

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	

5A 1B

LEVEL 6 SR 0.5 ea

Cast 45° above horizontal

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SV Missing

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

___ 0.3 No Dmt

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

5A 1B

LEVEL 6 SR 0.5 ea

Cast 45° above horizontal

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SV Missing

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

___ 0.3 No Dmt

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

5A 1B

LEVEL 6 SR 0.5 ea

Cast 45° above horizontal

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SV Missing

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

___ 0.3 No Dmt

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

5A 1B

LEVEL 6 SR 0.5 ea

Cast 45° above horizontal

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SV Missing

___ .3 ea -B VP

___ .1 ea -A VP

___ .5 ea -SR

___ .5 ea -'RE'

___ 0.3 No Dmt

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

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	

5A

1B

LEVEL 6 SR 0.5 ea

Cast 45° above horizontal

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SV**Missing**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

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

5A

1B

LEVEL 6 SR 0.5 ea

Cast 45° above horizontal

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SV**Missing**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

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

5A

1B

LEVEL 6 SR 0.5 ea

Cast 45° above horizontal

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SV**Missing**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

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

5A

1B

LEVEL 6 SR 0.5 ea

Cast 45° above horizontal

One Bar Change

Clear 3/6/7 Circle 360°

Dismount "A" Salto

10.0 SV**Missing**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

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

BEAM

6

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

Acro Flight may be in series or isolated

5A

1B

LEVEL 6 SR 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

10.0 SV	_____	.3 ea -B VP
	_____	.1 ea -A VP
	_____	.5 ea -SR
	_____	.5 ea -'RE'
	_____	0.3 No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

5A

1B

LEVEL 6 SR 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

10.0 SV	_____	.3 ea -B VP
	_____	.1 ea -A VP
	_____	.5 ea -SR
	_____	.5 ea -'RE'
	_____	0.3 No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

5A

1B

LEVEL 6 SR 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

10.0 SV	_____	.3 ea -B VP
	_____	.1 ea -A VP
	_____	.5 ea -SR
	_____	.5 ea -'RE'
	_____	0.3 No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

5A

1B

LEVEL 6 SR 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

10.0 SV	_____	.3 ea -B VP
	_____	.1 ea -A VP
	_____	.5 ea -SR
	_____	.5 ea -'RE'
	_____	0.3 No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry 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	Non-flight series Gps 5/6/7, 1 must achieve HS	1 C Dance element allowed	A (5) 0.1
If >30 seconds & 10.0 SV	Not in Mount or Dismount / Rolls OK	No VP credit & 0.5 off SV	B (1) 0.3
the CJ takes -0.5 off average	Handstand without turn must be held 2 seconds.	If 'RE' Dismount, then -0.3 off SV	

Acro Flight may be in series or isolated

5A

1B

LEVEL 6 SR 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

10.0 SV	_____	.3 ea -B VP
	_____	.1 ea -A VP
	_____	.5 ea -SR
	_____	.5 ea -'RE'
	_____	0.3 No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

5A

1B

LEVEL 6 SR 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

10.0 SV	_____	.3 ea -B VP
	_____	.1 ea -A VP
	_____	.5 ea -SR
	_____	.5 ea -'RE'
	_____	0.3 No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

5A

1B

LEVEL 6 SR 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

10.0 SV	_____	.3 ea -B VP
	_____	.1 ea -A VP
	_____	.5 ea -SR
	_____	.5 ea -'RE'
	_____	0.3 No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

5A

1B

LEVEL 6 SR 0.5 ea

Non-flight Acro Series

OR 1 Acro Flight Element

Leap or Jump 180° Split

Full Turn on 1 foot

Dismount "A" Salto/Aerial

10.0 SV	_____	.3 ea -B VP
	_____	.1 ea -A VP
	_____	.5 ea -SR
	_____	.5 ea -'RE'
	_____	0.3 No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

FLOOR

6

Dance Passage	ACRO Pass (2 with flight)	Restricted Elements 'RE'	VP
Must be 2 different Group 1 VP one must be a Leap with 180° split in cross or side	Acro Pass: 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

5A

1B

LEVEL 6 SR 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV Missing

_____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

5A

1B

LEVEL 6 SR 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV Missing

_____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

5A

1B

LEVEL 6 SR 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV Missing

_____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

5A

1B

LEVEL 6 SR 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV Missing

_____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

FLOOR

6

Dance Passage	ACRO Series (2 with flight)	Restricted Elements 'RE'	VP
Must be 2 different Group 1 VP one must be a Leap with 180° 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

5A

1B

LEVEL 6 SR 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV Missing

_____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

5A

1B

LEVEL 6 SR 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV Missing

_____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

5A

1B

LEVEL 6 SR 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV Missing

_____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

5A

1B

LEVEL 6 SR 0.5 ea

3-skill Acro Pass (2 flight)

