

<p><b>BM</b></p> <p><b>1N</b></p> <p>Warm Up 0:30 Routine Time 0:30</p>	<p><b>Dance - Add'l A VP (X Skills)</b> Split jump/leap/straddle (min 45°) Tuck / straight jump w ¼ turn</p> <p><b>Turns:</b> Pivot, 1/2 turn on 1 foot (any technique), Fwd or bwd swing, Squat, Toe flick ½ turn</p>	<p><b>Acro - Add'l A VP (X Skills)</b> Lever to touch beam Partial HS (lead leg &lt;45° from vert) Cross /side HS to vert (no hold) Push to bridge (1s) Candlestick roll</p>	<p><b>Dismounts - Add'l A VP (X Skills)</b> Cartwheel to partial HS Stretch/tuck/straddle jump (90°+) Jump w 180° or 360° of rotation Knee Scale Whip</p>	<p><b>Fall Time 0:45</b> All mounts = A VP if not in skill chart</p> <p><b>No B or higher VP</b> <b>No salto/aerial dismounts</b></p>
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**Add'l X skills:** Toe flip drop knee sit, Fwd/S releve kick (1s), Needle kick (120°+), Arabesque (L1N-2N/BN only), Prone position (2s), Splits (2s), Knee scale (2s), Whip sqt stand

**Requirements (0.5 Each)**

- Pivot or Squat Turn
- Stretch Jump
- 2s hold on 1 leg
- Dsmt (no salto/aerial)

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

B+ (restricted)                      0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<p><b>BM</b> <b>2N/BN</b> Warm Up 0:30 Routine Time 0:35</p>	<p><b>Dance - Add'l A VP (X Skills)</b> Split jump/leap/straddle (min 45°) Tuck / straight jump w ¼ turn</p> <p><b>Turns:</b> Pivot, 1/2 turn on 1 foot (any technique), Fwd or bwd swing, Squat, Toe flick ½ turn</p>	<p><b>Acro - Add'l A VP (X Skills)</b> Lever to touch beam Partial HS (lead leg &lt;45° from vert) Cross /side HS to vert (no hold) Push to bridge (1s) Candlestick roll</p>	<p><b>Dismounts - Add'l A VP (X Skills)</b> Cartwheel to partial HS Stretch/tuck/straddle jump (90°+) Jump w 180° or 360° of rotation Knee Scale Whip</p>	<p><b>Fall Time 0:45</b> All mounts = A VP if not in skill chart</p> <p><b>B split leaps/jump ok, other B+ restrict</b> <b>No salto/aerial dismounts</b></p>
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**Add'l X skills:** Toe flip drop knee sit, Fwd/S releve kick (1s), Needle kick (120°+), Arabesque (LIN-2N/BN only), Prone position (2s), Splits (2s), Knee scale (2s), Whip sqt stand

**Requirements (0.5 Each)**

- ½ turn - 1 foot
- Leap or Jump - No MIN split
- HS - lead leg min 45° from vert, 2<sup>nd</sup> leg must leave BM
- Dsmt (no salto/aerial)

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

B+ (if restricted)                      0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<p><b>BM</b></p> <p><b>SN</b></p> <p>Warm Up 0:45</p> <p>Routine Time 0:45</p>	<p><b>Dance - Add'l A VP (X Skills)</b> Split jump/leap/straddle (min 45°) Tuck / straight jump w ¼ turn</p> <p><b>Turns:</b> Pivot, 1/2 turn on 1 foot (any technique), Fwd or bwd swing, Squat, Toe flick ½ turn</p>	<p><b>Acro - Add'l A VP (X Skills)</b> Partial HS (lead leg &lt; 45° from vert) Cross /side HS to vert (no hold) Push to bridge (1s) Candlestick roll</p>	<p><b>Dismounts - Add'l A VP (X Skills)</b> Cartwheel to partial HS Knee Scale Whip</p>	<p><b>Fall Time 0:45</b> All mounts = A VP if not in skill chart</p> <p><b>B split leaps/jumps ok, other B+ restrict</b></p>
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**Add'l X Skills:** Toe flip drop knee sit, Fwd/Swd releve kick (1s), Needle kick (120°+), Prone position (2s), Splits (2s), Knee scale (2s), Whip squat stand

**Requirements (0.5 Each)**

- Min ½ turn - 1 foot
- Leap or Jump (Iso or Series) - No MIN split
- Acro VP (excl X-skill Lever)
- Dsmt (No jumps)

