

BARS

8

DISMOUNT ≠ CL		Cast before:	RESTRICTED 'RE'	Allowable "C"s = B	VP	
B or BA	0.00	Peach Salto or	More than 1 C (or any D/E) attempted	Cast HS ½	Toe-on HS ± ½	A (4) 0.1
		Bail overshoot ½ turn =	= No VP & 0.5 off SV	Clear Hip HS ± ½	Stalder HS ± ½	B (4) 0.3
A	0.10	NO Amplitude deduction	if Dismount, also -0.3 off SV	1st Restricted C = B		

SR 0.5 each	10.0 SV	4B	4A
1 Bar Change	0.3 -B VP _____		
2 B-Elements, same or different:	0.1 -A VP _____		
B Flight* or Turn**	0.5 -SR _____		
B 3/6/7 clear circle*	0.5 -'RE' _____		
*Not in DMT **Not in Mt or DMT	0.3 -No Dmt _____		
Dismount A Salto			
<u>0.1 ea</u> ¾ Fwd Giant	↑.2 Vertical _____		
<u>0.1 ea</u> Uncharacteristic	↑.1 DMT≠CL _____		
HS Precision ↑.1 Dynamics ↑.2	<u>Thru-out</u>		

SR 0.5 each	10.0 SV	4B	4A
1 Bar Change	0.3 -B VP _____		
2 B-Elements, same or different:	0.1 -A VP _____		
B Flight* or Turn**	0.5 -SR _____		
B 3/6/7 clear circle*	0.5 -'RE' _____		
*Not in DMT **Not in Mt or DMT	0.3 -No Dmt _____		
Dismount A Salto			
<u>0.1 ea</u> ¾ Fwd Giant	↑.2 Vertical _____		
<u>0.1 ea</u> Uncharacteristic	↑.1 DMT≠CL _____		
HS Precision ↑.1 Dynamics ↑.2	<u>Thru-out</u>		

SR 0.5 each	10.0 SV	4B	4A
1 Bar Change	0.3 -B VP _____		
2 B-Elements, same or different:	0.1 -A VP _____		
B Flight* or Turn**	0.5 -SR _____		
B 3/6/7 clear circle*	0.5 -'RE' _____		
*Not in DMT **Not in Mt or DMT	0.3 -No Dmt _____		
Dismount A Salto			
<u>0.1 ea</u> ¾ Fwd Giant	↑.2 Vertical _____		
<u>0.1 ea</u> Uncharacteristic	↑.1 DMT≠CL _____		
HS Precision ↑.1 Dynamics ↑.2	<u>Thru-out</u>		

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		Bail overshoot ½ turn =	= No VP & 0.5 off SV	Clear Hip HS ± ½	Stalder HS ± ½	B (4) 0.3
A	0.10	NO Amplitude deduction	if Dismount, also -0.3 off SV	1st Restricted C = B		

SR 0.5 each		10.0 SV		4B	4A
1 Bar Change	0.3 -B VP	_____			
2 B-Elements, same or different:	0.1 -A VP	_____			
B Flight* or Turn**	0.5 -SR	_____			
B 3/6/7 clear circle*	0.5 -'RE'	_____			
*Not in DMT **Not in Mt or DMT	0.3 -No Dmt	_____			
Dismount A Salto					
<u>0.1 ea</u> ¾ Fwd Giant	↑.2 Vertical	_____			
<u>0.1 ea</u> Uncharacteristic	↑.1 DMT≠CL	_____			
HS Precision ↑.1	Dynamics ↑.2	<u>Thru-out</u>			

SR 0.5 each		10.0 SV		4B	4A
1 Bar Change	0.3 -B VP	_____			
2 B-Elements, same or different:	0.1 -A VP	_____			
B Flight* or Turn**	0.5 -SR	_____			
B 3/6/7 clear circle*	0.5 -'RE'	_____			
*Not in DMT **Not in Mt or DMT	0.3 -No Dmt	_____			
Dismount A Salto					
<u>0.1 ea</u> ¾ Fwd Giant	↑.2 Vertical	_____			
<u>0.1 ea</u> Uncharacteristic	↑.1 DMT≠CL	_____			
HS Precision ↑.1	Dynamics ↑.2	<u>Thru-out</u>			

SR 0.5 each		10.0 SV		4B	4A
1 Bar Change	0.3 -B VP	_____			
2 B-Elements, same or different:	0.1 -A VP	_____			
B Flight* or Turn**	0.5 -SR	_____			
B 3/6/7 clear circle*	0.5 -'RE'	_____			
*Not in DMT **Not in Mt or DMT	0.3 -No Dmt	_____			
Dismount A Salto					
<u>0.1 ea</u> ¾ Fwd Giant	↑.2 Vertical	_____			
<u>0.1 ea</u> Uncharacteristic	↑.1 DMT≠CL	_____			
HS Precision ↑.1	Dynamics ↑.2	<u>Thru-out</u>			

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	DANCE SERIES 2 VP	RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'	
8	BROKEN if NOT immediate take-off of 2 nd element	Dance Mounts	More than 1 Acro C (or any D/E) attempted	No dmt or salto not initiated	All Dance C = B	A (4) 0.1
	• Arms move as low as thighs into 2nd element	Leaps/Hops/Jumps	= No VP credit & 0.5 off SV	or Restricted Element dmt	1 st 'RE' Acro C = B	B (4) 0.3
	• Cautious or slow attempt to connect	Turns		= - 0.3 off SV		

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A	5/29/22 D Hanford
Acro flight series (1 flight)	0.1 -A VP				
180° Split in Leap / Jump	0.5 -SR				
Full Turn	0.5 -'RE'				
Dismount A Salto/Aerial	0.3 -No Dmt				
<u>0.2</u> No Dance Series	↑.2 Dance≠CL				
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL				
<u>0.05</u> in dismount only	↑.1 Dmt≠CL				
<u>0.1</u> Shape >2 Λ or ∩W	↑.1 Levels				
<u>0.1</u> >1 Pivot straight legs	↑.1 Spatial				
<u>0.05</u> 2 of 3 Movement: F-B-S ea					
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2			
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2			