Salto/aerial - 2nd Pass or iso

Dance Passage, 180° Leap

Full Turn on 1 foot

10.0 SV Missing

_____ .3 ea -B VP

_____ .1 ea -A VP

_____ .5 ea -SR

_____ .5 ea -'RE'

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

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

BARS	CAST*	RESTRICTED ELEMENTS 'RE'	Allowable "Cs" = B	Value Parts
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 Turns to regular grip only	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	

5A 2B

Cast to Handstand*
B Clear Circle 360°
B Clear 3/6/7 circle 360°
Dismount "A" Salto
10.0 SV Missing
_____ .3 ea -B VP
_____ .1 ea -A VP
_____ .5 ea -SR
_____ .5 ea -'RE'
_____ 0.3 No Dmt

Thru-out

Dynamics ↑.2 HS Precision ↑.1

5A 2B

Cast to Handstand*
B Clear Circle 360°
B Clear 3/6/7 circle 360°
Dismount "A" Salto
10.0 SV Missing
_____ .3 ea -B VP
_____ .1 ea -A VP
_____ .5 ea -SR
_____ .5 ea -'RE'
_____ 0.3 No Dmt

Thru-out

Dynamics ↑.2 HS Precision ↑.1

5A 2B

Cast to Handstand*
B Clear Circle 360°
B Clear 3/6/7 circle 360°
Dismount "A" Salto
10.0 SV Missing
_____ .3 ea -B VP
_____ .1 ea -A VP
_____ .5 ea -SR
_____ .5 ea -'RE'
_____ 0.3 No Dmt

Thru-out

Dynamics ↑.2 HS Precision ↑.1

5A 2B

Cast to Handstand*
B Clear Circle 360°
B Clear 3/6/7 circle 360°
Dismount "A" Salto
10.0 SV Missing
_____ .3 ea -B VP
_____ .1 ea -A VP
_____ .5 ea -SR
_____ .5 ea -'RE'
_____ 0.3 No Dmt

Thru-out

Dynamics ↑.2 HS Precision ↑.1

BARS	CAST*	RESTRICTED ELEMENTS 'RE'	Allowable "Cs" = B	Value Parts
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 Turns to regular grip only	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	

5A 2B

Cast to Handstand*
B Clear Circle 360°
B Clear 3/6/7 circle 360°
Dismount "A" Salto
10.0 SV Missing
_____ .3 ea -B VP
_____ .1 ea -A VP
_____ .5 ea -SR
_____ .5 ea -'RE'
_____ 0.3 No Dmt

Thru-out

Dynamics ↑.2 HS Precision ↑.1

5A 2B

Cast to Handstand*
B Clear Circle 360°
B Clear 3/6/7 circle 360°
Dismount "A" Salto
10.0 SV Missing
_____ .3 ea -B VP
_____ .1 ea -A VP
_____ .5 ea -SR
_____ .5 ea -'RE'
_____ 0.3 No Dmt

Thru-out

Dynamics ↑.2 HS Precision ↑.1

5A 2B

Cast to Handstand*
B Clear Circle 360°
B Clear 3/6/7 circle 360°
Dismount "A" Salto
10.0 SV Missing
_____ .3 ea -B VP
_____ .1 ea -A VP
_____ .5 ea -SR
_____ .5 ea -'RE'
_____ 0.3 No Dmt

Thru-out

Dynamics ↑.2 HS Precision ↑.1

5A 2B

Cast to Handstand*
B Clear Circle 360°
B Clear 3/6/7 circle 360°
Dismount "A" Salto
10.0 SV Missing
_____ .3 ea -B VP
_____ .1 ea -A VP
_____ .5 ea -SR
_____ .5 ea -'RE'
_____ 0.3 No Dmt

Thru-out

Dynamics ↑.2 HS Precision ↑.1

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	A (5) 0.1
		No C Acro & No D/E elements allowed If 'RE' Dismount, then -0.3 off SV	B (2) 0.3

Acro Flight may be in series or isolated

5A

2B

LEVEL 7 SR 0.5 eaAcro Series w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

10.0 SV	_____	.3 ea	-B VP
	_____	.1 ea	-A VP
	_____	.5 ea	-SR
	_____	.5 ea	'-RE'
	_____	0.3	No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

5A

2B

LEVEL 7 SR 0.5 eaAcro Series- w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

10.0 SV	_____	.3 ea	-B VP
	_____	.1 ea	-A VP
	_____	.5 ea	-SR
	_____	.5 ea	'-RE'
	_____	0.3	No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

5A

2B

LEVEL 7 SR 0.5 eaAcro Series- w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

10.0 SV	_____	.3 ea	-B VP
	_____	.1 ea	-A VP
	_____	.5 ea	-SR
	_____	.5 ea	'-RE'
	_____	0.3	No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

5A

2B

LEVEL 7 SR 0.5 eaAcro Series- w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