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

B+ (if restricted)                      0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<p><b>BM</b></p> <p><b>3N</b></p> <p>Warm Up 0:45 Routine Time 0:45</p>	<p><b>Dance - Add'l A VP (X Skills)</b> Split jump/leap/straddle (min 45°) Tuck / straight jump w ¼ turn</p> <p><b>Turns:</b> Pivot, 1/2 turn on 1 foot (any technique), Fwd or bwd swing, Squat, Toe flick ½ turn</p>	<p><b>Acro - Add'l A VP (X Skills)</b> Partial HS (lead leg &lt;45° from vert) Cross /side HS to vert (no hold) Push to bridge (1s) Candlestick roll</p>	<p><b>Dismounts - Add'l A VP (X Skills)</b> Cartwheel to partial HS Knee Scale Whip</p>	<p><b>Fall Time 0:45</b> All mounts = A VP if not in skill chart</p> <p><b>*Move thru or achieve vert. If HS, no hold req &amp; mark vert w legs joined</b></p> <p><b>B split leaps/jumps ok</b> <b>Other B+ restrict</b></p>
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**Add'l X Skills:** Toe flip drop knee sit, Fwd/Swd releve kick (1s), Needle kick (120°+), Prone position (2s), Splits (2s), Knee scale (2s), Whip squat stand

**Requirements (0.5 Each)**

- Min ½ turn - 1 foot
- Leap/Jump ≥60° split - (Iso or Series)
- \*Acro VP (see descr above)
- Dsmt (No jumps)

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

B+ (if restricted)                      0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<p><b>BM</b> <b>4N</b> Warm Up 1:00 Routine Time 1:00</p>	<p><b>Dance - Add'l A VP (X Skills)</b> Split jump/leap/straddle (min 45°) Tuck / straight jump w ¼ turn  <b>Turns:</b> Pivot, 1/2 turn on 1 foot (any technique), Fwd or bwd swing, Squat, Toe flick ½ turn</p>	<p><b>Acro - Add'l A VP (X Skills)</b> Partial HS (lead leg &lt;45° from vert) Cross /side HS to vert (no hold) Push to bridge (1s) Candlestick roll</p>	<p><b>Dismounts - Add'l A VP (X Skills)</b> Cartwheel to partial HS Knee Scale Whip</p>	<p><b>Fall Time 0:45</b> All mounts = A VP if not in skill chart  *Move thru or achieve vert. If HS, no hold req &amp; mark vert w legs joined <b>B dance &amp; B non-flt acro ok</b> <b>Other B+ restricted</b></p>
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**Add'l X Skills:** Toe flip drop knee sit, Fwd/Swd releve kick (1s), Needle kick (120°+), Prone position (2s), Splits (2s), Knee scale (2s), Whip squat stand

**Requirements (0.5 Each)**

- Min ½ turn - 1 foot
- Leap/Jump ≥90° split - (Iso or Series)
- \*Acro VP (see descr above)
- Dsmt (No jumps)

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

B+ (if restricted)                      0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<h1>BM</h1> <h1>GN</h1> <p>Warm Up 1:00 Routine Time 1:00</p>	<p><b>Dance - Add'1 A VP (X Skills)</b> Split jump/leap/straddle (min 45°) Tuck / straight jump w ¼ turn</p> <p><b>Turns:</b> Pivot, 1/2 turn on 1 foot (any technique), Fwd or bwd swing, Squat, Toe flick ½ turn</p>	<p><b>Acro - Add'1 A VP (X Skills)</b> Partial HS (lead leg &lt;45° from vert) Cross /side HS to vert (no hold) Push to bridge (1s) Candlestick roll</p>	<p><b>Dismounts - Add'1 A VP (X Skills)</b> Cartwheel to partial HS Knee Scale Whip</p>	<p><b>Fall Time 0:45</b> All mounts = A VP if not in skill chart *HS Exception - hold NOT req for VP/SR credit if VERT &amp; legs joined *one VP moves <b>thru vertical</b> (HS is not "thru vert")</p> <p><b>B dance &amp; B flt acro ok</b> <b>Other B+ restricted</b></p>
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**Add'l X Skills:** Toe flip drop knee sit, Fwd/Swd releve kick (1s), Needle kick (120°+), Prone position (2s), Splits (2s), Knee scale (2s), Whip squat stand