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A	
Acro flight series (1 flight)	0.1 -A VP				
180° Split in Leap / Jump	0.5 -SR				
Full Turn	0.5 -'RE'				
Dismount A Salto/Aerial	0.3 -No Dmt				
<u>0.2</u> No Dance Series	↑.2 Dance≠CL				
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL				
<u>0.05</u> in dismount only	↑.1 Dmt≠CL				
<u>0.1</u> Shape >2 Λ or ∩W	↑.1 Levels				
<u>0.1</u> >1 Pivot straight legs	↑.1 Spatial				
<u>0.05</u> 2 of 3 Movement: F-B-S ea					
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2			
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2			

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A	
Acro flight series (1 flight)	0.1 -A VP				
180° Split in Leap / Jump	0.5 -SR				
Full Turn	0.5 -'RE'				
Dismount A Salto/Aerial	0.3 -No Dmt				
<u>0.2</u> No Dance Series	↑.2 Dance≠CL				
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL				
<u>0.05</u> in dismount only	↑.1 Dmt≠CL				
<u>0.1</u> Shape >2 Λ or ∩W	↑.1 Levels				
<u>0.1</u> >1 Pivot straight legs	↑.1 Spatial				
<u>0.05</u> 2 of 3 Movement: F-B-S ea					
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2			
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2			

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	DANCE SERIES 2 VP	RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'	
8	BROKEN if NOT immediate take-off of 2 nd element	Dance Mounts	More than 1 Acro C (or any D/E) attempted	No dmt or salto not initiated	All Dance C = B	A (4) 0.1
	• Arms move as low as thighs into 2nd element	Leaps/Hops/Jumps	= No VP credit & 0.5 off SV	or Restricted Element dmt	1 st 'RE' Acro C = B	B (4) 0.3
	• Cautious or slow attempt to connect	Turns		= - 0.3 off SV		

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A	5/29/22 D Hanford
Acro flight series (1 flight)	0.1 -A VP				
180° Split in Leap / Jump	0.5 -SR				
Full Turn	0.5 -'RE'				
Dismount A Salto/Aerial	0.3 -No Dmt				
<u>0.2</u> No Dance Series	↑.2 Dance≠CL				
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL				
<u>0.05</u> in dismount only	↑.1 Dmt≠CL				
<u>0.1</u> Shape >2 Λ or <i>iw</i>	↑.1 Levels				
<u>0.1</u> >1 Pivot <i>straight legs</i>	↑.1 Spatial				
<u>0.05</u> 2 of 3 Movement: F-B-S <i>ea</i>					
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2			
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2			

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A	
Acro flight series (1 flight)	0.1 -A VP				
180° Split in Leap / Jump	0.5 -SR				
Full Turn	0.5 -'RE'				
Dismount A Salto/Aerial	0.3 -No Dmt				
<u>0.2</u> No Dance Series	↑.2 Dance≠CL				
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL				
<u>0.05</u> in dismount only	↑.1 Dmt≠CL				
<u>0.1</u> Shape >2 Λ or <i>iw</i>	↑.1 Levels				
<u>0.1</u> >1 Pivot <i>straight legs</i>	↑.1 Spatial				
<u>0.05</u> 2 of 3 Movement: F-B-S <i>ea</i>					
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2			
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2			

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A	
Acro flight series (1 flight)	0.1 -A VP				
180° Split in Leap / Jump	0.5 -SR				
Full Turn	0.5 -'RE'				
Dismount A Salto/Aerial	0.3 -No Dmt				
<u>0.2</u> No Dance Series	↑.2 Dance≠CL				
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL				
<u>0.05</u> in dismount only	↑.1 Dmt≠CL				
<u>0.1</u> Shape >2 Λ or <i>iw</i>	↑.1 Levels				
<u>0.1</u> >1 Pivot <i>straight legs</i>	↑.1 Spatial				
<u>0.05</u> 2 of 3 Movement: F-B-S <i>ea</i>					
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2			
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2			

FLOOR	Common B Acro	Dance Passage	DISMOUNT	RESTRICTED 'RE'	VALUE PARTS	VP
8	Front Pike or Layout Back ½ or Full Arabian any positon	Must be 2 different Group 1 VP, one must be 180° leap in cross or side	"A" salto in last pass or isolated No VP for Last Salto = No Dismount NO Dismount (or RE DMT) = 0.3 off SV	More than 1 Acro C (or any D/E) attempted = No VP credit & 0.5 off SV If last salto, then take -0.3 off SV	All Dance D/E = C 1 st 'RE' Acro D/E=C	A (4) 0.1 B (4) 0.3

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
2-Salto Acro Pass	0.1 -A VP			
3 Different Saltos	0.5 -SR			
Dance Passage, 180° leap	0.5 -'RE'			
Dismount A Salto	0.3 -No Dmt			
<u>0.3</u> No 3 'A' saltos	↑.2 Dance≠CL			
<u>0.2</u> No B Turn	↑.2 Acro≠CL			
<u>0.1</u> F/S & B saltos	↑.1 Last Salto≠CL			
<u>0.1</u> >2ea Λ or IW	↑.1 Spatial use			

End ≠ Music .1 Artistry C-S-E ↑.3 Footwork ↑.3 Dyn ↑.2
 End ≠ | sec .05 MM ≠ Relate ↑.3 Posture ↑.3 Rhy ↑.2

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
2-Salto Acro Pass	0.1 -A VP			
3 Different Saltos	0.5 -SR			
Dance Passage, 180° leap	0.5 -'RE'			
Dismount A Salto	0.3 -No Dmt			
<u>0.3</u> No 3 'A' saltos	↑.2 Dance≠CL			
<u>0.2</u> No B Turn	↑.2 Acro≠CL			
<u>0.1</u> F/S & B saltos	↑.1 Last Salto≠CL			
<u>0.1</u> >2ea Λ or IW	↑.1 Spatial use			

End ≠ Music .1 Artistry C-S-E ↑.3 Footwork ↑.3 Dyn ↑.2
 End ≠ | sec .05 MM ≠ Relate ↑.3 Posture ↑.3 Rhy ↑.2

