

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	1 st Restricted C = B		

4A

4B

10.0 SV



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

4A

4B

10.0 SV

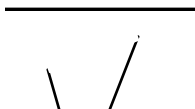


		SR 0.5 each	
___	B VP 0.3	1 Bar Change	
___	A VP 0.1	2 B-Elements, same or different:	
___	SR 0.5	B Flight* or Turn**	
___	'RE' 0.5	B 3/6/7 clear circle*	
___	No Dmt 0.3	*Not in DMT **Not in Mt or DMT	
		Dismount A Salto	
___	Vertical ↑.2	¾ Fwd Giant	0.1 ea
___	DMT≠CL ↑.1	Uncharacteristic	0.1 ea
<i>Thru-out: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

4A

4B

10.0 SV



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

BARS

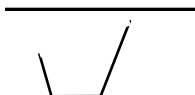
8

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	1 st Restricted C = B		

4A

4B

10.0 SV

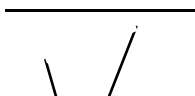


		SR 0.5 each	
___	B VP 0.3	1 Bar Change	
___	A VP 0.1	2 B-Elements, same or different:	
___	SR 0.5	B Flight* or Turn**	
___	'RE' 0.5	B 3/6/7 clear circle*	
___	No Dmt 0.3	*Not in DMT **Not in Mt or DMT	
		Dismount A Salto	
___	Vertical ↑.2	¾ Fwd Giant	0.1 ea
___	DMT≠CL ↑.1	Uncharacteristic	0.1 ea
<i>Thru-out: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

4A

4B

10.0 SV

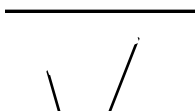


		SR 0.5 each	
___	B VP 0.3	1 Bar Change	
___	A VP 0.1	2 B-Elements, same or different:	
___	SR 0.5	B Flight* or Turn**	
___	'RE' 0.5	B 3/6/7 clear circle*	
___	No Dmt 0.3	*Not in DMT **Not in Mt or DMT	
		Dismount A Salto	
___	Vertical ↑.2	¾ Fwd Giant	0.1 ea
___	DMT≠CL ↑.1	Uncharacteristic	0.1 ea
<i>Thru-out: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

4A

4B

10.0 SV



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

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 skill • Arms move as low as thighs into 2 nd element • Cautious or slow attempt to connect	Dance Mounts	More than 1 Acro C (or any D/E) attempted = No VP credit & 0.5 off SV	No dismount or salto not initiated or restricted element dismount = - 0.3 off SV	All Dance C = B	A (4) 0.1
		Leaps / Hops / Jumps			1 st 'RE' Acro C = B	B (4) 0.3
		Turns				

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

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

4A	4B	10.0 SV	B VP 0.3	SR 0.5 each
			A VP 0.1	Acro Flight Series (1 flight)
			SR 0.5	Leap / Jump 180° Split
			'RE' 0.5	Full Turn
			No Dmt 0.3	Dismount A Salto/Aerial
			Dance≠CL ↑.2	No Dance Series 0.2
			Acro≠CL ↑.2	F/S & B Acro 0.1
			Dmt≠CL ↑.1	<i>in dismount only</i> 0.05
			Levels ↑.1	Shape >2 Λ or ∩W 0.1
			Spatial ↑.1	>1 Pivot <i>straight legs</i> 0.1
				2 of 3 Movement: F-B-S ea 0.05
			Dynamics ↑.2	Footwork ↑.3
			Rhythm ↑.2	Artistry C-S-E ↑.3
				Posture ↑.3
				Sureness ↑.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 skill • Arms move as low as thighs into 2nd element • Cautious or slow attempt to connect	Dance Mounts	More than 1 Acro C (or any D/E) attempted = No VP credit & 0.5 off SV	No dismount or salto not initiated or restricted element dismount = - 0.3 off SV	All Dance C = B
		Leaps / Hops / Jumps			1 st 'RE' Acro C = B
		Turns			A (4) 0.1 B (4) 0.3

