

BARS	CAST*	RESTRICTED ELEMENTS 'RE'	One Allowable C = B	VP
6	Credit given if cast is above horizontal ↑ 0.3 No amplitude deduction if above 45° If horizontal or below: No SR & -0.3 amplitude	No release moves from <i>HB→LB or LB→HB</i> If 'RE' Dismount, also -0.3 off SV	<i>No other C skills allowed</i> No VP credit & 0.5 off SV	Clear Hip HS Stalder HS Toe-on HS A (5) 0.1 B (1) 0.3

LEVEL 6 SR 0.5 ea

5A 1B

- Cast 45° Min* _____
- One Bar Change _____
- Clear 3/6/7 Circle 360° _____
- Dismount "A" Salto _____
- Missing **10.0 SV**
- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____
- No Dmt 0.3 _____

HS Precision ↑.1 Dynamics ↑.2

LEVEL 6 SR 0.5 ea

5A 1B

- Cast 45° Min* _____
- One Bar Change _____
- Clear 3/6/7 Circle 360° _____
- Dismount "A" Salto _____
- Missing **10.0 SV**
- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____
- No Dmt 0.3 _____

HS Precision ↑.1 Dynamics ↑.2

LEVEL 6 SR 0.5 ea

5A 1B

- Cast 45° Min* _____
- One Bar Change _____
- Clear 3/6/7 Circle 360° _____
- Dismount "A" Salto _____
- Missing **10.0 SV**
- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____
- No Dmt 0.3 _____

HS Precision ↑.1 Dynamics ↑.2

LEVEL 6 SR 0.5 ea

5A 1B

- Cast 45° Min* _____
- One Bar Change _____
- Clear 3/6/7 Circle 360° _____
- Dismount "A" Salto _____
- Missing **10.0 SV**
- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____
- No Dmt 0.3 _____

HS Precision ↑.1 Dynamics ↑.2

BARS	CAST*	RESTRICTED ELEMENTS 'RE':	One Allowable C = B	VP	
6	Credit given if cast is above horizontal ↑ 0.3	No release moves from	No other C skills allowed	Clear Hip HS	A (5) 0.1
	No amplitude deduction if above 45°	HB→LB or LB→HB	No VP credit & 0.5 off SV	Stalder HS	B (1) 0.3
	If horizontal or below: No SR & -0.3 amplitude	If 'RE' Dismount, also -0.3 off SV		Toe-on HS	

LEVEL 6 SR 0.5 ea

5A 1B

- Cast 45° Min* _____
- One Bar Change _____
- Clear 3/6/7 Circle 360° _____
- Dismount "A" Salto _____
- Missing **10.0 SV**
- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____
- No Dmt 0.3 _____

HS Precision ↑.1 Dynamics ↑.2

LEVEL 6 SR 0.5 ea

5A 1B

- Cast 45° Min* _____
- One Bar Change _____
- Clear 3/6/7 Circle 360° _____
- Dismount "A" Salto _____
- Missing **10.0 SV**
- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____
- No Dmt 0.3 _____

HS Precision ↑.1 Dynamics ↑.2

LEVEL 6 SR 0.5 ea

5A 1B

- Cast 45° Min* _____
- One Bar Change _____
- Clear 3/6/7 Circle 360° _____
- Dismount "A" Salto _____
- Missing **10.0 SV**
- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____
- No Dmt 0.3 _____

HS Precision ↑.1 Dynamics ↑.2

LEVEL 6 SR 0.5 ea

5A 1B

- Cast 45° Min* _____
- One Bar Change _____
- Clear 3/6/7 Circle 360° _____
- Dismount "A" Salto _____
- Missing **10.0 SV**
- B VP .3 ea _____
- A VP .1 ea _____
- SR .5 ea _____
- 'RE' .5 ea _____
- No Dmt 0.3 _____

HS Precision ↑.1 Dynamics ↑.2

BEAM 6	Time	ACRO Series (2 VP)	RESTRICTED ELEMENTS 'RE'	VP
	1:30 warmup / 1:15 compete If >30 seconds & 10.0 SV the CJ takes -0.5 off average	Non-flight series Gps 5/6/7, 1 must achieve HS Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	1 C Dance element allowed No other C & No D/E elements No VP credit & 0.5 off SV	A (5) 0.1 B (1) 0.3