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
2-Salto Acro Pass	0.1 -A VP			
3 Different Saltos	0.5 -SR			
Dance Passage, 180° leap	0.5 -'RE'			
Dismount A Salto	0.3 -No Dmt			
<u>0.3</u> No 3 'A' saltos	↑.2 Dance≠CL			
<u>0.2</u> No B Turn	↑.2 Acro≠CL			
<u>0.1</u> F/S & B saltos	↑.1 Last Salto≠CL			
<u>0.1</u> >2ea Λ or IW	↑.1 Spatial use			

End ≠ Music .1 Artistry C-S-E ↑.3 Footwork ↑.3 Dyn ↑.2
 End ≠ | sec .05 MM ≠ Relate ↑.3 Posture ↑.3 Rhy ↑.2

FLOOR	Common B Acro	Dance Passage	DISMOUNT	RESTRICTED 'RE'	VALUE PARTS	VP
8	Front Pike or Layout Back ½ or Full Arabian any positon	Must be 2 different Group 1 VP, one must be 180° leap in cross or side	"A" salto in last pass or isolated No VP for Last Salto = No Dismount NO Dismount (or RE DMT) = 0.3 off SV	More than 1 Acro C (or any D/E) attempted = No VP credit & 0.5 off SV If last salto, then take -0.3 off SV	All Dance D/E = C 1 st 'RE' Acro D/E=C	A (4) 0.1 B (4) 0.3

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
2-Salto Acro Pass	0.1 -A VP			
3 Different Saltos	0.5 -SR			
Dance Passage, 180° leap	0.5 -'RE'			
Dismount A Salto	0.3 -No Dmt			
<u>0.3</u> No 3 'A' saltos	↑.2 Dance≠CL			
<u>0.2</u> No B Turn	↑.2 Acro≠CL			
<u>0.1</u> F/S & B saltos	↑.1 Last Salto≠CL			
<u>0.1</u> >2ea Λ or IW	↑.1 Spatial use			

End ≠ Music .1 Artistry C-S-E ↑.3 Footwork ↑.3 Dyn ↑.2
 End ≠ | sec .05 MM ≠ Relate ↑.3 Posture ↑.3 Rhy ↑.2

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
2-Salto Acro Pass	0.1 -A VP			
3 Different Saltos	0.5 -SR			
Dance Passage, 180° leap	0.5 -'RE'			
Dismount A Salto	0.3 -No Dmt			
<u>0.3</u> No 3 'A' saltos	↑.2 Dance≠CL			
<u>0.2</u> No B Turn	↑.2 Acro≠CL			
<u>0.1</u> F/S & B saltos	↑.1 Last Salto≠CL			
<u>0.1</u> >2ea Λ or IW	↑.1 Spatial use			

End ≠ Music .1 Artistry C-S-E ↑.3 Footwork ↑.3 Dyn ↑.2
 End ≠ | sec .05 MM ≠ Relate ↑.3 Posture ↑.3 Rhy ↑.2

SR 0.5 each	0.3 -B VP	10.0 SV	4B	4A
2-Salto Acro Pass	0.1 -A VP			
3 Different Saltos	0.5 -SR			
Dance Passage, 180° leap	0.5 -'RE'			
Dismount A Salto	0.3 -No Dmt			
<u>0.3</u> No 3 'A' saltos	↑.2 Dance≠CL			
<u>0.2</u> No B Turn	↑.2 Acro≠CL			
<u>0.1</u> F/S & B saltos	↑.1 Last Salto≠CL			
<u>0.1</u> >2ea Λ or IW	↑.1 Spatial use			

End ≠ Music .1 Artistry C-S-E ↑.3 Footwork ↑.3 Dyn ↑.2
 End ≠ | sec .05 MM ≠ Relate ↑.3 Posture ↑.3 Rhy ↑.2

BARS	BONUS	0.1	0.2	CHOICE OF ELEMENTS ≠ CL	DSMNT ≠ CL	RESTRICTED 'RE'	VALUE PARTS 'VP'
9 2 ½ min	NO Turn or Flight	CC		1) Fwd circle/release "B" min 2 of 3 0.0	C 0.00	More than 1 D/E attempted = No VP & 0.5 off SV if DMT, also -0.3 off SV	1/1 Pirouettes (B/C root) = C A (3) 0.1
	2 different 3/6/7	CC		2) Group 3/6/7 "B" min 1 of 3 0.1	CB 0.05		B (4) 0.3
	Turn or Flight - in both		CC	3) LA 180° Turn w/wo flight "C" 0 of 3 0.2	BB 0.10		1 st 'RE' D/E is allowable C (1) 0.5
No CV for Spot or Fall		up to 0.3 CV or 0.2 CV + 0.1 D/E		(D/E)	1C	4B	3A

SR 0.5 ea	+CV _____ +D/E _____ 9.7 SV
2 Bar Changes	-VP _____
B Flight - not DMT	0.5 -SR _____
C Flight -Diff, not DMT	0.5 -'RE' _____
or B Turn -not MT/DMT	0.3 No Dmt _____
B Salto Dismount	
_____ 0.1 No Direction Δ	↑1 Dmt≠CL _____
_____ 0.1 ea ¾ Fwd Giant	.1 .2 Elements _____
_____ 0.1 ea Uncharacteristic	F 367 LA _____

HS Precision ↑.1 Dynamics ↑.2 *Thru-out*

SR 0.5 ea	+CV _____ +D/E _____ 9.7 SV
2 Bar Changes	-VP _____
B Flight - not DMT	0.5 -SR _____
C Flight -Diff, not DMT	0.5 -'RE' _____
or B Turn -not MT/DMT	0.3 No Dmt _____
B Salto Dismount	
_____ 0.1 No Direction Δ	↑1 Dmt≠CL _____
_____ 0.1 ea ¾ Fwd Giant	.1 .2 Elements _____
_____ 0.1 ea Uncharacteristic	F 367 LA _____

HS Precision ↑.1 Dynamics ↑.2 *Thru-out*

SR 0.5 ea	+CV _____ +D/E _____ 9.7 SV
2 Bar Changes	-VP _____
B Flight - not DMT	0.5 -SR _____
C Flight -Diff, not DMT	0.5 -'RE' _____
or B Turn -not MT/DMT	0.3 No Dmt _____
B Salto Dismount	
_____ 0.1 No Direction Δ	↑1 Dmt≠CL _____
_____ 0.1 ea ¾ Fwd Giant	.1 .2 Elements _____
_____ 0.1 ea Uncharacteristic	F 367 LA _____

