

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

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

XB SPECIAL REQ 0.5 ea

Mount - Low Bar

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

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

XB SPECIAL REQ 0.5 ea

Mount - Low Bar

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

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

XB SPECIAL REQ 0.5 ea

Mount - Low Bar

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

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

XB SPECIAL REQ 0.5 ea

Mount - Low Bar

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

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

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

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

XB SPECIAL REQ 0.5 ea

Mount - Low Bar

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

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

XB SPECIAL REQ 0.5 ea

Mount - Low Bar

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

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

XB SPECIAL REQ 0.5 ea

Mount - Low Bar

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

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

XB SPECIAL REQ 0.5 ea

Mount - Low Bar

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

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

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

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

XS SPECIAL REQ 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

XS SPECIAL REQ 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

XS SPECIAL REQ 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

XS SPECIAL REQ 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

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

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

XS SPECIAL REQ 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

XS SPECIAL REQ 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

XS SPECIAL REQ 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

XS SPECIAL REQ 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle - No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2__

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

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

XG SPECIAL REQ 0.5 ea

Skill to clear support horizontal

- Not Mt/Dmt
- within 10° OK

360° Circle Not Mt/Dmt

2nd 360° Circle - Not Mt/Dmt

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

Dismount HB

10.0 SV

<u>.1 ea</u>	-A VP
<u>.5 ea</u>	-SR
<u>.5 ea</u>	'-RE'

___Dynamics ↑.2

XG SPECIAL REQ 0.5 ea

Skill to clear support horizontal

- Not Mt/Dmt
- within 10° OK

360° Circle Not Mt/Dmt

2nd 360° Circle - Not Mt/Dmt

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- Same must be connected or 1LB / 1HB

Dismount HB

10.0 SV

<u>.1 ea</u>	-A VP
<u>.5 ea</u>	-SR
<u>.5 ea</u>	'-RE'

___Dynamics ↑.2

XG SPECIAL REQ 0.5 ea

Skill to clear support horizontal

- Not Mt/Dmt
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360° Circle Not Mt/Dmt

2nd 360° Circle - Not Mt/Dmt

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

Dismount HB

10.0 SV

<u>.1 ea</u>	-A VP
<u>.5 ea</u>	-SR
<u>.5 ea</u>	'-RE'

___Dynamics ↑.2

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

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

XG SPECIAL REQ 0.5 ea

Skill to clear support horizontal

- Not Mt/Dmt
- within 10° OK

360° Circle Not Mt/Dmt

2nd 360° Circle - Not Mt/Dmt

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

Dismount HB

10.0 SV

<u>.1 ea</u>	-A VP
<u>.5 ea</u>	-SR
<u>.5 ea</u>	'-RE'

___Dynamics ↑.2

XG SPECIAL REQ 0.5 ea

Skill to clear support horizontal

- Not Mt/Dmt
- within 10° OK

360° Circle Not Mt/Dmt

2nd 360° Circle - Not Mt/Dmt

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

Dismount HB

10.0 SV

<u>.1 ea</u>	-A VP
<u>.5 ea</u>	-SR
<u>.5 ea</u>	'-RE'

___Dynamics ↑.2

XG SPECIAL REQ 0.5 ea

Skill to clear support horizontal

- Not Mt/Dmt
- within 10° OK

360° Circle Not Mt/Dmt

2nd 360° Circle - Not Mt/Dmt

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

Dismount HB

10.0 SV

<u>.1 ea</u>	-A VP
<u>.5 ea</u>	-SR
<u>.5 ea</u>	'-RE'

