BM 1N Warm Up 0:30 Routine Time 0:30	**Dance - Add'l A VP (X Skills)** Split jump/leap/straddle (min 45°) Tuck / straight jump w ¼ turn ***Turns***: Pivot, 1/2 turn on 1 foot (any technique), Fwd or bwd swing, Squat, Toe flick ½ turn	**Acro - Add'l A VP (X Skills)** Lever to touch beam Partial HS (lead leg <45° from vert) Cross /side HS to vert (no hold) Push to bridge (1s) Candlestick roll (2 second hold)	**Dismounts - Add'l A VP (X Skills)** Cartwheel to partial HS Stretch/tuck/straddle jump (90°+) Jump w/180° or 360° of rotation Knee Scale Whip	**Fall Time 0:45** All mounts = 'A' VP if not in skill chart **No B or higher VP** **No salto/aerial dismounts**

Addtl X skills: Toe flip drop knee sit, Fwd/S relevé 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

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

Addtl X skills: Toe flip drop knee sit, Fwd/S relevé 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)

- ☐ ½ turn - 1 foot
- ☐ Leap or Jump - No MIN split
- ☐ HS - lead leg min 45° from vert, 2nd leg must leave BM (X Skill Lever may be used)
- ☐ 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

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

Addtl X Skills: Toe flip drop knee sit, Fwd/Swd relevé 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

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

Addtl X Skills: Toe flip drop knee sit, Fwd/Swd relevé 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 DESCRIPTION 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

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

Addtl X Skills: Toe flip drop knee sit, Fwd/Swd relevé 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) (may include mount)
- ☐ 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

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

Addtl X Skills: Toe flip drop knee sit, Fwd/Swd relevé 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/may include mounts)
- ☐ 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

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

Requirements (0.5 each)

- ☐ Min. full turn - 1 foot
- ☐ Leap/Jump ≥120° split - (Iso or Series)
- ☐ *Acro VP - Bkwd Acro or any B Acro (see descr above) (may include mount)
- ☐ **MIN 'A' salto / aerial Dismount

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

BM 6N Warm Up 1:30 Routine Time 1:15	Upgraded Skills: Sissone B Downgraded Skills: Straddle ¼ (cross to side / side to cross) B Straddle ½ C	A/B VP & 1 C dance ok C+ Acro & D/E restricted	**Fall Time 0:45** All mounts = 'A' VP if not in skill chart *Series awarded regardless of # of attempts **Up to 1/1 twist allowed in dismount

Requirements (0.5 each)

- ☐ Min. full turn - 1 foot
- ☐ Leap/Jump ≥150° split - (Iso or Series)
- ☐ *Acro series (non flt/direct) OR 1 flt ele (Iso or Series) (may include mount)
- ☐ **Min A Salto/Aerial Dsmt

Value Parts A (4) 0.1 each / B (2) 0.3 each

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

BM **PN** Warm Up 1:30 Routine Time 1:30	Upgraded Skills: Sissone B Downgraded Skills: Straddle ¼ (cross to side / side to cross) B Straddle ½ C	A/B VP & C dance ok One (1) Acro 'C' allowed All other C+ Acro & D/E restricted	**Fall Time 0:45** All mounts = 'A' VP if not in skill chart Series awarded regardless of # of attempts *Note: SR3 may be isolated or in series (Example: Cartwheel and Backward roll fulfill the special requirement.

Requirements (0.5 each)

- ☐ Min Full turn - 1 foot
- ☐ Leap/Jump ≥150° 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 Salto / Aerial Dismount

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

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

BM 7N Warm Up 1:30 Routine Time 1:15	Upgraded Skills: Sissone B Downgraded Skills: Straddle ¼ (cross to side / side to cross) B Straddle ½ C	A/B VP & C dance ok C+ Acro & D/E restricted	**Fall Time 0:45** All mounts = A VP if not in skill chart 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

Requirements (0.5 each)

- ☐ Min. full turn: 1 foot
- ☐ Leap/Jump ≥180° split - (Iso or Series)
- ☐ *Acro Series & 1-B flt (flt may be included in series) (may include mount)
- ☐ Min 'A' Salto/Aerial Dsmt

Value Parts A (4) 0.1 each / B (3) 0.3 each

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

BM 8N Warm Up 2:00 Routine Time 1:30	Upgraded Skills: Sissone B Downgraded Skills: Straddle ¼ (cross to side / side to cross) B Straddle ½ C	A/B VP , C dance & 1-C Acro ok: BWD Lay step out (D) ok = 1-C acro noted above Add'l C acro & other D/E restricted.	**Fall Time 0:45** All mounts = 'A' VP if not in skill chart Series awarded regardless of # of attempts **9.9 Start Value – Additional +.10 from any 'C' Value Part** The C value part can be one of the four (4) Bs in the routine. It is NOT in addition to the four (4) Bs.