HS Precision ↑.1 Dynamics ↑.2 *Thru-out*

BARS	BONUS	0.1	0.2	CHOICE OF ELEMENTS ≠ CL	DSMNT ≠ CL	RESTRICTED 'RE'	VALUE PARTS 'VP'
9 2 ½ min	NO Turn or Flight	CC		1) Fwd circle/release "B" min 2 of 3 0.0	C 0.00	More than 1 D/E attempted = No VP & 0.5 off SV if DMT, also -0.3 off SV	1/1 Pirouettes (B/C root) = C A (3) 0.1
	2 different 3/6/7	CC		2) Group 3/6/7 "B" min 1 of 3 0.1	CB 0.05		B (4) 0.3
	Turn or Flight - in both		CC	3) LA 180° Turn w/wo flight "C" 0 of 3 0.2	BB 0.10		1 st 'RE' D/E is allowable C (1) 0.5
No CV for Spot or Fall		up to 0.3 CV or 0.2 CV + 0.1 D/E		(D/E)	1C	4B	3A

SR 0.5 ea	+CV _____ +D/E _____ 9.7 SV
2 Bar Changes	-VP _____
B Flight - not DMT	0.5 -SR _____
C Flight -Diff, not DMT	0.5 -'RE' _____
or B Turn -not MT/DMT	0.3 No Dmt _____
B Salto Dismount	
_____ 0.1 No Direction Δ	↑1 Dmt≠CL _____
_____ 0.1 ea ¾ Fwd Giant	.1 .2 Elements _____
_____ 0.1 ea Uncharacteristic	F 367 LA _____

HS Precision ↑.1 Dynamics ↑.2 *Thru-out*

SR 0.5 ea	+CV _____ +D/E _____ 9.7 SV
2 Bar Changes	-VP _____
B Flight - not DMT	0.5 -SR _____
C Flight -Diff, not DMT	0.5 -'RE' _____
or B Turn -not MT/DMT	0.3 No Dmt _____
B Salto Dismount	
_____ 0.1 No Direction Δ	↑1 Dmt≠CL _____
_____ 0.1 ea ¾ Fwd Giant	.1 .2 Elements _____
_____ 0.1 ea Uncharacteristic	F 367 LA _____

HS Precision ↑.1 Dynamics ↑.2 *Thru-out*

SR 0.5 ea	+CV _____ +D/E _____ 9.7 SV
2 Bar Changes	-VP _____
B Flight - not DMT	0.5 -SR _____
C Flight -Diff, not DMT	0.5 -'RE' _____
or B Turn -not MT/DMT	0.3 No Dmt _____
B Salto Dismount	
_____ 0.1 No Direction Δ	↑1 Dmt≠CL _____
_____ 0.1 ea ¾ Fwd Giant	.1 .2 Elements _____
_____ 0.1 ea Uncharacteristic	F 367 LA _____

HS Precision ↑.1 Dynamics ↑.2 *Thru-out*

BEAM	RESTRICTED 'RE'	NO DISMOUNT	All Acro must have flight for CV		0.1	0.2	0.1	0.2	VALUE PARTS 'VP'	
	9	More than 1 Acro D/E attempted = No VP credit & 0.5 off SV	No Dmt or salto not initiated or Restricted Element dmt = - 0.3 off SV	2 Acro Flight NO DMT	BC _{salto}	CC			All Dance D/E = C	A (3) 0.1
			3 Acro Flight	BBC	BCC	2 Dance / Mix No DMT	BC	CC	1 st 'RE' Acro D/E=C	B (4) 0.3
			3 Acro Flight with C salto or D/E hand NO DMT = add'l	0.1		Turns	AC CA			C (1) 0.5

SR 0.5 each	+CV ___ +D/E ___	9.7 SV	<i>up to 0.3 CV or 0.2 CV + 0.1 D/E</i>	(D/E)	1C	4B	3A
Acro Flight Series -both flight	-VP ___						
180° Leap / Jump	0.5 -SR ___						
Full Turn	0.5 -'RE' ___						
B Dismount Salto/Aerial	0.3 -No Dmt ___						
<u>0.2</u> No Dance Series	↑.2 Dance≠CL ___						
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL ___						
<u>0.05</u> in dismount only	↑.1 Dmt≠CL ___						
<u>0.1</u> Shape >2 Λ or ИW	↑.1 Levels ___						
<u>0.1</u> >1 Pivot straight legs	↑.1 Spatial ___						
<u>0.05</u> 2 of 3 Movement: F-B-S ea							
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2					
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2					

SR 0.5 each	+CV ___ +D/E ___	9.7 SV		(D/E)	1C	4B	3A
Acro Flight Series -both flight	-VP ___						
180° Leap / Jump	0.5 -SR ___						
Full Turn	0.5 -'RE' ___						
B Dismount Salto/Aerial	0.3 -No Dmt ___						
<u>0.2</u> No Dance Series	↑.2 Dance≠CL ___						
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL ___						
<u>0.05</u> in dismount only	↑.1 Dmt≠CL ___						
<u>0.1</u> Shape >2 Λ or ИW	↑.1 Levels ___						
<u>0.1</u> >1 Pivot straight legs	↑.1 Spatial ___						
<u>0.05</u> 2 of 3 Movement: F-B-S ea							
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2					
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2					

SR 0.5 each	+CV ___ +D/E ___	9.7 SV		(D/E)	1C	4B	3A
Acro Flight Series -both flight	-VP ___						
180° Leap / Jump	0.5 -SR ___						
Full Turn	0.5 -'RE' ___						
B Dismount Salto/Aerial	0.3 -No Dmt ___						
<u>0.2</u> No Dance Series	↑.2 Dance≠CL ___						
<u>0.1</u> F/S & B Acro	↑.2 Acro≠CL ___						
<u>0.05</u> in dismount only	↑.1 Dmt≠CL ___						
<u>0.1</u> Shape >2 Λ or ИW	↑.1 Levels ___						
<u>0.1</u> >1 Pivot straight legs	↑.1 Spatial ___						
<u>0.05</u> 2 of 3 Movement: F-B-S ea							
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2					
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2					