LEVEL 6 SR 0.5 ea

Acro Flight may be in series or isolated

5A

1B

Non-flight Acro Series

OR 1 Acro flight element _____

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

-B VP .3 ea _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

LEVEL 6 SR 0.5 ea

5A

1B

Non-flight Acro Series

OR 1 Acro flight element _____

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

-B VP .3 ea _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

LEVEL 6 SR 0.5 ea

5A

1B

Non-flight Acro Series

OR 1 Acro flight element _____

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

-B VP .3 ea _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

LEVEL 6 SR 0.5 ea

5A

1B

Non-flight Acro Series

OR 1 Acro flight element _____

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

-B VP .3 ea _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

BEAM 6	Time	ACRO Series (2 VP)	RESTRICTED ELEMENTS 'RE':	VP
	1:30 warmup / 1:15 compete If >30 seconds & 10.0 SV the CJ takes -0.5 off average	Non-flight series Gps 5/6/7, 1 must achieve HS Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	1 C Dance element allowed No other C & No D/E elements No VP credit & 0.5 off SV	A (5) 0.1 B (1) 0.3

LEVEL 6 SR 0.5 ea

Acro Flight may be in series or isolated

5A

1B

Non-flight Acro Series

OR 1 Acro flight element _____

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

-B VP .3 ea _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

LEVEL 6 SR 0.5 ea

5A

1B

Non-flight Acro Series

OR 1 Acro flight element _____

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

-B VP .3 ea _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

LEVEL 6 SR 0.5 ea

5A

1B

Non-flight Acro Series

OR 1 Acro flight element _____

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

-B VP .3 ea _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

LEVEL 6 SR 0.5 ea

5A

1B

Non-flight Acro Series

OR 1 Acro flight element _____

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

-B VP .3 ea _____ **10.0 SV**

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

FLOOR	Dance Passage	ACRO Series (2 with flight)	Restricted Elements 'RE'	VP
6	Must be 2 different Group 1 VP one must be a Leap with 180o split in cross or side	Acro Series: Only Groups 5/6/7/8 No Rolls The Salto/Aerial must be in a different connection or isolated	1 C Dance element allowed	A (5) 0.1
			No other C & No D/E elements No VP credit & 0.5 off SV	B (1) 0.3
			Time: 1:15	

LEVEL 6 SR 0.5 ea

5A

1B

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

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

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

LEVEL 6 SR 0.5 ea

5A

1B

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

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

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

LEVEL 6 SR 0.5 ea

5A

1B

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

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

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

LEVEL 6 SR 0.5 ea

5A

1B

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

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

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

FLOOR	Dance Passage	ACRO Series (2 with flight)	Restricted Elements 'RE'	VP
6	Must be 2 different Group 1 VP one must be a Leap with 180o split in cross or side	Acro Series: Only Groups 5/6/7/8 No Rolls The Salto/Aerial must be in a different connection or isolated	1 C Dance element allowed	A (5) 0.1
			No other C & No D/E elements No VP credit & 0.5 off SV	B (1) 0.3
			Time: 1:15	

LEVEL 6 SR 0.5 ea

5A

1B

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

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

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

LEVEL 6 SR 0.5 ea

5A

1B

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

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

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

LEVEL 6 SR 0.5 ea

5A

1B

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

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

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

LEVEL 6 SR 0.5 ea

5A

1B

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

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

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

BARS	CAST*	RESTRICTED ELEMENTS 'RE'	Allowable "Cs" = B	
7	Credit given if cast is at or above 45°	No other C/D/E skills allowed	Cast HS ½ Stalder HS ± ½ Toe-on HS ± ½	A (5) 0.1
	Normal cast amplitude deductions apply	No VP credit & 0.5 off SV	Clear Hip HS ± ½ <i>Turns to regular grip only</i>	B (2) 0.3
	Below 45° = No SR & deduct 0.25-0.3 amplitude	If 'RE' is Dismount, also -0.3 off SV	SR of 2 B clear circles same or different	

