Team _____ Athlete # _____

FX 1N Warm Up 0:30 Max Routine time: 0:45	**Dance - Add'l A VP (X Skills)** 1/2 turn (any technique) Fwd/Bwd Swing turn ½ Illusion turn Split leap/jump (min 60°) Straddle jump (min 60°) Leg swing hop w free leg any angle	**Acro - Add'l A VP (X Skills)** Splits (hold 2s) | Shoulder Roll fwd/bwd Candlestick | HS Chest Roll down Headspring| Swedish Fall (2s) Vert HS (2s) | Fwd/bwd limber BWD roll (opt end) bent arms ok Partial HS (one leg reaches 45°) Headstand (no hold req) Push-up bridge (or backbend) kick over Any variation of Cartwheel (step-in, side, 1-arm)	**Notes:** Dive roll cannot fulfill SR flight Stretch jump not element Dance combo: 2 leaps and/or jumps, same or diff, dir or ind Max two 8" used on FX, one per pass Coach allowed on FX w/o deduction **Max 1 A flight skill** **B VP & Saltos/Aerials restricted** **SR 1 & SR 3 may not be combined** **SR 2 & SR 4 may not be combined**

Requirements (0.5 each)

- ☐ Dance combo (2 jumps/leaps- no min split)
- ☐ Bwd Roll or Candlestick (2 sec hold required) - Iso or Series
- ☐ Min ½ turn 1 ft or pivot
- ☐ Min ¾ HS (ft must close at or above 45°, no hold req)

Value Parts A (4) 0.1 each

B^+ (restricted) 0.5 off SV

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX 2N/BN Warm Up 0:30 MAX Routine time 0:45	**Dance - Add'l A VP (X Skills)** 1/2 turn (any technique) Fwd/Bwd Swing turn ½ Illusion turn Split leap/jump (min 60°) Straddle jump (min 60°) Leg swing hop w free leg any angle	**Acro - Add'l A VP (X Skills)** Splits (hold 2s) | Shoulder Roll fwd/bwd Candlestick | HS Chest Roll down Headspring| Swedish Fall (2s) Vert HS (2s) | Fwd/bwd limber BWD roll (opt end) bent arms ok Partial HS (one leg reaches 45°) Headstand (no hold req) Push-up bridge (or backbend) kick over Any variation of Cartwheel (step-in, side, 1-arm)	**Notes:** Dive roll cannot fulfill SR flight Stretch jump not an element Dance combo: 2 leaps and/or jumps, same or diff, dir or ind Max two 8" used on FX, one per pass Coach allowed on FX w/o deduction **Max 2 A Acro flight skills (no saltos or aerials)** **B VP & Saltos/Aerials restricted** **SR 1 & SR 3 may not be combined** **SR 2 & SR 4 may not be combined**

Requirements (0.5 each)

- ☐ Dance combo ≥ 60° in 1-ele
- ☐ HS - mark 45° from vert or higher, ft close - No hold req'd
- ☐ Min ½ turn 1 ft
- ☐ One (1) Acro element - Cartwheel or Round Off (isolated or in series)

Value Parts A (5) 0.1 each

B^+ (restricted) 0.5 off SV

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX SN Warm Up 0:45 MAX Routine time 1:00 :45 (strongly encouraged 2026-2027 season, required 2027-2028 season)	**Dance - Add'l A VP (X Skills)** 1/2 turn (any technique) Fwd/Bwd Swing turn ½ Illusion turn Split leap/jump (min 60°) Straddle jump (min 60°) Leg swing hop w free leg any angle	**Acro - Add'l A VP (X Skills)** Splits (hold 2s) | Shoulder Roll fwd/bwd Candlestick | HS Chest Roll down Headspring| Swedish Fall (2s) Vert HS (2s) | Fwd/bwd limber BWD roll (opt end) bent arms ok Partial HS (one leg reaches 45°) Headstand (no hold req) Push-up bridge (or backbend) kick over Any variation of Cartwheel (step-in, side, 1-arm)	**Notes:** Dive roll cannot fulfill SR flight Stretch jump not an element Dance combo: 2 leaps and/or jumps, same or diff, dir or ind Max two 8" used on FX, one per pass Coach allowed on FX w/o deduction **SR 1 & SR 3 may not be combined** **SR 2 & SR 4 may not be combined** Round-off rebound bwd/fwd roll will fulfill SR2 **Max 1 salto/aerial, B VP restricted** **B dance only allowed=A**