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

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

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

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

4A

4B

10.0 SV

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

Dyn ↑.2 Footwork ↑.3 Artistry C-S-E ↑.3 End ≠ Music .1

Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

4A

4B

10.0 SV

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

Dyn ↑.2 Footwork ↑.3 Artistry C-S-E ↑.3 End ≠ Music .1

Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

4A

4B

10.0 SV

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

Dyn ↑.2 Footwork ↑.3 Artistry C-S-E ↑.3 End ≠ Music .1

Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

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

4A

4B

10.0 SV

___	B VP	0.3	SR 0.5 each
___	A VP	0.1	
___	SR	0.5	
___	RE'	0.5	
___	No Dmt	0.3	
___	Dance≠CL	↑.2	No 3 'A' saltos 0.3
___	Acro≠CL	↑.2	No B Turn 0.2
___	Last salto≠CL	↑.1	F/S & B saltos 0.1
___	Spatial use	↑.1	>2ea Λ or ИW 0.1

Dyn ↑.2 Footwork ↑.3 Artistry C-S-E ↑.3 End ≠ Music .1

Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

4A

4B

10.0 SV

___	B VP	0.3	SR 0.5 each
___	A VP	0.1	
___	SR	0.5	
___	RE'	0.5	
___	No Dmt	0.3	
___	Dance≠CL	↑.2	No 3 'A' saltos 0.3
___	Acro≠CL	↑.2	No B Turn 0.2
___	Last salto≠CL	↑.1	F/S & B saltos 0.1
___	Spatial use	↑.1	>2ea Λ or ИW 0.1

Dyn ↑.2 Footwork ↑.3 Artistry C-S-E ↑.3 End ≠ Music .1

Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

4A

4B

10.0 SV

___	B VP	0.3	SR 0.5 each
___	A VP	0.1	
___	SR	0.5	
___	RE'	0.5	
___	No Dmt	0.3	
___	Dance≠CL	↑.2	No 3 'A' saltos 0.3
___	Acro≠CL	↑.2	No B Turn 0.2
___	Last salto≠CL	↑.1	F/S & B saltos 0.1
___	Spatial use	↑.1	>2ea Λ or ИW 0.1

Dyn ↑.2 Footwork ↑.3 Artistry C-S-E ↑.3 End ≠ Music .1

Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.3 End ≠ 1 sec .05

BARS	BONUS	0.1	0.2	CHOICE OF ELEMENTS ≠ CL		DSMT ≠ 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 1 st 'RE' D/E is allowable	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° w/wo flight, "C"	0 of 3	0.2	BB	0.10			C (1)	0.5

No CV if Fall or Spot

up to 0.3 CV or 0.2 CV + 0.1 D/E

3A

4B

1C

(D/E)

9.7 SV

+CV ___ +D/E ___

SR 0.5 ea

2 Bar Changes

___ VP

B Flight- no DMT

___ SR 0.5

C Flight different-no DMT

___ RE' 0.5

or B Turn-no MT/DMT

___ No Dmt 0.3

B Salto Dismount

___ Dmt≠CL ↑1

No Direction Δ 0.1

___ Elements .1 .2

¾ Fwd Giant ea 0.1

F 367 LA

Uncharacteristic ea 0.1

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

3A

4B

1C

(D/E)

9.7 SV

+CV ___ +D/E ___

SR 0.5 ea

2 Bar Changes

___ VP

B Flight- no DMT

___ SR 0.5

C Flight different-no DMT

___ RE' 0.5

or B Turn-no MT/DMT

___ No Dmt 0.3

B Salto Dismount

___ Dmt≠CL ↑1

No Direction Δ 0.1

___ Elements .1 .2

¾ Fwd Giant ea 0.1

F 367 LA

Uncharacteristic ea 0.1

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

3A

4B

1C

(D/E)

