i>Only Saltos and Aerials may be used for CV</i>			<i>No CV for a turn followed by a jump</i>			

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

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

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

FLOOR	BONUS	0.1	0.2	0.1	0.2	BONUS +0.1	VP
10	Acro Direct:	BB AC AAC	BC AD AAD	2 Dance / Mix	CC BD CD	10.0 SV, all SR & VP, ≥ 0.6 bonus,	A (3) 0.1
	Acro Indirect:	B--C A--D AA--C	C--C B--D A--E AA--D	D-salto + A-jump		at least 1 "E" Acro = +0.1 bonus	B (3) 0.3
	<i>Only Saltos and Aerials may be used for CV</i>			<i>No CV for a turn followed by a jump</i>		Do not add into SV	C (2) 0.5

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

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

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