10.0 SV	_____	.3 ea	-B VP
	_____	.1 ea	-A VP
	_____	.5 ea	-SR
	_____	.5 ea	'-RE'
	_____	0.3	No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry 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	A (5) 0.1
		No C Acro & No D/E elements allowed If 'RE' Dismount, then -0.3 off SV	B (2) 0.3

Acro Flight may be in series or isolated

5A

2B

LEVEL 7 SR 0.5 eaAcro Series w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

10.0 SV _____ .3 ea -B VP
 _____ .1 ea -A VP
 _____ .5 ea -SR
 _____ .5 ea -'RE'
 _____ 0.3 No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

5A

2B

LEVEL 7 SR 0.5 eaAcro Series- w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

10.0 SV _____ .3 ea -B VP
 _____ .1 ea -A VP
 _____ .5 ea -SR
 _____ .5 ea -'RE'
 _____ 0.3 No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

5A

2B

LEVEL 7 SR 0.5 eaAcro Series- w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

10.0 SV _____ .3 ea -B VP
 _____ .1 ea -A VP
 _____ .5 ea -SR
 _____ .5 ea -'RE'
 _____ 0.3 No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

5A

2B

LEVEL 7 SR 0.5 eaAcro Series- w/wo flight
AND 1 Acro flight element

Leap or Jump 180° Split

Full turn on 1 foot

Dismount A Salto/Aerial

10.0 SV _____ .3 ea -B VP
 _____ .1 ea -A VP
 _____ .5 ea -SR
 _____ .5 ea -'RE'
 _____ 0.3 No Dmt

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3

Rhy ↑.2 Posture ↑.3 Sureness ↑.2

FLOOR	Dance Passage	Min of 2 ACRO Passes	Allowed / Restricted 'RE':	VP
7	Must be 2 different Group 1 VP one must be a Leap with 180° split in cross or side	One pass with Salto Bwd, min 2 direct flight skills	C Dance elements <i>unlimited</i> = B	A (5) 0.1
		One Fwd Salto Pass: 1 or more skills One Salto must be stretched to 2 feet (<i>Bwd or Fwd</i>)	No C Acro & No D/E elements allowed No VP credit & 0.5 off SV	B (2) 0.3

5A

2B

LEVEL 7 SR 0.5 ea*Salto stretched to 2-feet in either pass:*Bwd Salto Pass (2+ skills)Fwd Salto Pass Min 1 skillDance Passage, 180° LeapFull Turn on 1 foot**10.0 SV Missing**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

5A

2B

LEVEL 7 SR 0.5 ea*Salto stretched to 2-feet in either pass:*Bwd Salto Pass (2+ skills)Fwd Salto Pass Min 1 skillDance Passage, 180° LeapFull Turn on 1 foot**10.0 SV Missing**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

5A

2B

LEVEL 7 SR 0.5 ea*Salto stretched to 2-feet in either pass:*Bwd Salto Pass (2+ skills)Fwd Salto Pass Min 1 skillDance Passage, 180° LeapFull Turn on 1 foot**10.0 SV Missing**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

5A

2B

LEVEL 7 SR 0.5 ea*Salto stretched to 2-feet in either pass:*Bwd Salto Pass (2+ skills)Fwd Salto Pass Min 1 skillDance Passage, 180° LeapFull Turn on 1 foot**10.0 SV Missing**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

FLOOR	Dance Passage	Min of 2 ACRO Passes	Allowed / Restricted 'RE':	VP
7	Must be 2 different Group 1 VP one must be a Leap with 180° split in cross or side	One pass with Salto Bwd, min 2 direct flight skills	C Dance elements <i>unlimited</i> = B	A (5) 0.1
		One Fwd Salto Pass: 1 or more skills One Salto must be stretched to 2 feet (<i>Bwd or Fwd</i>)	No C Acro & No D/E elements allowed No VP credit & 0.5 off SV	B (2) 0.3

5A

2B

LEVEL 7 SR 0.5 ea*Salto stretched to 2-feet in either pass:*Bwd Salto Pass (2+ skills)Fwd Salto Pass Min 1 skillDance Passage, 180° LeapFull Turn on 1 foot**10.0 SV Missing**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

5A

2B

LEVEL 7 SR 0.5 ea*Salto stretched to 2-feet in either pass:*Bwd Salto Pass (2+ skills)Fwd Salto Pass Min 1 skillDance Passage, 180° LeapFull Turn on 1 foot**10.0 SV Missing**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

5A

2B

LEVEL 7 SR 0.5 ea*Salto stretched to 2-feet in either pass:*Bwd Salto Pass (2+ skills)Fwd Salto Pass Min 1 skillDance Passage, 180° LeapFull Turn on 1 foot**10.0 SV Missing**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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

5A

2B

LEVEL 7 SR 0.5 ea*Salto stretched to 2-feet in either pass:*Bwd Salto Pass (2+ skills)Fwd Salto Pass Min 1 skillDance Passage, 180° LeapFull Turn on 1 foot**10.0 SV Missing**

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

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

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