

LEVEL 10 BEAM

Special Requirements (.50) Acro series-minimum 1 C Group 7 A + E ok Leap/jump: 180 split 360 turn C Dismt (salto or aerial) or B directly connected to: Acro series with C acro C acro flight C dance	2 Acro (exc mt/dsmt)	<u>0.1</u> B+C salto	<u>0.2</u>	<u>Up to .20</u> <u>Dance Level (3 Cs or 2 D/E)</u>	<u>Flat .20</u> No dance series Group 1, 2, 3 (mount ok)
	2 Acro (mt ok; exc Dsmt)		B+D/E C + C/D D + D	<u>Acro Level</u> 2 AS w/ C salto or 3 AS w/ C D/E Additional C or D/E (no hand)-if AS has 2 C saltos, count for extra C	2 AS w/ D/E Additional D/E flight
Acro (mt/dsmt ok)	B+B+C	B+C+C	B+B+D	<u>Up to .10</u> Dsmt BC, C (dance) - C, Level changes Space-entire beam F/S/B NVP choreography	<u>.10</u> 2 acro direc- must have back (if only dismt = .05) > 2 wolf/tuck or two straddles (each type) > 2 pivot turns
2 Dance/Mixed (excluding dsmt)	A+D B+C	B+D C+C (same/diff) C+D		Rhythm >.20 Dynamics >.20	Sureness >.20 Footwork >.20 Artistry >.30 Posture/Flexibility NVP >.30
Turns	A+C ; C + A				
3 acro series	+ .10				

	Acro lev _____	9.50
	Dance lev _____	CV _____
		D _____
	Gym ser _____	E _____
	Dsmt _____	_____
	Choregr _____	VP _____
	Space _____	SR _____
	Back acro _____	SV = _____
	F/S acro _____	
	Tuck/wolf _____	Exec _____
	Straddle _____	Comp _____
	Pivots _____	
		Total _____
	BP/Flex _____	
	FW _____	Score _____
	Artistry _____	Bonus _____
	Surens _____	
	Rhy/Dyn _____	SCORE _____

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	Dance lev _____	CV _____
		D _____
	Gym ser _____	E _____
	Dsmt _____	_____
	Choregr _____	VP _____
	Space _____	SR _____
	Back acro _____	SV = _____
	F/S acro _____	
	Tuck/wolf _____	Exec _____
	Straddle _____	Comp _____
	Pivots _____	
		Total _____
	BP/Flex _____	
	FW _____	Score _____
	Artistry _____	Bonus _____
	Surens _____	
	Rhy/Dyn _____	SCORE _____