___Dynamics ↑.2

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

XP SPECIAL REQ 0.5 ea

Kip

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

360° Circle • Not Mt/Dmt

Dismount HB

10.0 SV

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

___Dynamics ↑.2

6A

1B

XP SPECIAL REQ 0.5 ea

Kip

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

360° Circle • Not Mt/Dmt

Dismount HB

10.0 SV

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

___Dynamics ↑.2

6A

1B

XP SPECIAL REQ 0.5 ea

Kip

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

360° Circle • Not Mt/Dmt

Dismount HB

10.0 SV

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

___Dynamics ↑.2

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

XP SPECIAL REQ 0.5 ea

Kip

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

360° Circle • Not Mt/Dmt

Dismount HB

10.0 SV

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

___Dynamics ↑.2

6A

1B

XP SPECIAL REQ 0.5 ea

Kip

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

360° Circle • Not Mt/Dmt

Dismount HB

10.0 SV

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

___Dynamics ↑.2

6A

1B

XP SPECIAL REQ 0.5 ea

Kip

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

360° Circle • Not Mt/Dmt

Dismount HB

10.0 SV

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

___Dynamics ↑.2

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

5A

2B

XD SPECIAL REQ 0.5 ea

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

360° B Circle - Not Mt/Dmt

Additional B Skill

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

Dismount HB - Salto or Hecht

• or any B dismount from HB

10.0 SV

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

___ Dynamics ↑.2

5A

2B

XD SPECIAL REQ 0.5 ea

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

360° B Circle - Not Mt/Dmt

Additional B Skill

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

Dismount HB - Salto or Hecht

• or any B dismount from HB

10.0 SV

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

___ Dynamics ↑.2

5A

2B

XD SPECIAL REQ 0.5 ea

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

360° B Circle - Not Mt/Dmt

Additional B Skill

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

Dismount HB - Salto or Hecht

• or any B dismount from HB

10.0 SV

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

___ Dynamics ↑.2

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

5A

2B

XD SPECIAL REQ 0.5 ea

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

360° B Circle - Not Mt/Dmt

Additional B Skill

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

Dismount HB - Salto or Hecht

• or any B dismount from HB

10.0 SV

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

___ Dynamics ↑.2

5A

2B

XD SPECIAL REQ 0.5 ea

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

360° B Circle - Not Mt/Dmt

Additional B Skill

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

Dismount HB - Salto or Hecht

• or any B dismount from HB

10.0 SV

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

___ Dynamics ↑.2

5A

2B

XD SPECIAL REQ 0.5 ea

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

360° B Circle - Not Mt/Dmt

Additional B Skill

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

Dismount HB - Salto or Hecht

• or any B dismount from HB

10.0 SV

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

___ Dynamics ↑.2

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

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



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

9.6 SV bonus		
___ BB (+0.1)	___ .5 ea	-C VP
___ C (+0.1)	___ .3 ea	-B VP
___ D (+0.1 max)	___ .1 ea	-A VP
	___ .5 ea	-SR
	___ .5 ea	'RE'
___ Dynamics ↑.2		

3A 3B 1C



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

9.6 SV bonus	Missing	
___ BB (+0.1)	___ .5 ea	-C VP
___ C (+0.1)	___ .3 ea	-B VP
___ D (+0.1 max)	___ .1 ea	-A VP
	___ .5 ea	-SR
	___ .5 ea	'RE'
___ Dynamics ↑.2		

3A 3B 1C



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

9.6 SV bonus	Missing	
___ BB (+0.1)	___ .5 ea	-C VP
___ C (+0.1)	___ .3 ea	-B VP
___ D (+0.1 max)	___ .1 ea	-A VP
	___ .5 ea	-SR
	___ .5 ea	'RE'
___ Dynamics ↑.2		

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

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



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

9.6 SV bonus
___ BB (+0.1) ___ .5 ea -C VP
___ C (+0.1) ___ .3 ea -B VP
___ D (+0.1 max) ___ .1 ea -A VP
___ ___ .5 ea -SR
___ ___ .5 ea -'RE'
___ Dynamics ↑.2

3A 3B 1C



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

9.6 SV bonus	Missing
___ BB (+0.1) ___ .5 ea -C VP	___ .5 ea -C VP
___ C (+0.1) ___ .3 ea -B VP	___ .3 ea -B VP
___ D (+0.1 max) ___ .1 ea -A VP	___ .1 ea -A VP
___ ___ .5 ea -SR	___ .5 ea -SR
___ ___ .5 ea -'RE'	___ .5 ea -'RE'
___ Dynamics ↑.2	

3A 3B 1C



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

9.6 SV bonus	Missing
___ BB (+0.1) ___ .5 ea -C VP	___ .5 ea -C VP
___ C (+0.1) ___ .3 ea -B VP	___ .3 ea -B VP
___ D (+0.1 max) ___ .1 ea -A VP	___ .1 ea -A VP
___ ___ .5 ea -SR	___ .5 ea -SR
___ ___ .5 ea -'RE'	___ .5 ea -'RE'
___ Dynamics ↑.2	

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

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

XB SPECIAL REQ 0.5 ea
1 Acro Skill <i>non-flight</i>
Leap or Jump <i>on BB</i>
½ Turn <i>on 1-2 feet</i>
Dismount <i>No Salto/Aerial</i>