9.7 SV

+CV ___ +D/E ___

SR 0.5 ea

2 Bar Changes

___ VP

B Flight- no DMT

___ SR 0.5

C Flight different-no DMT

___ RE' 0.5

or B Turn-no MT/DMT

___ No Dmt 0.3

B Salto Dismount

___ Dmt≠CL ↑1

No Direction Δ 0.1

___ Elements .1 .2

¾ Fwd Giant ea 0.1

F 367 LA

Uncharacteristic ea 0.1

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

BARS	BONUS	0.1	0.2	CHOICE OF ELEMENTS ≠ CL		DSMT ≠ 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 Pirouette (B/C root) = C 1 st 'RE' D/E is allowable	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° w/wo flight, "C"	0 of 3	0.2	BB	0.10			C (1)	0.5

No CV if Fall or Spot

up to 0.3 CV or 0.2 CV + 0.1 D/E

3A

4B

1C

(D/E)

9.7 SV

+CV ___ +D/E ___

___ VP
___ SR 0.5
___ RE' 0.5
___ No Dmt 0.3

___ Dmt≠CL ↑1
___ Elements .1 .2
F ___ F 367 LA

SR 0.5 ea

2 Bar Changes

B Flight- no DMT

C Flight different- no DMT

or B Turn- no MT/DMT

B Salto Dismount

No Direction Δ 0.1

¾ Fwd Giant ea 0.1

Uncharacteristic ea 0.1

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

3A

4B

1C

(D/E)

9.7 SV

+CV ___ +D/E ___

___ VP
___ SR 0.5
___ RE' 0.5
___ No Dmt 0.3

___ Dmt≠CL ↑1
___ Elements .1 .2
F ___ F 367 LA

SR 0.5 ea

2 Bar Changes

B Flight- no DMT

C Flight different- no DMT

or B Turn- no MT/DMT

B Salto Dismount

No Direction Δ 0.1

¾ Fwd Giant ea 0.1

Uncharacteristic ea 0.1

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

3A

4B

1C

(D/E)

9.7 SV

+CV ___ +D/E ___

___ VP
___ SR 0.5
___ RE' 0.5
___ No Dmt 0.3

___ Dmt≠CL ↑1
___ Elements .1 .2
F ___ F 367 LA

SR 0.5 ea

2 Bar Changes

B Flight- no DMT

C Flight different- no DMT

or B Turn- no MT/DMT

B Salto Dismount

No Direction Δ 0.1

¾ Fwd Giant ea 0.1

Uncharacteristic ea 0.1

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

BEAM	All Acro must have flight for CV	0.1	0.2	0.1	0.2	RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'	
9	2 Acro Flight NO DMT	BC _{salto}	CC			More than 1 Acro	No dmt or salto not initiated	All Dance D/E = C	A (3) 0.1
	3 Acro Flight	BBC	BCC	2 Dance / Mix No DMT	BC	D/E attempted	or restricted element dmt	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	No VP credit & 0.5 off SV	= - 0.3 off SV		C (1) 0.5

up to 0.3 CV or 0.2 CV + 0.1 D/E

3A 4B 1C

(D/E) **9.7 SV**

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

3A 4B 1C

(D/E) **9.7 SV**

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

3A 4B 1C

(D/E) **9.7 SV**

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

BEAM	All Acro must have flight for CV	0.1	0.2	0.1	0.2	RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'	
9	2 Acro Flight NO DMT	BC _{salto}	CC			More than 1 Acro	No dmt or salto not initiated	All Dance D/E = C	A (3) 0.1
	3 Acro Flight	BBC	BCC	2 Dance / Mix No DMT	BC	D/E attempted	or restricted element dmt	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	No VP credit & 0.5 off SV	= - 0.3 off SV		C (1) 0.5

up to 0.3 CV or 0.2 CV + 0.1 D/E

3A 4B 1C

(D/E) **9.7 SV**

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

3A 4B 1C

(D/E) **9.7 SV**

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

3A 4B 1C

(D/E) **9.7 SV**

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

FLOOR	CV BONUS	0.1	0.2	0.1	RESTRICTED 'RE'	VALUE PARTS	VP			
9	Acro Direct:	BB	AC	AAC	BC	2 Dance / Mix	CC	>1 Acro D or E attempted =	All Dance D/E = C	A (3) 0.1
	Acro Indirect:	B--C		AA--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	

up to 0.3 CV or 0.2 CV + 0.1 D/E

3A 4B 1C (D/E)