LEVEL 7 SR 0.5 ea

5A

2B

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

HS Precision ↑.1 Dyn ↑.2

LEVEL 7 SR 0.5 ea

5A

2B

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

HS Precision ↑.1 Dyn ↑.2

LEVEL 7 SR 0.5 ea

5A

2B

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

HS Precision ↑.1 Dyn ↑.2

LEVEL 7 SR 0.5 ea

5A

2B

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

HS Precision ↑.1 Dyn ↑.2

BARS	CAST*	RESTRICTED ELEMENTS 'RE'	Allowable "Cs" = B	
7	Credit given if cast is at or above 45°	No other C/D/E skills allowed	Cast HS ½ Stalder HS ± ½ Toe-on HS ± ½	A (5) 0.1
	Normal cast amplitude deductions apply	No VP credit & 0.5 off SV	Clear Hip HS ± ½ <i>Turns to regular grip only</i>	B (2) 0.3
	Below 45° = No SR & deduct 0.25-0.3 amplitude	If 'RE' is Dismount, also -0.3 off SV	SR of 2 B clear circles same or different	

LEVEL 7 SR 0.5 ea

5A

2B

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

HS Precision ↑.1 Dyn ↑.2

LEVEL 7 SR 0.5 ea

5A

2B

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

HS Precision ↑.1 Dyn ↑.2

LEVEL 7 SR 0.5 ea

5A

2B

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

HS Precision ↑.1 Dyn ↑.2

LEVEL 7 SR 0.5 ea

5A

2B

Cast to Handstand*

B Clear Circle 360°

B Clear 3/6/7 circle 360°

Dismount "A" Salto

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-'RE' .5 ea _____

No Dmt 0.3 _____

HS Precision ↑.1 Dyn ↑.2

BEAM 7	Time	ACRO Series (2 VP)	Allowed / Restricted 'RE'	VP
	1:30 warm-up 1:20 compete	Series w/wo Flight Gps 5/6/7, 1 must achieve HS Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	C Dance elements <i>unlimited</i> = B No C Acro & No D/E elements allowed If 'RE' Dismount, then -0.3 off SV	A (5) 0.1 B (2) 0.3

LEVEL 7 SR 0.5 ea

Acro Flight may be in series or isolated

5A

2B

Acro Series w/wo flight

AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

-B VP .3 ea **10.0 SV**

-A VP .1 ea

-SR .5 ea

'RE' .5 ea

No Dmt 0.3

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

LEVEL 7 SR 0.5 ea

5A

2B

Acro Series w/wo flight

AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

-B VP .3 ea **10.0 SV**

-A VP .1 ea

-SR .5 ea

'RE' .5 ea

No Dmt 0.3

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

LEVEL 7 SR 0.5 ea

5A

2B

Acro Series w/wo flight

AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

-B VP .3 ea **10.0 SV**

-A VP .1 ea

-SR .5 ea

'RE' .5 ea

No Dmt 0.3

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

LEVEL 7 SR 0.5 ea

5A

2B

Acro Series w/wo flight

AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

-B VP .3 ea **10.0 SV**

-A VP .1 ea

-SR .5 ea

'RE' .5 ea

No Dmt 0.3

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

BEAM 7	Time	ACRO Series (2 VP)	Allowed / Restricted 'RE'	VP
	1:30 warm-up 1:20 compete	Series w/wo Flight Gps 5/6/7, 1 must achieve HS Not in Mount or Dismount / Rolls OK Handstand without turn must be held 2 seconds.	C Dance elements <i>unlimited</i> = B No C Acro & No D/E elements allowed If 'RE' Dismount, then -0.3 off SV	A (5) 0.1 B (2) 0.3

LEVEL 7 SR 0.5 ea

Acro Flight may be in series or isolated

5A

2B

Acro Series w/wo flight

AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

-B VP .3 ea **10.0 SV**

-A VP .1 ea

-SR .5 ea

'RE' .5 ea

No Dmt 0.3

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

LEVEL 7 SR 0.5 ea

5A

2B

Acro Series w/wo flight

AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

-B VP .3 ea **10.0 SV**

-A VP .1 ea

-SR .5 ea

'RE' .5 ea

No Dmt 0.3

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

LEVEL 7 SR 0.5 ea

5A

2B

Acro Series w/wo flight

AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

-B VP .3 ea **10.0 SV**

-A VP .1 ea

-SR .5 ea

'RE' .5 ea

No Dmt 0.3

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

LEVEL 7 SR 0.5 ea

5A

2B

Acro Series w/wo flight

AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

-B VP .3 ea **10.0 SV**

-A VP .1 ea

-SR .5 ea

'RE' .5 ea

No Dmt 0.3

Dyn ↑.2 Foot ↑.3 Art C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

FLOOR 7	Dance Passage	ACRO Series	Allowed / Restricted 'RE':	VP
	Must be 2 different Group 1 VP one must be a Leap with 180o split in cross or side	Bwd Acro Series: 3 flight skills with Layout 2 ft Fwd Acro series: 2 flight skills with Salto/Aerial NO Dive Rolls	1st C Dance Element = B No other C/D/E skills allowed = 'RE' No VP credit & 0.5 off SV	A (5) 0.1 B (2) 0.3