10.0 SV

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

___ Sureness ↑.2 ___ Footwrk ↑.3 ___ Dynamic ↑.2
C___P___E___ Artistry ↑.3 ___ Posture ↑.3 ___ Rhythm ↑.2

XB SPECIAL REQ 0.5 ea
1 Acro Skill <i>non-flight</i>
Leap or Jump <i>on BB</i>
½ Turn <i>on 1-2 feet</i>
Dismount <i>No Salto/Aerial</i>

10.0 SV

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

___ Sureness ↑.2 ___ Footwrk ↑.3 ___ Dynamic ↑.2
C___P___E___ Artistry ↑.3 ___ Posture ↑.3 ___ Rhythm ↑.2

XB SPECIAL REQ 0.5 ea
1 Acro Skill <i>non-flight</i>
Leap or Jump <i>on BB</i>
½ Turn <i>on 1-2 feet</i>
Dismount <i>No Salto/Aerial</i>

10.0 SV

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

___ Sureness ↑.2 ___ Footwrk ↑.3 ___ Dynamic ↑.2
C___P___E___ Artistry ↑.3 ___ Posture ↑.3 ___ Rhythm ↑.2

XB SPECIAL REQ 0.5 ea
1 Acro Skill <i>non-flight</i>
Leap or Jump <i>on BB</i>
½ Turn <i>on 1-2 feet</i>
Dismount <i>No Salto/Aerial</i>

10.0 SV

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

___ Sureness ↑.2 ___ Footwrk ↑.3 ___ Dynamic ↑.2
C___P___E___ Artistry ↑.3 ___ Posture ↑.3 ___ Rhythm ↑.2

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

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

XB SPECIAL REQ 0.5 ea
1 Acro Skill <i>non-flight</i>
Leap or Jump <i>on BB</i>
½ Turn <i>on 1-2 feet</i>
Dismount <i>No Salto/Aerial</i>

10.0 SV

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

___ Sureness ↑.2 ___ Footwrk ↑.3 ___ Dynamic ↑.2
C___P___E___ Artistry ↑.3 ___ Posture ↑.3 ___ Rhythm ↑.2

XB SPECIAL REQ 0.5 ea
1 Acro Skill <i>non-flight</i>
Leap or Jump <i>on BB</i>
½ Turn <i>on 1-2 feet</i>
Dismount <i>No Salto/Aerial</i>

10.0 SV

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

___ Sureness ↑.2 ___ Footwrk ↑.3 ___ Dynamic ↑.2
C___P___E___ Artistry ↑.3 ___ Posture ↑.3 ___ Rhythm ↑.2

XB SPECIAL REQ 0.5 ea
1 Acro Skill <i>non-flight</i>
Leap or Jump <i>on BB</i>
½ Turn <i>on 1-2 feet</i>
Dismount <i>No Salto/Aerial</i>

10.0 SV

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

___ Sureness ↑.2 ___ Footwrk ↑.3 ___ Dynamic ↑.2
C___P___E___ Artistry ↑.3 ___ Posture ↑.3 ___ Rhythm ↑.2

XB SPECIAL REQ 0.5 ea
1 Acro Skill <i>non-flight</i>
Leap or Jump <i>on BB</i>
½ Turn <i>on 1-2 feet</i>
Dismount <i>No Salto/Aerial</i>