9.7 SV

+CV ___ +D/E ___
 ___ VP ___
 ___ SR 0.5
 ___ RE' 0.5
 No Dmt 0.3
 Dance≠CL ↑.2
 ___ Acro≠CL ↑.2
 ___ Last salto≠CL ↑.1
 ___ Spatial use ↑.1

SR 0.5 each
 2-Salto Acro Pass
 3 Different Saltos
 Dance Passage 180° leap
 Dismount B Salto
 No B Salto 0.3
 No B Turn 0.2
 F/S & B saltos 0.1
 >2ea Λ or ИW 0.1

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

3A 4B 1C (D/E)

9.7 SV

+CV ___ +D/E ___
 ___ VP ___
 ___ SR 0.5
 ___ RE' 0.5
 No Dmt 0.3
 Dance≠CL ↑.2
 ___ Acro≠CL ↑.2
 ___ Last salto≠CL ↑.1
 ___ Spatial use ↑.1

SR 0.5 each
 2-Salto Acro Pass
 3 Different Saltos
 Dance Passage 180° leap
 Dismount B Salto
 No B Salto 0.3
 No B Turn 0.2
 F/S & B saltos 0.1
 >2ea Λ or ИW 0.1

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

3A 4B 1C (D/E)

9.7 SV

+CV ___ +D/E ___
 ___ VP ___
 ___ SR 0.5
 ___ RE' 0.5
 No Dmt 0.3
 Dance≠CL ↑.2
 ___ Acro≠CL ↑.2
 ___ Last salto≠CL ↑.1
 ___ Spatial use ↑.1

SR 0.5 each
 2-Salto Acro Pass
 3 Different Saltos
 Dance Passage 180° leap
 Dismount B Salto
 No B Salto 0.3
 No B Turn 0.2
 F/S & B saltos 0.1
 >2ea Λ or ИW 0.1

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

FLOOR	CV BONUS	0.1	0.2	0.1	RESTRICTED 'RE'	VALUE PARTS	VP			
9	Acro Direct:	BB	AC	AAC	BC	2 Dance / Mix	CC	>1 Acro D or E attempted =	All Dance D/E = C	A (3) 0.1
	Acro Indirect:	B--C		AA--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	

up to 0.3 CV or 0.2 CV + 0.1 D/E

3A 4B 1C (D/E)

9.7 SV	+CV	+D/E	SR 0.5 each
_____	_____	_____	2-Salto Acro Pass
_____	_____	_____	3 Different Saltos
_____	_____	_____	Dance Passage 180° leap
_____	_____	_____	Dismount B Salto
_____	_____	_____	No B Salto 0.3
_____	_____	_____	No B Turn 0.2
_____	_____	_____	F/S & B saltos 0.1
_____	_____	_____	>2ea Λ or ИW 0.1
Dyn ↑.2	Footwork ↑.3	Artistry C-S-E ↑.3	End ≠ Music .1
Rhy ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05

3A 4B 1C (D/E)

9.7 SV	+CV	+D/E	SR 0.5 each
_____	_____	_____	2-Salto Acro Pass
_____	_____	_____	3 Different Saltos
_____	_____	_____	Dance Passage 180° leap
_____	_____	_____	Dismount B Salto
_____	_____	_____	No B Salto 0.3
_____	_____	_____	No B Turn 0.2
_____	_____	_____	F/S & B saltos 0.1
_____	_____	_____	>2ea Λ or ИW 0.1
Dyn ↑.2	Footwork ↑.3	Artistry C-S-E ↑.3	End ≠ Music .1
Rhy ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05

3A 4B 1C (D/E)

9.7 SV	+CV	+D/E	SR 0.5 each
_____	_____	_____	2-Salto Acro Pass
_____	_____	_____	3 Different Saltos
_____	_____	_____	Dance Passage 180° leap
_____	_____	_____	Dismount B Salto
_____	_____	_____	No B Salto 0.3
_____	_____	_____	No B Turn 0.2
_____	_____	_____	F/S & B saltos 0.1
_____	_____	_____	>2ea Λ or ИW 0.1
Dyn ↑.2	Footwork ↑.3	Artistry C-S-E ↑.3	End ≠ Music .1
Rhy ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05