**Requirements (0.5 Each)**

- Min Full turn - 1 foot
- Leap/Jump ≥90° split - (Iso or Series)
- \*2 Acro VP - (1) **thru vert** - (Iso or Series)
- Dsmt (No jumps)

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

B+ (if restricted) \*      0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<p><b>BM</b></p> <p><b>5N</b></p> <p>Warm Up 1:00</p> <p>Routine Time 1:00</p>	<p><b>NO X-SKILLS ALLOWED</b></p> <p><b>A/B VP allowed</b></p> <p><b>C + skills restricted</b></p>	<p><b>Fall Time 0:45</b></p> <p>All mounts = A VP if not in skill chart</p> <p><b>*Rolls ok if move thru vert w hand support (ex: handstand fwd roll or back extension roll)</b></p> <p><b>**Up to 1/2 twist allowed in salto dismount</b></p>
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**Requirements (0.5 Each)**

- Min Full turn - 1 foot
- Leap/Jump  $\geq 120^\circ$  split - (Iso or Series)
- \*Acro VP - Bkwd Acro or any B Acro (see descr above)
- \*\*Min A Dsmt

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

B = A VP credit

C+ (restricted)

0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<p><b>BM</b> <b>6N</b> Warm Up 1:30 Routine Time 1:15</p>	<p><b>NCAA Adopted Skill Values:</b> Straddle pike/split jmp w a 1/4 turn C</p>	<p><b>A/B VP &amp; 1 C dance ok</b>  <b>C+ Acro &amp; D/E restrict</b></p>	<p><b>Fall Time 0:45</b> All mounts = A VP if not in skill chart  *Series awarded regardless of # of attempts  Up to 1/1 twist allowed in dismount</p>
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**Requirements (0.5 Each)**

- Min Full turn - 1 foot
- Leap/Jump  $\geq 150^\circ$  split - (Iso or Series)
- \*Acro series (non flt/direct)  
OR 1 flt ele (Iso or Series)
- \*\*Min A Salto/Aerial Dsmt

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

C+ (when restricted)\*      0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<p><b>BM</b></p> <p><b>PN</b></p> <p>Warm Up 1:30</p> <p>Routine Time 1:30</p>	<p><b>NCAA Adopted Skill Values:</b> Straddle pike/split jump w a 1/4 turn C</p>	<p>A/B VP &amp; C dance ok</p> <p>C+ Acro &amp; D/E restrict</p>	<p><b>Fall Time 0:45</b> All mounts = A VP if not in skill chart</p> <p>Series awarded regardless of # of attempts</p> <p><b>*Note: SR3 may be isolated or in series (Example: Cartwheel and Backward roll fulfills the special requirement.)</b></p>
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**Requirements (0.5 Each)**

- Min Full turn - 1 foot
- Leap/Jump  $\geq 150^\circ$  split - (Iso or Series)
- \*2 Acro non-flt VP/1 thru VERT (Iso or in series) **OR** (1) B Acro VP (flight or non-flt) (Iso or Series)
- Min A Dsmt

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

C+ (when restricted)\*      0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<p><b>BM</b></p> <p><b>7N</b></p> <p>Warm Up 1:30</p> <p>Routine Time 1:15</p>	<p><b>NCAA Adopted Skill Values:</b> Straddle pike/split jump w a 1/4 turn C</p>	<p><b>A/B VP &amp; C dance ok</b></p> <p><b>C+ Acro &amp; D/E restricted</b></p>	<p><b>Fall Time 0:45</b></p> <p>All mounts = A VP if not in skill chart</p> <p>Series awarded regardless of # of attempts *SR3 Acro Series may consist of (1) or (2) Acro Flight. Example 1: BWO+BWO and BHS Example 2: FWO, BHS Example 3: BHS, BHS</p>
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**Requirements (0.5 Each)**

- Min Full turn 1- foot
- Leap/Jump  $\geq 180^\circ$  split - (Iso or Series)
- \*Acro Series & 1-B flt (flt may be included in series)
- Min A Salto/Aerial Dsmt

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

C+ (when restricted)\*      0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<p><b>BM</b></p> <p><b>8N</b></p> <p>Warm Up 2:00</p> <p>Routine Time 1:30</p>	<p><b>NCAA Adopted Skill Values:</b> Straddle pike/split jmp w a 1/4 turn C</p> <p><b>Salto bwd lay w step-out D</b></p>	<p><b>A/B VP , C dance &amp; 1-C Acro ok:</b> <b>BWD Lay step out (D) ok = 1-C acro noted above</b></p> <p><b>Add'l C acro &amp; other D/E restricted.</b></p>	<p><b>Fall Time 0:45</b> All mounts = A VP if not in skill chart</p> <p style="background-color: #f8d7da;">Series awarded regardless of # of attempts</p>
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**Requirements (0.5 Each)**