LEVEL 7 SR 0.5 ea 5A 2B

Acro Series, Back Layout 2 ft

Fwd Acro Series, Salto/Aerial

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-RE' .5 ea _____

MM≠Sync ↑.3 Foot ↑.2 Art ↑.3 *Thru-out*

MM≠Relate↑.2 Rhy ↑.2 Pos/Flx ↑.3 Dyn ↑.2

LEVEL 7 SR 0.5 ea 5A 2B

Acro Series, Back Layout 2 ft

Fwd Acro Series, Salto/Aerial

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-RE' .5 ea _____

MM≠Sync ↑.3 Foot ↑.2 Art ↑.3 *Thru-out*

MM≠Relate↑.2 Rhy ↑.2 Pos/Flx ↑.3 Dyn ↑.2

LEVEL 7 SR 0.5 ea 5A 2B

Acro Series, Back Layout 2 ft

Fwd Acro Series, Salto/Aerial

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-RE' .5 ea _____

MM≠Sync ↑.3 Foot ↑.2 Art ↑.3 *Thru-out*

MM≠Relate↑.2 Rhy ↑.2 Pos/Flx ↑.3 Dyn ↑.2

LEVEL 7 SR 0.5 ea 5A 2B

Acro Series, Back Layout 2 ft

Fwd Acro Series, Salto/Aerial

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

-B VP .3 ea _____

-A VP .1 ea _____

-SR .5 ea _____

-RE' .5 ea _____

MM≠Sync ↑.3 Foot ↑.2 Art ↑.3 *Thru-out*

MM≠Relate↑.2 Rhy ↑.2 Pos/Flx ↑.3 Dyn ↑.2

FLOOR 7	Dance Passage	ACRO Series	Allowed / Restricted 'RE':	VP
	Must be 2 different Group 1 VP one must be a Leap with 180o split in cross or side	Bwd Acro Series: 3 flight skills with Layout 2 ft Fwd Acro series: 2 flight skills with Salto/Aerial NO Dive Rolls	1st C Dance Element = B No other C/D/E skills allowed = 'RE' No VP credit & 0.5 off SV	A (5) 0.1 B (2) 0.3

LEVEL 7 SR 0.5 ea

5A 2B

Acro Series, Back Layout 2 ft

Fwd Acro Series, Salto/Aerial

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

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

MM≠Sync ↑.3 Foot ↑.2 Art ↑.3 *Thru-out*

MM≠Relate ↑.2 Rhy ↑.2 Pos/Flx ↑.3 Dyn ↑.2

LEVEL 7 SR 0.5 ea

5A 2B

Acro Series, Back Layout 2 ft

Fwd Acro Series, Salto/Aerial

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

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

MM≠Sync ↑.3 Foot ↑.2 Art ↑.3 *Thru-out*

MM≠Relate ↑.2 Rhy ↑.2 Pos/Flx ↑.3 Dyn ↑.2

LEVEL 7 SR 0.5 ea

5A 2B

Acro Series, Back Layout 2 ft

Fwd Acro Series, Salto/Aerial

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

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

MM≠Sync ↑.3 Foot ↑.2 Art ↑.3 *Thru-out*

MM≠Relate ↑.2 Rhy ↑.2 Pos/Flx ↑.3 Dyn ↑.2

LEVEL 7 SR 0.5 ea

5A 2B

Acro Series, Back Layout 2 ft

Fwd Acro Series, Salto/Aerial

Dance Passage, 180° Leap

Full Turn on 1 foot

Missing **10.0 SV**

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

MM≠Sync ↑.3 Foot ↑.2 Art ↑.3 *Thru-out*

MM≠Relate ↑.2 Rhy ↑.2 Pos/Flx ↑.3 Dyn ↑.2