Requirements (0.5 each)

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

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

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

BM

DN

Warm Up
2:00
Routine Time
1:30

Upgraded Skills:
Sissone B

Downgraded Skills:
Straddle ¼ (cross to side / side to cross) B
Straddle ½ C

NCAA Adopted Skill Values
Ring or Stag-ring leap/jump (rear leg @ head) **D**
Tour jeté ¼ **E** Switch side leap ¼ **E**
Double turn on 1 foot or double wolf turn **E**

Acro / Dismount NCAA Adopted Skill Values
Salto fwd take off from 1 or 2 legs to a sit **D**
Salto bwd lay w step-out **D**
Salto 2 ft bwd lay thru vert then pike down to 2 ft **D**
Gainer front lay w 1/1 off side **C**
Salto fwd tucked or lay w 1 1⁄2 twist (off 2 ft) **D**
Gainer salto tucked or lay w 1 1⁄2 twist to side **D**
Gainer salto tucked w 1/1 twist off end **D**
Salto fwd lay w 2/1 twist (off two feet) **E**
Gainer salto bwd lay w 2/1 or 2 1⁄2 twist to side **E**

Fall Time 0:45
All mounts = A VP if not in skill chart

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

A/B/C VP , D/E dance, 1 D/E acro ok
Add'l D/E acro VP restricted

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) (may include mount)
- ☐ Min A Salto/Aerial Dsmt

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

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

BM

9N

Warm Up 2:00
Routine Time 1:30

Upgraded Skills:
Sissone B

Downgraded Skills:
Straddle ¼ (cross to side / side to cross) B
Straddle ½ C

NCAA Adopted Dance & Acro Skill VP
Ring or Stag-ring leap/jump **D**
Tour jeté w ¼ turn **E**
Switch side leap w ¼ turn **E**
Double turn on 1 foot **E**
Double Wolf turn **E**

NCAA Adopted Acro / Dismounts Skill VP
Fwd salto from 1 or 2 legs to a sit **D**
Bwd lay w step-out **D**
Bwd lay thru vert then pike down to 2 ft **D**
Gainer front **lay** w 1/1 tw off side **C**
Salto fwd tucked or lay w 1 1⁄2 twist (off 2 ft) **D**
Gainer salto tucked or lay w 1 1⁄2 twist to side **D**
Gainer salto tucked w 1/1 twist off end **D**
Salto fwd lay w 2/1 twist (off two feet) **E**
Gainer bwd lay w 2/1 or 2 1⁄2 twist to side **E**

Bonus
Acro (ex dsmt): BC^{salto} +1 CC +2
Acro (triple, mt/dsmt ok): BBC +1 BCC +3
If triple acro has one C VP (excl dsmt series), receives 0.1 add'l CV

Dance/Mix (ex dsmt): BC +1 CC +2
Turn Only: AC +1

Dsmt CV: B^{acro}+C^{dsmt} / C^{dance}+C^{dsmt} +1
Note: non-flt B acro ok for dismount CV

Bonus Cont'd
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

Series awarded regardless of # of attempts

A/B/C VP , D/E dance, 2 D acro or 1E & 1D acro ok, Add'l D/E acro VP restricted

Note: One (1) VP MAY fulfill more than one (1) SR - Requirements (0.5 each)

- ☐ Min. full turn - 1 foot
- ☐ Dance/Mix series, dance ≥180° split
- ☐ Acro Series w min 2 B flt (May include Mounts)
- ☐ 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) _____

SV (9.7 base)	
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

BM
10N
Warm Up
2:00
Routine Time
1:30

Upgraded Skills:
Sissone B

Downgraded Skills:
Straddle ¼ (cross to side / side to cross) B
Straddle ½ C

NCAA Adopted Dance & Acro Skill VP
Ring or Stag-ring leap/jump **D**
Tour jeté w ¼ turn **E**
Switch side leap w ¼ turn **E**
Double turn on 1 foot **E**
Double Wolf turn **E**

NCAA Adopted Acro/Dismounts Skill VP
Fwd salto from 1 or 2 legs to a sit **D**
Bwd lay w step-out **D**
Bwd lay thru vert then pike down to 2 ft **D**
Gainer front lay w 1/1 tw off side **C**
Salto fwd tucked or lay w 1 1⁄2 twist (off 2 ft) **D**
Gainer salto tucked or lay w 1 1⁄2 twist to side **D**
Gainer salto tucked w 1/1 twist off end **D**
Salto fwd lay w 2/1 twist (off two feet) **E**
Gainer bwd lay w 2/1 or 2 1⁄2 twist to side **E**

Connection Bonus
Acro (ex dsmt): AD +1 CC BD +2 DD +3
Acro (triple, mt/dsmt ok): BBC +1 BCC BBD +3
If triple acro has one C VP (excl dsmt series), receives 0.1 add'l CV

Dance/Mix (ex dsmt): AD BC +1 BD CC +2 CD DD +3
Turn Only: AC +1

Dsmt CV: $B^{acro}+C^{dsmt}$ / $C^{dance}+C^{dsmt}$ **+1**
Note: non-flt B acro ok for dismount CV

Bonus Cont'd
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
Series awarded regardless of # of attempts

Add'l E acro bonus given when: E Acro, +0.70 CV+DV & 10.0 SV achieved

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

Note: One (1) VP MAY fulfill more than one (1) SR - 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

SV (9.4 base, 10+1 max)	
Execution	_____
UTL	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