- Min Full turn - 1 foot
- Leap/Jump Series - Min 2 VP  
- Min (1) 180° split
- Acro Series w min 1 ft
- Min A Salto/Aerial Dsmt

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

C+ (when restricted)\*      0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<p><b>BM</b></p> <p><b>DN</b></p> <p>Warm Up 2:00 Routine Time 1:30</p>	<p><b>NCAA Adopted Skill Values</b>                  Straddle pike/split jump w a 1/4 turn <b>C</b>                  Ring or Stag-ring leap/jump (rear leg @ head) <b>D</b>                  Tourjete 1/4 <b>E</b> Switch side leap 1/4 <b>E</b>                  Double turn on 1 foot or double wolf turn <b>E</b>                  Salto fwd take off from 1 or 2 legs to a sit <b>D</b>                  Salto bwd lay w step-out <b>D</b>                  Salto 2 ft bwd lay thru vert then pike down to 2 ft <b>D</b></p>	<p><b>Dismount NCAA Adopted Skill Values</b>                  Gainer front lay w 1/1 off side <b>C</b>                  Salto fwd tucked or lay w 1 1/2 twist (off 2 ft) <b>D</b>                  Double full twist <b>D</b>                  Gainer salto tucked or lay w 1 1/2 twist to side <b>D</b>                  Gainer salto tucked w 1/1 twist off end <b>D</b>                  Salto fwd lay w 2/1 twist (off two feet) <b>E</b>                  Gainer salto bwd lay w 2/1 or 2 1/2 twist to side <b>E</b></p>	<p><b>Fall Time 0:45</b>                  All mounts = A VP if not in skill chart</p> <p>Series awarded regardless of # of attempts                  *SR3 Acro Series may consist of (1) or (2)                  Acro Flight. Example 1: BWO+BWO and                  BHS Example 2: FWO, BHS Example 3:                  BHS, BHS</p> <p><b>A/B/C VP , D/E dance, 1 D/E acro ok</b>  <b>Add'l D/E acro VP restricted</b></p>
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**Requirements (0.5 Each)**

- Min Full turn - 1 foot
- Leap/Jump Series - Min 2 VP - Min (1) 180° split
- Acro Series & 1-B flt (flt may be incl in series)
- Min A Salto/Aerial Dsmt

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

D+ (when restricted)\*      0.5 off SV

SV	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<p><b>BM</b> <b>9N</b> Warm Up 2:00 Routine Time 1:30</p>	<p><b>NCAA Adopted Dance &amp; Acro Skill VP</b> Straddle pike/split jump w 1/4 turn <b>C</b> Ring or Stag-ring leap/jump <b>D</b> Tourjete w 1/4 turn <b>E</b> Switch side leap w 1/4 turn <b>E</b> Double turn on 1 foot <b>E</b> Double Wolf turn <b>E</b></p> <p>Fwd salto from 1 or 2 legs to a sit <b>D</b> Bwd lay w step-out <b>D</b> Bwd lay thru vert then pike down to 2 ft <b>D</b></p>	<p><b>NCAA Adopted Dismounts Skill VP</b> Gainer front lay w 1/1 tw off side <b>C</b> Salto fwd tucked or lay w 1 1/2 twist (off 2 ft) <b>D</b> Double full <b>D</b> Gainer salto tucked or lay w 1 1/2 twist to side <b>D</b> Gainer salto tucked w 1/1 twist off end <b>D</b> Salto fwd lay w 2/1 twist (off two feet) <b>E</b> Gainer bwd lay w 2/1 or 2 1/2 twist to side <b>E</b></p> <p><b>Note: One (1) VP MAY fulfill more than one (1) SR</b></p>	<p><b>Bonus</b> <b>Acro (ex dsmt):</b> <u>BC<sup>salto</sup>+1</u> <u>CC+2</u> <b>Acro (triple, mt/dsmt ok):</b> <u>BBC+1</u> <u>BCC+3</u> <i>if triple acro has one C VP (excl dsmt series), receives 0.1 add'l CV</i></p> <p><b>Dance/Mix (ex dsmt):</b> <u>BC+1</u> <u>CC+2</u> <b>Turn Only:</b> <u>AC+1</u></p> <p><b>Dsmt CV:</b> <u>B<sup>acro</sup>+C<sup>dsmt</sup></u> / <u>C<sup>dance</sup>+C<sup>dsmt</sup>+1</u> <i>Note: non flt B acro ok for dismount CV</i></p>	<p><b>Bonus Cont'd</b> Front aerial / Lay Step out in BHS series*, treat element as C for CV but award DV *BHS series incl BHS SO, 2ft, Gainer, or Swing down</p> <p>All mounts = A VP if not in skill chart <b>Series awarded regardless of # of attempts</b> <b>A/B/C VP, D/E dance, 2 D acro or 1E &amp; 1D acro ok, Add'l D/E acro VP restricted</b></p>
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**Requirements (0.5 Each)**