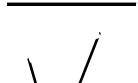
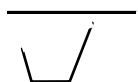
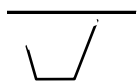
BARS

10

2 1/2 min

BONUS	0.1	0.2	RELEASE ≠ CL <i>Expect DD different</i>		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

3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SR 0.5 each
							VP	C Flight, <i>Not Dmt</i>
							SR 0.5	B Flight, <i>Different, Not Dmt</i>
							No Dmt 0.3	C Turn, <i>Not Mt / Dmt</i>
BONUS +0.1								C Salto Dismount
Bonus If 10.0 SV & ≥ 0.6 bonus with "E"								Not 2 bar changes <u>0.2</u>
Release≠CL ↑2								No Direction Δ <u>0.1</u>
Dismount≠CL ↑1								3/4 Fwd Giant <u>0.1 ea</u>
Elements <u>.1 .2</u>								Uncharacteristic <u>0.1 ea</u>
F 367 LA								>1 squat on ± circle <u>0.1 ea</u> (OK after fall)
<i>Thru-out:</i>								Dynamics ↑.2 HS Precision ↑.1



3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SR 0.5 each
							VP	C Flight, <i>Not Dmt</i>
							SR 0.5	B Flight, <i>Different, Not Dmt</i>
							No Dmt 0.3	C Turn, <i>Not Mt / Dmt</i>
BONUS +0.1								C Salto Dismount
Bonus If 10.0 SV & ≥ 0.6 bonus with "E"								Not 2 bar changes <u>0.2</u>
Release≠CL ↑2								No Direction Δ <u>0.1</u>
Dismount≠CL ↑1								3/4 Fwd Giant <u>0.1 ea</u>
Elements <u>.1 .2</u>								Uncharacteristic <u>0.1 ea</u>
F 367 LA								>1 squat on ± circle <u>0.1 ea</u> (OK after fall)
<i>Thru-out:</i>								Dynamics ↑.2 HS Precision ↑.1

3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SR 0.5 each
							VP	C Flight, <i>Not Dmt</i>
							SR 0.5	B Flight, <i>Different, Not Dmt</i>
							No Dmt 0.3	C Turn, <i>Not Mt / Dmt</i>
BONUS +0.1								C Salto Dismount
Bonus If 10.0 SV & ≥ 0.6 bonus with "E"								Not 2 bar changes <u>0.2</u>
Release≠CL ↑2								No Direction Δ <u>0.1</u>
Dismount≠CL ↑1								3/4 Fwd Giant <u>0.1 ea</u>
Elements <u>.1 .2</u>								Uncharacteristic <u>0.1 ea</u>
F 367 LA								>1 squat on ± circle <u>0.1 ea</u> (OK after fall)
<i>Thru-out:</i>								Dynamics ↑.2 HS Precision ↑.1

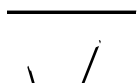
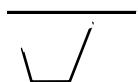
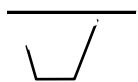
BARS

10

2 1/2 min

BONUS	0.1	0.2	RELEASE ≠ CL <i>Expect DD different</i>		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

3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SR 0.5 each
							VP	C Flight, <i>Not Dmt</i>
							SR 0.5	B Flight, <i>Different, Not Dmt</i>
							No Dmt 0.3	C Turn, <i>Not Mt / Dmt</i>
BONUS +0.1								C Salto Dismount
Bonus If 10.0 SV & ≥ 0.6 bonus with "E"								Not 2 bar changes <u>0.2</u>
Release≠CL ↑2								No Direction Δ <u>0.1</u>
Dismount≠CL ↑1								3/4 Fwd Giant <u>0.1 ea</u>
Elements <u>.1 .2</u>								Uncharacteristic <u>0.1 ea</u>
F 367 LA								>1 squat on ± circle <u>0.1 ea</u> (OK after fall)
<i>Thru-out:</i>								Dynamics ↑.2 HS Precision ↑.1