Requirements (0.5 each)

- ☐ Dance combo (MIN 90° split)
- ☐ Min 2 VP Acro pass, direct
- ☐ Full turn 1 ft
- ☐ Acro VP w flt - Iso or in Series

Value Parts A (5) 0.1 each

B^+ (restricted) 0.5 off SV

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX 3N Warm Up 0:45 MAX Routine time 1:00	**Dance - Add'l A VP (X Skills)** 1/2 turn (any technique) Fwd/Bwd Swing turn ½ Illusion turn Split leap/jump (min 60°) Straddle jump (min 60°) Leg swing hop w free leg any angle	**Acro - Add'l A VP (X Skills)** Splits (hold 2s) | Shoulder Roll fwd/bwd Candlestick | HS Chest Roll down Headspring| Swedish Fall (2s) Vert HS (2s) | Fwd/bwd limber BWD roll (opt end) bent arms ok Partial HS (one leg reaches 45°) Headstand (no hold req) Push-up bridge (or backbend) kick over Any variation of Cartwheel (step-in, side, 1-arm)	**Notes:** Dive roll cannot fulfill SR flight Stretch jump not an element Dance combo: 2 leaps and/or jumps, same or diff, dir or ind Max two 8" used on FX, one per pass Coach allowed on FX w/o deduction Round-off rebound bwd/fwd roll will fulfill SR2 **Max 1 salto/aerial** **B dance only allowed=A** **SR 1 & SR 3 may not be combined** **SR 2 & SR 4 may not be combined**

Requirements (0.5 each)

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

Value Parts A (5) 0.1 each

B acro, C+ (restricted) 0.5 off SV

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX 4N Warm Up 1:00 MAX Routine time: 1:00	**Dance - Add'l A VP (X Skills)** 1/2 turn (any technique) Fwd/Bwd Swing turn ½ Illusion turn Split leap/jump (min 60°) Straddle jump (min 60°) Leg swing hop w free leg any angle	**Acro - Add'l A VP (X Skills)** Splits (hold 2s) | Shoulder Roll fwd/bwd Candlestick | HS Chest Roll down Headspring| Swedish Fall (2s) Vert HS (2s) | Fwd/bwd limber BWD roll (opt end) bent arms ok Partial HS (one leg reaches 45°) Headstand (no hold req) Push-up bridge (or backbend) kick over Any variation of Cartwheel (step-in, side, 1-arm)	**Notes:** Dance combo: 2 leaps and/or jumps, same or diff, dir or ind Max two 8" used on FX, one per pass Coach allowed on FX w/o deduction Arabian salto considered forward salto Salto step out considered same VP as salto landing both feet Round off rebound bwd/fwd roll will **NOT** fulfill acro SRs **A & B VP ok** **C^+ VP restricted (allowable B = A)** **SR 1 & SR 3 may not be combined** **SR 2 & SR 4 may not be combined**

Requirements (0.5 each)