BEAM	RESTRICTED 'RE'	NO DISMOUNT	All Acro must have flight for CV			0.1			0.2			VALUE PARTS 'VP'	
	More than 1 Acro D/E attempted = No VP credit & 0.5 off SV	No Dmt or salto not initiated or Restricted Element dmt = - 0.3 off SV	2 Acro Flight NO DMT	BC _{salto}	CC	2 Dance / Mix No DMT	BC	CC	Turns	AC	CA	All Dance D/E = C	A (3) 0.1
9			3 Acro Flight	BBC	BCC							1 st 'RE' Acro D/E=C	B (4) 0.3
			3 Acro Flight with C salto or D/E hand NO DMT	= add'l 0.1									C (1) 0.5

SR 0.5 each	+CV	+D/E	9.7 SV	<i>up to 0.3 CV or 0.2 CV + 0.1 D/E</i>	(D/E)	1C	4B	3A
Acro Flight Series -both flight	-VP							
180° Leap / Jump	0.5	-SR						
Full Turn	0.5	'RE'						
B Dismount Salto/Aerial	0.3	-No Dmt						
<u>0.2</u> No Dance Series	↑.2	Dance≠CL						
<u>0.1</u> F/S & B Acro	↑.2	Acro≠CL						
<u>0.05</u> in dismount only	↑.1	Dmt≠CL						
<u>0.1</u> Shape >2 Λ or ИW	↑.1	Levels						
<u>0.1</u> >1 Pivot <i>straight legs</i>	↑.1	Spatial						
<u>0.05</u> 2 of 3 Movement: F-B-S ea								
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2						
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2						

SR 0.5 each	+CV	+D/E	9.7 SV		(D/E)	1C	4B	3A
Acro Flight Series -both flight	-VP							
180° Leap / Jump	0.5	-SR						
Full Turn	0.5	'RE'						
B Dismount Salto/Aerial	0.3	-No Dmt						
<u>0.2</u> No Dance Series	↑.2	Dance≠CL						
<u>0.1</u> F/S & B Acro	↑.2	Acro≠CL						
<u>0.05</u> in dismount only	↑.1	Dmt≠CL						
<u>0.1</u> Shape >2 Λ or ИW	↑.1	Levels						
<u>0.1</u> >1 Pivot <i>straight legs</i>	↑.1	Spatial						
<u>0.05</u> 2 of 3 Movement: F-B-S ea								
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2						
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2						

SR 0.5 each	+CV	+D/E	9.7 SV		(D/E)	1C	4B	3A
Acro Flight Series -both flight	-VP							
180° Leap / Jump	0.5	-SR						
Full Turn	0.5	'RE'						
B Dismount Salto/Aerial	0.3	-No Dmt						
<u>0.2</u> No Dance Series	↑.2	Dance≠CL						
<u>0.1</u> F/S & B Acro	↑.2	Acro≠CL						
<u>0.05</u> in dismount only	↑.1	Dmt≠CL						
<u>0.1</u> Shape >2 Λ or ИW	↑.1	Levels						
<u>0.1</u> >1 Pivot <i>straight legs</i>	↑.1	Spatial						
<u>0.05</u> 2 of 3 Movement: F-B-S ea								
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2						
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2						

FLOOR	BONUS				RESTRICTED 'RE'		VALUE PARTS VP			
	0.1	0.2	0.1	0.1	0.1	0.1	0.1			
9	Acro Direct:	BB	AC	AAC	BC	2 Dance / Mix	CC	More than 1 Acro D or E attempted =	All Dance D/E = C	A (3) 0.1
	Acro Indirect:	B--C	AA--C	C--C	C--C	No CV for a turn		No VP credit & 0.5 off SV	1 st 'RE' Acro D/E = C	B (4) 0.3
	Only Saltos and Aerials may be used for CV					followed by a jump		If last salto, then take -0.3 off SV		C (1) 0.5

SR	0.5 each	+CV	+D/E	9.7 SV	up to 0.3 CV or 0.2 CV + 0.1 D/E	(D/E)	1C	4B	3A
2-Salto Acro Pass		-VP							
3 Different Saltos		0.5 -SR							
Dance Passage, 180° leap		0.5 -'RE'							
Dismount B Salto		0.3 -No Dmt							
0.3 No B Salto		↑.2 Dance≠CL							
0.2 No B Turn		↑.2 Acro≠CL							
0.1 F/S & B saltos		↑.1 Last salto≠CL							
0.1 >2ea Λ or IW		↑.1 Spatial use							

Dynamics ↑.2 Footwork ↑.3 Artistry C-S-E ↑.3 End ≠ Music .1
Rhythm ↑.2 Posture ↑.3 MM≠Relate ↑.3 End ≠ 1 sec .05

SR	0.5 each	+CV	+D/E	9.7 SV	(D/E)	1C	4B	3A
2-Salto Acro Pass		-VP						
3 Different Saltos		0.5 -SR						
Dance Passage, 180° leap		0.5 -'RE'						
Dismount B Salto		0.3 -No Dmt						
0.3 No B Salto		↑.2 Dance≠CL						
0.2 No B Turn		↑.2 Acro≠CL						
0.1 F/S & B saltos		↑.1 Last salto≠CL						
0.1 >2ea Λ or IW		↑.1 Spatial use						

Dynamics ↑.2 Footwork ↑.3 Artistry C-S-E ↑.3 End ≠ Music .1
Rhythm ↑.2 Posture ↑.3 MM≠Relate ↑.3 End ≠ 1 sec .05

SR	0.5 each	+CV	+D/E	9.7 SV	(D/E)	1C	4B	3A
2-Salto Acro Pass		-VP						
3 Different Saltos		0.5 -SR						
Dance Passage, 180° leap		0.5 -'RE'						
Dismount B Salto		0.3 -No Dmt						
0.3 No B Salto		↑.2 Dance≠CL						
0.2 No B Turn		↑.2 Acro≠CL						
0.1 F/S & B saltos		↑.1 Last salto≠CL						
0.1 >2ea Λ or IW		↑.1 Spatial use						