3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SR 0.5 each
							VP	C Flight, <i>Not Dmt</i>
							SR 0.5	B Flight, <i>Different, Not Dmt</i>
							No Dmt 0.3	C Turn, <i>Not Mt / Dmt</i>
BONUS +0.1								C Salto Dismount
Bonus If 10.0 SV & ≥ 0.6 bonus with "E"								Not 2 bar changes <u>0.2</u>
Release≠CL ↑2								No Direction Δ <u>0.1</u>
Dismount≠CL ↑1								3/4 Fwd Giant <u>0.1 ea</u>
Elements <u>.1 .2</u>								Uncharacteristic <u>0.1 ea</u>
F 367 LA								>1 squat on ± circle <u>0.1 ea</u> (OK after fall)
<i>Thru-out:</i>								Dynamics ↑.2 HS Precision ↑.1

3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SR 0.5 each
							VP	C Flight, <i>Not Dmt</i>
							SR 0.5	B Flight, <i>Different, Not Dmt</i>
							No Dmt 0.3	C Turn, <i>Not Mt / Dmt</i>
BONUS +0.1								C Salto Dismount
Bonus If 10.0 SV & ≥ 0.6 bonus with "E"								Not 2 bar changes <u>0.2</u>
Release≠CL ↑2								No Direction Δ <u>0.1</u>
Dismount≠CL ↑1								3/4 Fwd Giant <u>0.1 ea</u>
Elements <u>.1 .2</u>								Uncharacteristic <u>0.1 ea</u>
F 367 LA								>1 squat on ± circle <u>0.1 ea</u> (OK after fall)
<i>Thru-out:</i>								Dynamics ↑.2 HS Precision ↑.1

BEAM	All Acro must have flight for CV	0.1	0.2	0.1	0.2	BONUS +0.1	Acro Series: BC (2 flight) or EA (non-flight)	VP
10	2 Acro Flight NO Dmt	BC _{salto}	CC BD			If 10.0 SV & ≥0.6 bonus at least one "E" ACRO = +0.1 bonus 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	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'1	0.1		Turns	CA AC			C (2) 0.5

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SR 0.5 ea
								Acro Flight Series BC or EA
								Leap / Jump 180°
								Full Turn
								BONUS +0.1 Dismt C Salto/Aerial or CB**
								Dance≠CL ↑.2 No Dance Series 0.2
								Acro≠CL ↑.2 F/S & B Acro 0.1
								Dmt≠CL ↑.1 in dismount only 0.05
								Levels ↑.1 Shape >2 Λ or iw 0.1
								Spatial ↑.1 >1 Pivot straight legs 0.1
								2 of 3 Movement: F-B-S ea 0.05
								Dynamics ↑.2 Footwork ↑.3 Artistry ↑.3
								Rhythm ↑.2 Posture ↑.3 Sureness ↑.2

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SR 0.5 ea
								Acro Flight Series BC or EA
								Leap / Jump 180°
								Full Turn
								BONUS +0.1 Dismt C Salto/Aerial or CB**
								Dance≠CL ↑.2 No Dance Series 0.2
								Acro≠CL ↑.2 F/S & B Acro 0.1
								Dmt≠CL ↑.1 in dismount only 0.05
								Levels ↑.1 Shape >2 Λ or iw 0.1
								Spatial ↑.1 >1 Pivot straight legs 0.1
								2 of 3 Movement: F-B-S ea 0.05
								Dynamics ↑.2 Footwork ↑.3 Artistry ↑.3
								Rhythm ↑.2 Posture ↑.3 Sureness ↑.2

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SR 0.5 ea
								Acro Flight Series BC or EA
								Leap / Jump 180°
								Full Turn
								BONUS +0.1 Dismt C Salto/Aerial or CB**
								Dance≠CL ↑.2 No Dance Series 0.2
								Acro≠CL ↑.2 F/S & B Acro 0.1
								Dmt≠CL ↑.1 in dismount only 0.05
								Levels ↑.1 Shape >2 Λ or iw 0.1
								Spatial ↑.1 >1 Pivot straight legs 0.1
								2 of 3 Movement: F-B-S ea 0.05
								Dynamics ↑.2 Footwork ↑.3 Artistry ↑.3
								Rhythm ↑.2 Posture ↑.3 Sureness ↑.2