- Min Full turn - 1 foot
- Dance/Mix series, dance ≥180° split
- Acro Series w min 2 B flt
- Dsmt Min B Salto/Aerial or min C Acro - A Salto

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

D+ (when restricted)\* 0.5 off SV

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

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

<b>SV (9.7 base)</b>	
Execution	_____
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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

<p><b>BM</b> <b>10N</b> Warm Up 2:00 Routine Time 1:30</p>	<p><b>NCAA Adopted Dance &amp; Acro Skill VP</b> Straddle pike/split jump w 1/4 turn <b>C</b> Ring or Stag-ring leap/jump <b>D</b> Tourjete w 1/4 turn <b>E</b> Switch side leap w 1/4 turn <b>E</b> Double turn on 1 foot <b>E</b> Double Wolf turn <b>E</b>  Fwd salto from 1 or 2 legs to a sit <b>D</b> Bwd lay w step-out <b>D</b> Bwd lay thru vert then pike down to 2 ft <b>D</b></p>	<p><b>NCAA Adopted Dismounts Skill VP</b> Gainer front <b>lay</b> w 1/1 tw off side <b>C</b> Salto fwd tucked or lay w 1 1/2 twist (off 2 ft) <b>D</b> Double full <b>D</b> Gainer salto tucked or lay w 1 1/2 twist to side <b>D</b> Gainer salto tucked w 1/1 twist off end <b>D</b> Salto fwd lay w 2/1 twist (off two feet) <b>E</b> Gainer bwd lay w 2/1 or 2 1/2 twist to side <b>E</b>  <b>Note: One (1) VP MAY fulfill more than one (1) SR</b></p>	<p><b>Connection Bonus</b> <b>Acro (ex dsmt):</b> <u>AD +1</u> <u>CC BD +2</u> <u>DD +3</u> <b>Acro (triple, mt/dsmt ok):</b> <u>BBC +1</u> <u>BCC BBD +3</u> <i>if triple acro has one C VP (excl dsmt series), receives 0.1 add'l CV</i>  <b>Dance/Mix (ex dsmt):</b> <u>AD BC +1</u> <u>BD CC +2</u> <u>CD DD +3</u>  <b>Turn Only:</b> <u>AC +1</u>  <b>Dsmt CV:</b> <u>B<sup>acro</sup>+C<sup>dsmt</sup></u> / <u>C<sup>dance</sup>+C<sup>dsmt</sup> +1</u> <i>Note: non flt B acro ok for dismount CV</i></p>	<p><b>Bonus Cont'd</b> Front aerial / Lay Step out in BHS series*, treat element as C for CV but award DV *BHS series incl BHS SO, 2ft, Gainer, or Swing down  All mounts = A VP if not in skill chart <b>Series awarded regardless of # of attempts</b>  Add'l E acro bonus given when: E Acro, +0.70 CV+DV &amp; 10.0 SV achieved</p>
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**UTL If no CV in acro series -> add'l D/E acro or E dance req (incl mt/dsmt). D/E acro dir to dsmt will not fulfill UTL. If series completed but CV not awarded due to fall, no UTL taken**

**Requirements (0.5 Each)**

- Min Full turn - 1 foot
- Dance/Mix series, dance ≥180° split
- Acro Series, min 2 flt w C VP or Group 7 'A'+E' — (May include Mounts)
- Dsmt Min C Salto/Aerial

**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, 10+1 max)</b>	
Execution	_____
<b>UTL</b>	0.1
No Bwd Acro	0.1
No Fwd/Swd Acro	0.1
Artistry	/ 3
Dynamics	/ 2
Sureness	/ 2
Footwork	/ 3
Rhythm Throughout	/ 2

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