10.0 SV

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

___ Sureness ↑.2 ___ Footwrk ↑.3 ___ Dynamic ↑.2
C___P___E___ Artistry ↑.3 ___ Posture ↑.3 ___ Rhythm ↑.2

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

1.22.2026 D.Hanford

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

1.22.2026 D.Hanford

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

XS SPECIAL REQ 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

XG SPECIAL REQ 0.5 ea

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

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

1/1 Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

XG SPECIAL REQ 0.5 ea

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

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

1/1 Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

XG SPECIAL REQ 0.5 ea

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

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

1/1 Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

XG SPECIAL REQ 0.5 ea

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

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

1/1 Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

XG SPECIAL REQ 0.5 ea

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

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

1/1 Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

XG SPECIAL REQ 0.5 ea

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

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

1/1 Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

XP SPECIAL REQ 0.5 ea

1 Acro Series, *w/wo flight*

OR 1 Acro Flight Skill, *Iso or series*

Dance Series, 2 VP

AND 120° leap/jump *Iso or series*

Full Turn on 1 foot

Dismount

10.0 SV _____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

6A

1B

XP SPECIAL REQ 0.5 ea

1 Acro Series, *w/wo flight*

OR 1 Acro Flight Skill, *Iso or series*

Dance Series, 2 VP

AND 120° leap/jump *Iso or series*

Full Turn on 1 foot

Dismount

10.0 SV _____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

6A

1B

XP SPECIAL REQ 0.5 ea

1 Acro Series, *w/wo flight*

OR 1 Acro Flight Skill, *Iso or series*

Dance Series, 2 VP

AND 120° leap/jump *Iso or series*

Full Turn on 1 foot

Dismount

10.0 SV _____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

XP SPECIAL REQ 0.5 ea

1 Acro Series, *w/wo flight*

OR 1 Acro Flight Skill, *Iso or series*

Dance Series, 2 VP

AND 120° leap/jump *Iso or series*

Full Turn on 1 foot

Dismount

10.0 SV _____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

6A

1B

XP SPECIAL REQ 0.5 ea

1 Acro Series, *w/wo flight*

OR 1 Acro Flight Skill, *Iso or series*

Dance Series, 2 VP

AND 120° leap/jump *Iso or series*

Full Turn on 1 foot

Dismount

10.0 SV _____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

6A

1B

XP SPECIAL REQ 0.5 ea

1 Acro Series, *w/wo flight*

OR 1 Acro Flight Skill, *Iso or series*

Dance Series, 2 VP

AND 120° leap/jump *Iso or series*

Full Turn on 1 foot

Dismount

10.0 SV _____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

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

Maximum execution deductions: 4.0 Courtesy Score: 4.0

5A

2B

XD SPECIAL REQ 0.5 ea

1 Acro Series - *w/wo flight*

AND 1 Acro flight skill

Dance Series - 2 VP

AND 155° Leap/Jump

Full Turn on 1 foot

Dismount - *Salto or Aerial*

10.0 SV ___ .3 ea -B VP

 ___ .1 ea -A VP

 ___ .5 ea -SR

 ___ .5 ea -RE'

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

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

5A

2B

XD SPECIAL REQ 0.5 ea

1 Acro Series - *w/wo flight*

AND 1 Acro flight skill

Dance Series - 2 VP

AND 155° Leap/Jump

Full Turn on 1 foot

Dismount - *Salto or Aerial*

10.0 SV ___ .3 ea -B VP

 ___ .1 ea -A VP

 ___ .5 ea -SR

 ___ .5 ea -RE'

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

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

5A

2B

XD SPECIAL REQ 0.5 ea

1 Acro Series - *w/wo flight*

AND 1 Acro flight skill

Dance Series - 2 VP

AND 155° Leap/Jump

Full Turn on 1 foot

Dismount - *Salto or Aerial*

10.0 SV ___ .3 ea -B VP

 ___ .1 ea -A VP

 ___ .5 ea -SR

 ___ .5 ea -RE'

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

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

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

Maximum execution deductions: 4.0 Courtesy Score: 4.0

5A

2B

XD SPECIAL REQ 0.5 ea

1 Acro Series - *w/wo flight*

AND 1 Acro flight skill

Dance Series - 2 VP

AND 155° Leap/Jump

Full Turn on 1 foot

Dismount - *Salto or Aerial*

10.0 SV ___ .3 ea -B VP

 ___ .1 ea -A VP

 ___ .5 ea -SR

 ___ .5 ea -'RE'

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

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

5A

2B

XD SPECIAL REQ 0.5 ea

1 Acro Series - *w/wo flight*

AND 1 Acro flight skill

Dance Series - 2 VP

AND 155° Leap/Jump

Full Turn on 1 foot

Dismount - *Salto or Aerial*

10.0 SV ___ .3 ea -B VP

 ___ .1 ea -A VP

 ___ .5 ea -SR

 ___ .5 ea -'RE'

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

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

5A

2B

XD SPECIAL REQ 0.5 ea

1 Acro Series - *w/wo flight*

AND 1 Acro flight skill

Dance Series - 2 VP

AND 155° Leap/Jump

Full Turn on 1 foot

Dismount - *Salto or Aerial*

10.0 SV ___ .3 ea -B VP

 ___ .1 ea -A VP

 ___ .5 ea -SR

 ___ .5 ea -'RE'

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

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

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

3A 3B 1C

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

3A 3B 1C

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

3A 3B 1C

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

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

3A 3B 1C

X SAPPHIRE SR 0.5 ea

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

Dance Series - 2 VP

AND 180° Leap / Jump

Full Turn on 1 foot

B Dismount

or Acro flight to A salto/aerial

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

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

3A 3B 1C

X SAPPHIRE SR 0.5 ea

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

Dance Series - 2 VP

AND 180° Leap / Jump

Full Turn on 1 foot

B Dismount

or Acro flight to A salto/aerial

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

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

3A 3B 1C

X SAPPHIRE SR 0.5 ea

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

Dance Series - 2 VP

AND 180° Leap / Jump

Full Turn on 1 foot

B Dismount

or Acro flight to A salto/aerial

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

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

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

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

All acro elements can be w/wo flight

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

.1 ea -A

.5 ea -SR

.5 ea -RE'