BEAM	All Acro must have flight for CV	0.1	0.2	0.1	0.2	BONUS +0.1	Acro Series: BC (2 flight) or EA (non-flight)	VP
10	2 Acro Flight NO Dmt	BC _{salto}	CC BD			If 10.0 SV & ≥0.6 bonus at least one "E" ACRO = +0.1 bonus 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	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!	0.1		Turns	CA AC			C (2) 0.5

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SR 0.5 ea
								Acro Flight Series BC or EA
								Leap / Jump 180°
								Full Turn
								BONUS +0.1 Dismt C Salto/Aerial or CB**
								Dance≠CL ↑.2 No Dance Series 0.2
								Acro≠CL ↑.2 F/S & B Acro 0.1
								Dmt≠CL ↑.1 in dismount only 0.05
								Levels ↑.1 Shape >2 Λ or iw 0.1
								Spatial ↑.1 >1 Pivot straight legs 0.1
								2 of 3 Movement: F-B-S ea 0.05
								Dynamics ↑.2 Footwork ↑.3 Artistry ↑.3
								Rhythm ↑.2 Posture ↑.3 Sureness ↑.2

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SR 0.5 ea
								Acro Flight Series BC or EA
								Leap / Jump 180°
								Full Turn
								BONUS +0.1 Dismt C Salto/Aerial or CB**
								Dance≠CL ↑.2 No Dance Series 0.2
								Acro≠CL ↑.2 F/S & B Acro 0.1
								Dmt≠CL ↑.1 in dismount only 0.05
								Levels ↑.1 Shape >2 Λ or iw 0.1
								Spatial ↑.1 >1 Pivot straight legs 0.1
								2 of 3 Movement: F-B-S ea 0.05
								Dynamics ↑.2 Footwork ↑.3 Artistry ↑.3
								Rhythm ↑.2 Posture ↑.3 Sureness ↑.2

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SR 0.5 ea
								Acro Flight Series BC or EA
								Leap / Jump 180°
								Full Turn
								BONUS +0.1 Dismt C Salto/Aerial or CB**
								Dance≠CL ↑.2 No Dance Series 0.2
								Acro≠CL ↑.2 F/S & B Acro 0.1
								Dmt≠CL ↑.1 in dismount only 0.05
								Levels ↑.1 Shape >2 Λ or iw 0.1
								Spatial ↑.1 >1 Pivot straight legs 0.1
								2 of 3 Movement: F-B-S ea 0.05
								Dynamics ↑.2 Footwork ↑.3 Artistry ↑.3
								Rhythm ↑.2 Posture ↑.3 Sureness ↑.2

FLOOR	CV BONUS	0.1	0.2	0.1	0.2	BONUS +0.1	VP
10	Acro Direct:	BB AC AAC	BC AD AAD	2 Dance / Mix CC BD	CD	If 10.0 SV & ≥0.6 bonus with at least 1 "E" Acro = +0.1 bonus	A (3) 0.1
	Acro Indirect:	B-C A-D AA-C	C-C B-D A-E AA-D	D-salto + A-jump		Meets all SR & VP NOT IN SV	B (3) 0.3
	Only Saltos and Aerials may be used for CV			No CV for a turn followed by a jump			C (2) 0.5

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

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

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

FLOOR	CV BONUS	0.1	0.2	0.1	0.2	BONUS +0.1	VP
10	Acro Direct:	BB AC AAC	BC AD AAD	2 Dance / Mix	CC BD CD	If 10.0 SV & ≥0.6 bonus with at least 1 "E" Acro = +0.1 bonus	A (3) 0.1
	Acro Indirect:	B--C A--D AA--C	C--C B--D A--E AA--D	D-salto + A-jump		Meets all SR & VP NOT IN SV	B (3) 0.3
	Only Saltos and Aerials may be used for CV			No CV for a turn followed by a jump			C (2) 0.5

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

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

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