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

Value Parts A (5) 0.1 each

C^+ (restricted) 0.5 off SV

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX GN Warm Up 1:00 MAX Routine time: 1:00	**Dance - Add'l A VP (X Skills)** 1/2 turn (any technique) Fwd/Bwd Swing turn ½ Illusion turn Split leap/jump (min 60°) Straddle jump (min 60°) Leg swing hop w free leg any angle	**Acro - Add'l A VP (X Skills)** Splits (hold 2s) | Shoulder Roll fwd/bwd Candlestick | HS Chest Roll down Headspring| Swedish Fall (2s) Vert HS (2s) | Fwd/bwd limber BWD roll (opt end) bent arms ok Partial HS (one leg reaches 45°) Headstand (no hold req) Push-up bridge (or backbend) kick over Any variation of Cartwheel (step-in, side, 1-arm)	**Notes:** Dance combo: 2 leaps and/or jumps, same or diff, dir or indirect Max two 8" used on FX, one per pass Coach allowed on FX w/o deduction Salto step out considered same element as salto landing on both feet **SR 1 & SR 3 may not be combined** **SR 2 & SR 4 may not be combined** Round-off rebound bwd/fwd roll will **NOT** fulfill acro SRs **A/B VP (B saltos WITHOUT twist allowable) ok** **C^+ VP & B saltos with twist restricted (allowable B = A)**

Requirements (0.5 each)

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

Value Parts A (6) 0.1 each

B^+ (if restricted) 0.5 off SV

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX 5N Warm Up 1:00 MAX Routine time: 1:00	**No X Skills allowed** A/B VP (B flight & Saltos WITHOUT twist allowable) ok C^+ VP & B flight/Saltos with twist restricted (allowable B = A) SR 1 & SR 3 may not be combined SR 2 & SR 4 may not be combined	**Notes:** Dance combo: 2 leaps and/or jumps, same or diff, direct or indirect Max two 8" used on FX, one per pass Coach allowed on FX w/o deduction Salto step out considered same element as salto landing on both feet

Requirements (0.5 each)

- ☐ Dance combo ≥120° in 1-ele
- ☐ Min 3-ele Acro flt pass, dir
- ☐ Min full turn 1-foot
- ☐ Add'l Salto/Aerial VP - Iso or in Series

Value Parts A (6) 0.1 each

B^+ (if restricted) 0.5 off SV

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX 6N Warm Up 1:30 MAX Routine time: 1:15	**No X Skills allowed** A/B VP & 1-C dance VP ok C acro, add'l C dance VP & D/E VP restricted (allowable C=B) SR 1 & SR 3 may not be combined SR 2 & SR 4 may not be combined	**Notes:** Dance combo: 2 leaps and/or jumps, same or diff, direct or indirect Max two 8" used on FX, one per pass Coach allowed on FX w/o deduction Short routine (<5 VP): 1.00 deduction applicable, CJ deduction Salto step out considered same element as salto landing on both feet

Requirements (0.5 each)

- ☐ Dance combo ≥150° in 1-ele
- ☐ Min 3-ele Acro flt pass w 1-salto, direct
- ☐ Min full turn 1-foot
- ☐ Add'l min A salto - Iso or in Series

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

C^+ (if restricted) 0.5 off SV

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX
PN

Warm Up
1:30
MAX Routine time: 1:30
1:15 (strongly encouraged 2026-2027 season, required 2027-2028 season)

NCAA Adopted Skill Values:

Ring or stag ring jump w full turn **D**
Switch Side 1/2 **D**

SR 1 & SR 3 may not be combined
SR 2 & SR 4 may not be combined

Notes:
Dance combo: 2 leaps and/or jumps, same or diff, direct or indirect
Max two 8" used on FX, one per pass
Coach allowed on FX w/o deduction
Short routine (<5 VP): 1.00 deduction applicable; CJ deduction
Salto step out considered same element as salto landing on both feet
A/B VP & C dance ok
1 C acro allowed
All other C & D/E VP restricted (allowable C=B)
***Add'l min B Dance SR3 MUST be separate from SR1 Dance Combo**

Requirements (0.5 each)

- ☐ Dance combo ≥150° in 1-ele
- ☐ Min 2-ele Acro flt pass
- ☐ *Add'l min B Dance (leap/jump/turn)
- ☐ Add'l min A salto - Iso or in Series