Dynamics ↑.2 Footwork ↑.3 Artistry C-S-E ↑.3 End ≠ Music .1
Rhythm ↑.2 Posture ↑.3 MM≠Relate ↑.3 End ≠ 1 sec .05

FLOOR	BONUS				RESTRICTED 'RE'		VALUE PARTS VP			
	0.1	0.2	0.1	0.1	0.1	0.1	0.1			
9	Acro Direct:	BB	AC	AAC	BC	2 Dance / Mix	CC	More than 1 Acro D or E attempted =	All Dance D/E = C	A (3) 0.1
	Acro Indirect:	B--C	AA--C	C--C	C--C	No CV for a turn		No VP credit & 0.5 off SV	1 st 'RE' Acro D/E = C	B (4) 0.3
	Only Saltos and Aerials may be used for CV					followed by a jump		If last salto, then take -0.3 off SV		C (1) 0.5

SR	0.5 each	+CV	+D/E	9.7 SV	up to 0.3 CV or 0.2 CV + 0.1 D/E	(D/E)	1C	4B	3A
2-Salto Acro Pass		-VP							
3 Different Saltos		0.5 -SR							
Dance Passage, 180° leap		0.5 -'RE'							
Dismount B Salto		0.3 -No Dmt							
0.3 No B Salto		↑.2 Dance≠CL							
0.2 No B Turn		↑.2 Acro≠CL							
0.1 F/S & B saltos		↑.1 Last salto≠CL							
0.1 >2ea Λ or IW		↑.1 Spatial use							

Dynamics ↑.2 Footwork ↑.3 Artistry C-S-E ↑.3 End ≠ Music .1
Rhythm ↑.2 Posture ↑.3 MM≠Relate ↑.3 End ≠ 1 sec .05

SR	0.5 each	+CV	+D/E	9.7 SV	(D/E)	1C	4B	3A
2-Salto Acro Pass		-VP						
3 Different Saltos		0.5 -SR						
Dance Passage, 180° leap		0.5 -'RE'						
Dismount B Salto		0.3 -No Dmt						
0.3 No B Salto		↑.2 Dance≠CL						
0.2 No B Turn		↑.2 Acro≠CL						
0.1 F/S & B saltos		↑.1 Last salto≠CL						
0.1 >2ea Λ or IW		↑.1 Spatial use						

Dynamics ↑.2 Footwork ↑.3 Artistry C-S-E ↑.3 End ≠ Music .1
Rhythm ↑.2 Posture ↑.3 MM≠Relate ↑.3 End ≠ 1 sec .05

SR	0.5 each	+CV	+D/E	9.7 SV	(D/E)	1C	4B	3A
2-Salto Acro Pass		-VP						
3 Different Saltos		0.5 -SR						
Dance Passage, 180° leap		0.5 -'RE'						
Dismount B Salto		0.3 -No Dmt						
0.3 No B Salto		↑.2 Dance≠CL						
0.2 No B Turn		↑.2 Acro≠CL						
0.1 F/S & B saltos		↑.1 Last salto≠CL						
0.1 >2ea Λ or IW		↑.1 Spatial use						

Dynamics ↑.2 Footwork ↑.3 Artistry C-S-E ↑.3 End ≠ Music .1
Rhythm ↑.2 Posture ↑.3 MM≠Relate ↑.3 End ≠ 1 sec .05

BARS

10

BONUS	0.1	0.2	RELEASE ≠ CL	Expect DD different	DISMOUNT ≠ CL	CHOICE of ELEMENTS ↑0.2	VP		
Turn or Flight - in both	CC		DC combo	0.05	CC combo	0.15	D DC 0.0	1) Forward circle/release "B" min 2 of 3 0.0	A (3) 0.1
2 different 3/6/7	CC		D--C isolated	0.1	C--C isolated	0.2	CCC DCC 0.05	2) Group 3/6/7 element "B" min 1 of 3 0.1	B (3) 0.3
No Turn or Flight required	CD	DD	D--B isolated	0.15	BC or less	0.2	CC BC 0.1	3) LA 180 Turn w/wo flight "C" 0 of 3 0.2	C (2) 0.5

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
C Flight - Not Dmt		-VP						
B Flight - Diff./ Not Dmt		0.5 -SR						
C Turn - Not Mt / Dmt		0.3 -No Dmt						
C Salto Dismount	BONUS +0.1							
0.2 Not 2 bar changes	Bonus If 10.0 SV &							
0.1 No Direction Δ	≥ 0.6 bonus with "E"							
0.1 ea ¾ Fwd Giant		↑2	Release≠CL					
0.1 ea Uncharacteristic		↑1	Dismount≠CL					
0.1 ea >1 squat on ± circle (OK after fall)		.1 .2	Elements					
		F 367	LA					
HS Precision ↑.1		Dynamics ↑.2						

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
C Flight - Not Dmt		-VP						
B Flight - Diff./ Not Dmt		0.5 -SR						
C Turn - Not Mt / Dmt		0.3 -No Dmt						
C Salto Dismount	BONUS +0.1							
0.2 Not 2 bar changes	Bonus If 10.0 SV &							
0.1 No Direction Δ	≥ 0.6 bonus with "E"							
0.1 ea ¾ Fwd Giant		↑2	Release≠CL					
0.1 ea Uncharacteristic		↑1	Dismount≠CL					
0.1 ea >1 squat on ± circle (OK after fall)		.1 .2	Elements					
		F 367	LA					
HS Precision ↑.1		Dynamics ↑.2						

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
C Flight - Not Dmt		-VP						
B Flight - Diff./ Not Dmt		0.5 -SR						
C Turn - Not Mt / Dmt		0.3 -No Dmt						
C Salto Dismount	BONUS +0.1							
0.2 Not 2 bar changes	Bonus If 10.0 SV &							
0.1 No Direction Δ	≥ 0.6 bonus with "E"							
0.1 ea ¾ Fwd Giant		↑2	Release≠CL					
0.1 ea Uncharacteristic		↑1	Dismount≠CL					
0.1 ea >1 squat on ± circle (OK after fall)		.1 .2	Elements					
		F 367	LA					
HS Precision ↑.1		Dynamics ↑.2						