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

All acro elements can be w/wo flight

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

.1 ea -A'

.5 ea -SR

.5 ea -RE'

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

All acro elements can be w/wo flight

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

.1 ea -A'

.5 ea -SR

.5 ea -RE'

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

All acro elements can be w/wo flight

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

.1 ea -A'

.5 ea -SR

.5 ea -RE'

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

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

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

All acro elements can be w/wo flight

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

All acro elements can be w/wo flight

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

All acro elements can be w/wo flight

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

All acro elements can be w/wo flight

XB SPECIAL REQ 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

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

Maximum execution deductions: 4.0 Courtesy Score: 4.0

XS SPECIAL REQ 0.5 ea
Acro Pass 2 direct VP, 1 flight
2 nd Acro Pass, 2 VP w/wo flight OR 1 Acro flight skill
Dance Passage, 90° leap 2 different Group 1 VP
1/1 Turn on 1 foot

10.0 SV

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

____End ≠ Music .1 ____MM ≠ Relate ↑.3 ____Footwrk ↑.3 ____Dyn ↑.2
 ____End ≠ 1 sec .05 C__P__E__Art ↑.3 ____Posture ↑.3 ____Rhy ↑.2

XS SPECIAL REQ 0.5 ea
Acro Pass 2 direct VP, 1 flight
2 nd Acro Pass, 2 VP w/wo flight OR 1 Acro flight skill
Dance Passage, 90° leap 2 different Group 1 VP
1/1 Turn on 1 foot

10.0 SV

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

____End ≠ Music .1 ____MM ≠ Relate ↑.3 ____Footwrk ↑.3 ____Dyn ↑.2
 ____End ≠ 1 sec .05 C__P__E__Art ↑.3 ____Posture ↑.3 ____Rhy ↑.2

XS SPECIAL REQ 0.5 ea
Acro Pass 2 direct VP, 1 flight
2 nd Acro Pass, 2 VP w/wo flight OR 1 Acro flight skill
Dance Passage, 90° leap 2 different Group 1 VP
1/1 Turn on 1 foot

10.0 SV

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

____End ≠ Music .1 ____MM ≠ Relate ↑.3 ____Footwrk ↑.3 ____Dyn ↑.2
 ____End ≠ 1 sec .05 C__P__E__Art ↑.3 ____Posture ↑.3 ____Rhy ↑.2

XS SPECIAL REQ 0.5 ea
Acro Pass 2 direct VP, 1 flight
2 nd Acro Pass, 2 VP w/wo flight OR 1 Acro flight skill
Dance Passage, 90° leap 2 different Group 1 VP
1/1 Turn on 1 foot

10.0 SV

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

____End ≠ Music .1 ____MM ≠ Relate ↑.3 ____Footwrk ↑.3 ____Dyn ↑.2
 ____End ≠ 1 sec .05 C__P__E__Art ↑.3 ____Posture ↑.3 ____Rhy ↑.2

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

Maximum execution deductions: 4.0 Courtesy Score: 4.0

XS SPECIAL REQ 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

___ .1 ea -'A'

___ .5 ea -SR

___ .5 ea -'RE'

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E_Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

XS SPECIAL REQ 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

___ .1 ea -'A'

___ .5 ea -SR

___ .5 ea -'RE'

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E_Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

XS SPECIAL REQ 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

___ .1 ea -'A'

___ .5 ea -SR

___ .5 ea -'RE'

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E_Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

XS SPECIAL REQ 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

___ .1 ea -'A'

___ .5 ea -SR

___ .5 ea -'RE'

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E_Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

FLOOR	Time	ADDITIONAL 'A' SKILLS			RESTRICTED	VP
XG	1:00 warm-up	Split jump 120°	Straddle jump 120°	Bridge Kickover	* Dive Roll	No 'B' Twisting Saltos
	1:00 compete	Stride leap 120°	Leg swing hop <i>horizontal</i>	Headstand	does not fulfill	No 'C' or higher
		Side leap 120°	Vertical Handstand - <i>mark</i>	B front pike / layout OK	Acro Flight Req.	No VP credit / No SR / & 0.5 off SV

