

BEAM	0.1	0.2	0.1	0.2	BONUS +0.1	Acro Series: BC (2 flight) or AE (non-flight)	VP
10	2 Acro Flight NO Mt/Dmt	BC* ←(C* = Salto)			If 10.0 SV & ≥0.6 bonus with at least one "E" ACRO = +0.1 bonus NOT IN SV	Dismount: C salto/aerial or CB** combo:	A (3) 0.1
	2 Acro Flight NO Dmt	CC BD	2 Dance / Mix NO Dmt	BC AD CC BD		**B DMT connect to: 1) C-Acro Flight Series	B (3) 0.3
	3 Acro Flight	BBC BCC BBD	Turns	CA AC		or 2) C-Acro Flight or 3) C-Dance	C (2) 0.5

All Acro must have flight for CV

A B C D E

9.5 SV

+CV +D/E

SR 0.5 ea

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-A VP 0.1	BC Acro Flight Series or AE	_____
-B VP 0.3	180° Leap / Jump	_____
-C VP 0.5	Full Turn	_____
-SR 0.5	C Dismount Salto/Aerial	_____
-No Dmt 0.3	OR C*B Dismount	_____
	*C Acro/series or C Dance	_____

BONUS +0.1

Dance≠CL ↑.2	No Dance Series	0.2	_____
Acro≠CL ↑.2	- Fwd/Swd & Bwd Acro	0.1	_____
Dmt≠CL ↑.1	in dsmt only	0.05	_____
-Move FB&S ↑.1	>2 Λ straddles	0.1	_____
-Levels ↑.1	>2 W tuck/wolf	0.1	_____
-Spatial ↑.1	>2 Pivots straight legs	0.1	_____

Thru-out: Art ↑.3 Foot ↑.2 Dyn ↑.2
Pos/Flex ↑.3 Rhy ↑.2 Sure ↑.2

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SR 0.5 ea

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-B VP 0.3	180° Leap / Jump	_____
-C VP 0.5	Full Turn	_____
-SR 0.5	C Dismount Salto/Aerial	_____
-No Dmt 0.3	OR C*B Dismount	_____
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-Levels ↑.1	>2 W tuck/wolf	0.1	_____
-Spatial ↑.1	>2 Pivots straight legs	0.1	_____

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