BARS

10

BONUS	0.1	0.2	RELEASE ≠ CL	Expect DD different	DISMOUNT ≠ CL	CHOICE of ELEMENTS ↑0.2	VP		
Turn or Flight - in both	CC		DC combo	0.05	CC combo	0.15	D DC 0.0	1) Forward circle/release "B" min 2 of 3 0.0	A (3) 0.1
2 different 3/6/7	CC		D--C isolated	0.1	C--C isolated	0.2	CCC DCC 0.05	2) Group 3/6/7 element "B" min 1 of 3 0.1	B (3) 0.3
No Turn or Flight required	CD	DD	D--B isolated	0.15	BC or less	0.2	CC BC 0.1	3) LA 180 Turn w/wo flight "C" 0 of 3 0.2	C (2) 0.5

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
C Flight - Not Dmt		-VP						
B Flight - Diff./ Not Dmt		0.5 -SR						
C Turn - Not Mt / Dmt		0.3 -No Dmt						
C Salto Dismount	BONUS +0.1							
0.2 Not 2 bar changes	Bonus If 10.0 SV &							
0.1 No Direction Δ	≥ 0.6 bonus with "E"							
0.1 ea ¾ Fwd Giant		↑2	Release≠CL					
0.1 ea Uncharacteristic		↑1	Dismount≠CL					
0.1 ea >1 squat on ± circle (OK after fall)		.1 .2	Elements					
		F 367	LA					
HS Precision ↑.1 Dynamics ↑.2								

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
C Flight - Not Dmt		-VP						
B Flight - Diff./ Not Dmt		0.5 -SR						
C Turn - Not Mt / Dmt		0.3 -No Dmt						
C Salto Dismount	BONUS +0.1							
0.2 Not 2 bar changes	Bonus If 10.0 SV &							
0.1 No Direction Δ	≥ 0.6 bonus with "E"							
0.1 ea ¾ Fwd Giant		↑2	Release≠CL					
0.1 ea Uncharacteristic		↑1	Dismount≠CL					
0.1 ea >1 squat on ± circle (OK after fall)		.1 .2	Elements					
		F 367	LA					
HS Precision ↑.1 Dynamics ↑.2								

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
C Flight - Not Dmt		-VP						
B Flight - Diff./ Not Dmt		0.5 -SR						
C Turn - Not Mt / Dmt		0.3 -No Dmt						
C Salto Dismount	BONUS +0.1							
0.2 Not 2 bar changes	Bonus If 10.0 SV &							
0.1 No Direction Δ	≥ 0.6 bonus with "E"							
0.1 ea ¾ Fwd Giant		↑2	Release≠CL					
0.1 ea Uncharacteristic		↑1	Dismount≠CL					
0.1 ea >1 squat on ± circle (OK after fall)		.1 .2	Elements					
		F 367	LA					
HS Precision ↑.1 Dynamics ↑.2								

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

SR 0.5 each +D/E +CV **9.5 SV** *D Hanford 5/28/22*

Acro Flight Series BC or EA	-VP	_____
180° Leap / Jump	0.5 -SR	_____
Full Turn	0.3 -No Dmt	_____
Dmt C Salto/Aerial or CB**	BONUS +0.1	_____
0.2 No Dance Series	↑.2 Dance≠CL	_____
0.1 F/S & B Acro	↑.2 Acro≠CL	_____
0.05 in dsmt only	↑.1 Dmt≠CL	_____
0.1 >2 Λ or iw	↑.1 Levels	_____
0.1 >1 Pivots straight legs	↑.1 Spatial	_____
0.05 2 of 3 Movement: F-B-S ea ch		_____

Artistry C-S-E ↑.3 Footwork ↑.3 Dynamics ↑.2
Sureness ↑.2 Posture ↑.3 Rhythm ↑.2

SR 0.5 each +D/E +CV **9.5 SV** E D 2C 3B 3A

Acro Flight Series BC or EA	-VP	_____
180° Leap / Jump	0.5 -SR	_____
Full Turn	0.3 -No Dmt	_____
Dmt C Salto/Aerial or CB**	BONUS +0.1	_____
0.2 No Dance Series	↑.2 Dance≠CL	_____
0.1 F/S & B Acro	↑.2 Acro≠CL	_____
0.05 in dsmt only	↑.1 Dmt≠CL	_____
0.1 >2 Λ or iw	↑.1 Levels	_____
0.1 >1 Pivots straight legs	↑.1 Spatial	_____
0.05 2 of 3 Movement: F-B-S ea ch		_____

Artistry C-S-E ↑.3 Footwork ↑.3 Dynamics ↑.2
Sureness ↑.2 Posture ↑.3 Rhythm ↑.2

SR 0.5 each +D/E +CV **9.5 SV** E D 2C 3B 3A

Acro Flight Series BC or EA	-VP	_____
180° Leap / Jump	0.5 -SR	_____
Full Turn	0.3 -No Dmt	_____
Dmt C Salto/Aerial or CB**	BONUS +0.1	_____
0.2 No Dance Series	↑.2 Dance≠CL	_____
0.1 F/S & B Acro	↑.2 Acro≠CL	_____
0.05 in dsmt only	↑.1 Dmt≠CL	_____
0.1 >2 Λ or iw	↑.1 Levels	_____
0.1 >1 Pivots straight legs	↑.1 Spatial	_____
0.05 2 of 3 Movement: F-B-S ea ch		_____

Artistry C-S-E ↑.3 Footwork ↑.3 Dynamics ↑.2
Sureness ↑.2 Posture ↑.3 Rhythm ↑.2

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

SR 0.5 each +D/E +CV **9.5 SV** *D Hanford 5/28/22*

Acro Flight Series BC or EA	-VP	_____
180° Leap / Jump	0.5 -SR	_____
Full Turn	0.3 -No Dmt	_____
Dmt C Salto/Aerial or CB**	BONUS +0.1	_____
0.2 No Dance Series	↑.2 Dance≠CL	_____
0.1 F/S & B Acro	↑.2 Acro≠CL	_____
0.05 in dsmt only	↑.1 Dmt≠CL	_____
0.1 >2 Λ or iw	↑.1 Levels	_____
0.1 >1 Pivots straight legs	↑.1 Spatial	_____
0.05 2 of 3 Movement: F-B-S ea ch		_____