VPs A (6) 0.1 each / B (1) 0.3 each

C⁺ (if restricted) 0.5 off SV

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX 7N Warm Up 1:30 MAX Routine time: 1:30	**NCAA Adopted Skill Values:** Ring or stag ring jump w full turn **D** Switch Side 1/2 **D** **SR 1 & SR 3 may not be combined** **SR 2 & SR 4 may not be combined**	**Notes** Dance combo: 2 leaps and/or jumps, same or diff, direct or indirect Max two 8" used on FX, one per pass Coach allowed on FX w/o deduction Short routine (<5 VP): 1.00 deduction applicable; CJ deduction Arabian salto is considered a forward salto Salto step out considered same element as salto landing on both feet *Backward or forward layout with twist cannot fulfill SR2 **A/B VP & C dance VP ok** **C acro & D/E VP restricted (allowable C=B)** ****Add'l min B Dance SR3 MUST be separate from SR1 Dance Combo**

Requirements (0.5 Each)

- ☐ Dance combo ≥180° in 1-ele
- ☐ *2 flight Acro pass with forward or back layout
- ☐ **Add'l min B Dance (leap/jump/turn)
- ☐ Min 2-ele Acro flt pass w/ salto- diff direction from SR2

VPs A (4) 0.1 each / B (3) 0.3 each

C⁺ (if restricted) 0.5 off SV

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX

8N

Warm Up
2:00
MAX Routine time: 1:30

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.

NCAA Adopted Skill Values:
Ring or stag ring jump w full turn **D**
Switch Side 1⁄2 **D**

SR 1 & SR 3 may not be combined
SR 2 & SR 4 may not be combined

Notes:
Dance combo: 2 leaps and/or jumps, same or diff, direct or indirect
Max two 8" used on FX, one per pass
Salto step out considered same element as salto landing on both feet
*Coach on FX - 0.3 CJ Deduction
Short routine (<5 VP): 1.00 deduction applicable; CJ deduction
A/B VP & C dance & 1-C acro VP ok
Add'l C acro & D/E VP restricted (allowable C=B)
***Add'l min B Dance SR3 MUST be separate from SR1 Dance Combo**

Requirements (0.5 each)

- ☐ Dance combo ≥180° in 1-ele
- ☐ Min 3-ele Acro flt pass w min 1-salto
- ☐ *Add'l min B Dance (leap/jump/turn)
- ☐ Add'l min "B" Salto - Iso or in Series

VPs A (4) 0.1 each / B (4) 0.3 each

C^+ (if restricted) 0.5 off SV

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX DN Warm Up 2:00 MAX Routine time: 1:30	**NCAA Adopted Skill Values:** Ring or stag ring jump w full turn **D** Switch Side 1/2 **D** **SR 1 & SR 3 may not be combined** **SR 2 & SR 4 may not be combined**	**Notes** Dance combo: 2 leaps and/or jumps, same or diff, dir or ind Max two 8" used on FX, one per pass Salto step out is considered same element as salto landing on both feet *Coach on FX - 0.3 CJ Deduction Short routine (<5 VP): 1.00 deduction applicable; CJ deduction **A/B/C VP & D/E dance & 1-D/E acro VP ok** **Add'l D/E acro VP restricted (allowable C/D/E=B)** ***Add'l min B Dance SR3 MUST be separate from SR1 Dance Combo**

Requirements (0.5 each)

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

VPs A (5) 0.1 each / B (2) 0.3 each

D^+ (if restricted) 0.5 off SV

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX

9N

Warm Up
2:00
MAX Routine time
1:30

NCAA Adopted Skill Values:

Ring or stag ring jump w full turn **D**
Switch side leap with ½ turn **D**

Bonus CV Principles (Saltos/Aerials:)
Acro Indirect:
AC **0.1** BC **0.1** A^BA^BC **0.1** CC **0.2**
Acro Direct:
AC **0.1** BB **0.1** BC **0.2** CC **0.3**
Dance/Mixed*:
CC **0.1**
Turn + jump/hop (2- or 1-ft takeoff) ok, ex: 2/1 turn + Popa
SR 1 & SR 3 may not be combined
SR 2 & SR 4 may not be combined

Notes:
Dance combo: 2 leaps and/or jumps, same/diff, dir/ind
Max two 8" used on FX, one per pass
Salto step out same element as salto landing on both feet
*Coach on FX - 0.3 CJ Deduction
Short routine (<5 VP): 1.00 deduction applicable; CJ deduction
A/B/C VP & D/E dance & max(1-D+1-E) or (2-D) acro ok
Add'l D/E acro restricted (allowable D/E=C)
***Add'l min C Dance SR3 MUST be separate from SR1 Dance Combo**

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

Requirements (0.5 each)

- ☐ Dance combo ≥180° in 1-ele
- ☐ 2 Salto pass w min B salto
- ☐ *Add'l min C Dance (Leap/Jump/Turn)
- ☐ Min 2-ele Acro flt pass w min B salto OR isolated min C Salto

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

D^+ (if restricted) *	0.5 off SV
CV (max 0.3)	_____
DV (max 0.1)	_____

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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

Team _____ Athlete # _____

FX
10N

Warm Up 2:00
MAX Routine time 1:30

Bonus CV Principles (Saltos/Aerials)
Acro Indirect:
AC$^{\pm}$ BC A^{B}A^{B}C **+1** BD$^{\pm}$ A^{B}A^{B}D$^{\pm}$ CC AE **+2** CD$^{\pm}$ **0.3**
Acro Direct:
AC **0.1** BB **0.1** AAC **0.1** AAD **0.2** A^{B}D^{+} **0.2** BC^{+} **0.2** CC^{+} **0.3**
Dance/Mixed*:
BD^{+} **0.1** CC **0.1** CD^{+} **0.2** DD^{+} **0.2** D^{SALTO}+A^{JUMP} **0.1** (this order only)
Turn + jump/hop (2- or 1-ft takeoff) ok, ex: 2/1 turn + Popa

Last Pass Add'l 0.1 DV→ Dbl flipping salto OR 'E' Acro

UTL (3 pass routine) must have ALL:
- ☐ 1-E VP (acro/dance ok) **OR** 2 dif D (1 acro)
- ☐ Acro dsmt w either min C salto w CV **OR** D/E salto

UTL (2 pass routine): #1-2 from above AND
- ☐ min D acro in one pass, min D or 0.2 CV in 2nd

1-acro pass routine would not meet the UTL requirement

SR 1 & SR 3 may not be combined
SR 2 & SR 4 may not be combined

NCAA Adopted Skill Values
Ring or stag ring jump w full turn **D**
Switch side leap with ½ or ¾ turn **D**
Dance combo: 2 leaps and/or jumps, same/diff, dir/ind
Max two 8" used on FX, one per pass
Salto step out same ele as salto landing w both feet
*Coach on FX - 0.3 CJ Deduction
Short routine (<5 VP): 1.00 deduction applicable; CJ deduction
Add'l E acro bonus given when: E Acro, +0.70 CV+DV & 10.0 SV achieved
***Add'l min C Dance SR3 MUST be separate from SR1 Dance Combo**

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

Requirements (0.5 each)

- ☐ Dance combo ≥180° in 1-ele
- ☐ 2 Salto pass w min B salto
- ☐ *Add'l min C Dance (Leap/Jump/Turn)
- ☐ Add'l min C Salto - Iso or in Series

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

CV (max 0.5) _____

DV (max 0.5) _____

- ☐ E Acro Bonus 0.1

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

Judge 1 _____ Judge 2 _____ Neutral Deductions _____ Final Score _____ ***courtesy score 5.0***

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