Maximum execution deductions: 4.0

Courtesy Score: 4.0

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

__End ≠ Music .1 __MM ≠ Relate ↑.3 __Footwrk ↑.3 __Dyn ↑.2
 __End ≠ 1 sec.05 C__P__E__Art ↑.3 __Posture ↑.3 __Rhy ↑.2

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

__End ≠ Music .1 __MM ≠ Relate ↑.3 __Footwrk ↑.3 __Dyn ↑.2
 __End ≠ 1 sec.05 C__P__E__Art ↑.3 __Posture ↑.3 __Rhy ↑.2

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

__End ≠ Music .1 __MM ≠ Relate ↑.3 __Footwrk ↑.3 __Dyn ↑.2
 __End ≠ 1 sec.05 C__P__E__Art ↑.3 __Posture ↑.3 __Rhy ↑.2

FLOOR	Time	ADDITIONAL 'A' SKILLS				RESTRICTED	VP
XG	1:00 warm-up	Split jump 120°	Straddle jump 120°	Bridge Kickover	* Dive Roll does not fulfill Acro Flight Req.	No 'B' Twisting Saltos	6 A 0.1
	1:00 compete	Stride leap 120°	Leg swing hop <i>horizontal</i>	Headstand		No 'C' or higher	
		Side leap 120°	Vertical Handstand - <i>mark</i>	B front pike / layout OK		No VP credit / No SR / & 0.5 off SV	

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

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

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

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

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

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

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

XP SPECIAL REQ 0.5 ea

Acro Pass 2 flight with Salto

2nd Acro Pass, 2 flight

OR one 'B' Salto

Dance Passage, 155° leap
2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

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

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

6A

1B

XP SPECIAL REQ 0.5 ea

Acro Pass 2 flight with Salto

2nd Acro Pass, 2 flight

OR one 'B' Salto

Dance Passage, 155° leap
2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

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

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

6A

1B

XP SPECIAL REQ 0.5 ea

Acro Pass 2 flight with Salto

2nd Acro Pass, 2 flight

OR one 'B' Salto

Dance Passage, 155° leap
2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

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

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

XP SPECIAL REQ 0.5 ea

Acro Pass 2 flight with Salto

2nd Acro Pass, 2 flight

OR one 'B' Salto

Dance Passage, 155° leap
2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

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

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

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

6A

1B

XP SPECIAL REQ 0.5 ea

Acro Pass 2 flight with Salto

2nd Acro Pass, 2 flight

OR one 'B' Salto

Dance Passage, 155° leap
2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

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

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

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

6A

1B

XP SPECIAL REQ 0.5 ea

Acro Pass 2 flight with Salto

2nd Acro Pass, 2 flight

OR one 'B' Salto

Dance Passage, 155° leap
2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

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

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

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

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

5A

2B

XD SPECIAL REQ 0.5 ea

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

2 Different Saltos, 1 B
• may be in SR1

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

B Turn on 1 foot

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

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

5A

2B

XD SPECIAL REQ 0.5 ea

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

2 Different Saltos, 1 B
• may be in SR1

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

B Turn on 1 foot

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

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

5A

2B

XD SPECIAL REQ 0.5 ea

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

2 Different Saltos, 1 B
• may be in SR1

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

B Turn on 1 foot

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

___End ≠ Music .1 ___MM ≠ Relate ↑.3 ___Footwrk ↑.3 ___Dyn ↑.2

___End ≠ 1 sec .05 C___P___E___Art ↑.3 ___Posture ↑.3 ___Rhy ↑.2

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

Maximum execution deductions: 4.0

Courtesy Score: 4.0

5A

2B

XD SPECIAL REQ 0.5 ea

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

2 Different Saltos, 1 B
• may be in SR1

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

B Turn on 1 foot

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

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

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

5A

2B

XD SPECIAL REQ 0.5 ea

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

2 Different Saltos, 1 B
• may be in SR1

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

B Turn on 1 foot

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

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

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

5A

2B

XD SPECIAL REQ 0.5 ea

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

2 Different Saltos, 1 B
• may be in SR1

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

B Turn on 1 foot

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

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

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

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

3A 3B 1C

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

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

3A 3B 1C

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

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

3A 3B 1C

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

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

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

3A 3B 1C

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

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