Artistry C-S-E ↑.3 Footwork ↑.3 Dynamics ↑.2
Sureness ↑.2 Posture ↑.3 Rhythm ↑.2

SR 0.5 each +D/E +CV **9.5 SV** E D 2C 3B 3A

Acro Flight Series BC or EA	-VP	_____
180° Leap / Jump	0.5 -SR	_____
Full Turn	0.3 -No Dmt	_____
Dmt C Salto/Aerial or CB**	BONUS +0.1	_____
0.2 No Dance Series	↑.2 Dance≠CL	_____
0.1 F/S & B Acro	↑.2 Acro≠CL	_____
0.05 in dsmt only	↑.1 Dmt≠CL	_____
0.1 >2 Λ or iw	↑.1 Levels	_____
0.1 >1 Pivots straight legs	↑.1 Spatial	_____
0.05 2 of 3 Movement: F-B-S ea ch		_____

Artistry C-S-E ↑.3 Footwork ↑.3 Dynamics ↑.2
Sureness ↑.2 Posture ↑.3 Rhythm ↑.2

SR 0.5 each +D/E +CV **9.5 SV** E D 2C 3B 3A

Acro Flight Series BC or EA	-VP	_____
180° Leap / Jump	0.5 -SR	_____
Full Turn	0.3 -No Dmt	_____
Dmt C Salto/Aerial or CB**	BONUS +0.1	_____
0.2 No Dance Series	↑.2 Dance≠CL	_____
0.1 F/S & B Acro	↑.2 Acro≠CL	_____
0.05 in dsmt only	↑.1 Dmt≠CL	_____
0.1 >2 Λ or iw	↑.1 Levels	_____
0.1 >1 Pivots straight legs	↑.1 Spatial	_____
0.05 2 of 3 Movement: F-B-S ea ch		_____

Artistry C-S-E ↑.3 Footwork ↑.3 Dynamics ↑.2
Sureness ↑.2 Posture ↑.3 Rhythm ↑.2

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

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass	-VP	___	___					
3 Different Saltos	0.5 -SR	___	___					
180° Leap Passage	0.3 -No Dmt	___	___					
Dismount C Salto	BONUS +0.1							
___ 0.3 No C Salto	↑.2 Dance≠CL	___	___					
___ 0.2 No B Turn	↑.2 Acro≠CL	___	___					
___ 0.1 F/S&B Saltos	↑.1 Last salto≠CL	___	___					
___ 0.1 >2 _{ea} Λ or IW	↑.1 Spatial use	___	___					
Dynamics ↑.2	Footwork ↑.3	Artistry ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass	-VP	___	___					
3 Different Saltos	0.5 -SR	___	___					
180° Leap Passage	0.3 -No Dmt	___	___					
Dismount C Salto	BONUS +0.1							
___ 0.3 No C Salto	↑.2 Dance≠CL	___	___					
___ 0.2 No B Turn	↑.2 Acro≠CL	___	___					
___ 0.1 F/S&B Saltos	↑.1 Last salto≠CL	___	___					
___ 0.1 >2 _{ea} Λ or IW	↑.1 Spatial use	___	___					
Dynamics ↑.2	Footwork ↑.3	Artistry ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass	-VP	___	___					
3 Different Saltos	0.5 -SR	___	___					
180° Leap Passage	0.3 -No Dmt	___	___					
Dismount C Salto	BONUS +0.1							
___ 0.3 No C Salto	↑.2 Dance≠CL	___	___					
___ 0.2 No B Turn	↑.2 Acro≠CL	___	___					
___ 0.1 F/S&B Saltos	↑.1 Last salto≠CL	___	___					
___ 0.1 >2 _{ea} Λ or IW	↑.1 Spatial use	___	___					
Dynamics ↑.2	Footwork ↑.3	Artistry ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					

FLOOR 10	BONUS	0.1			0.2			0.1		0.2	BONUS +0.1	VP	
	Acro Direct:	BB	AC	AAC	BC	AD	AAD	2 Dance / Mix	CC	BD	CD	If 10.0 SV & ≥0.6 bonus with at	A (3) 0.1
	Acro Indirect:	C--C	A--D	AA--C	C--C	B--D	A--E	AA--D	D-salto + A-jump			least one "E" Acro = +0.1 bonus	B (3) 0.3
	Only Saltos and Aerials may be used for CV						No CV for a turn followed by a jump				NOT IN SV	C (2) 0.5	

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass	-VP	___	___					
3 Different Saltos	0.5 -SR	___	___					
180° Leap Passage	0.3 -No Dmt	___	___					
Dismount C Salto	BONUS +0.1							
___ 0.3 No C Salto	↑.2 Dance≠CL	___	___					
___ 0.2 No B Turn	↑.2 Acro≠CL	___	___					
___ 0.1 F/S&B Saltos	↑.1 Last salto≠CL	___	___					
___ 0.1 >2 _{ea} Λ or IW	↑.1 Spatial use	___	___					
Dynamics ↑.2	Footwork ↑.3	Artistry ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass	-VP	___	___					
3 Different Saltos	0.5 -SR	___	___					
180° Leap Passage	0.3 -No Dmt	___	___					
Dismount C Salto	BONUS +0.1							
___ 0.3 No C Salto	↑.2 Dance≠CL	___	___					
___ 0.2 No B Turn	↑.2 Acro≠CL	___	___					
___ 0.1 F/S&B Saltos	↑.1 Last salto≠CL	___	___					
___ 0.1 >2 _{ea} Λ or IW	↑.1 Spatial use	___	___					
Dynamics ↑.2	Footwork ↑.3	Artistry ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass	-VP	___	___					
3 Different Saltos	0.5 -SR	___	___					
180° Leap Passage	0.3 -No Dmt	___	___					
Dismount C Salto	BONUS +0.1							
___ 0.3 No C Salto	↑.2 Dance≠CL	___	___					
___ 0.2 No B Turn	↑.2 Acro≠CL	___	___					
___ 0.1 F/S&B Saltos	↑.1 Last salto≠CL	___	___					
___ 0.1 >2 _{ea} Λ or IW	↑.1 Spatial use	___	___					
Dynamics ↑.2	Footwork ↑.3	Artistry ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					