

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 <b>NO</b> Mt/Dmt	<b>BC*</b> ← (C* = Salto)				If 10.0 SV & ≥0.6 bonus with an "E" ACRO NOT IN SV	Dismount: C salto/aerial or <b>CB**</b> combo: **B DMT connect to: 1) C-Acro Flight Series or 2) C-Acro Flight or 3) C-Dance	A (3) 0.1	
	2 Acro Flight <b>NO</b> Dmt		<b>CC</b> <b>BD</b>	2 Dance / Mix <b>NO</b> Dmt	<b>BC</b> <b>AD</b>			<b>CC</b> <b>BD</b>	B (3) 0.3
	3 Acro Flight	<b>BBC</b>	<b>BCC</b> <b>BBD</b>	Turns	<b>CA</b> <b>AC</b>				C (2) 0.5

SR 0.5 ea	+D/E	+CV	9.5 SV	E	D	C	B	A
Acro Flight Series BC or EA		-VP						
180° Leap / Jump		0.5 -SR						
Full Turn		0.3 -No Dmt						
Dmt C Salto/Aerial or CB**		<b>BONUS +0.1</b> <input type="text"/>						
0.2 No Dance Series		↑.2 Dance≠CL						
0.1 -Fwd/Swd & Bwd Acro		↑.2 Acro≠CL						
0.05 in dsmt only		↑.1 Dmt≠CL						
0.1 >2 Λ straddles		↑.1 -Move B&S						
0.1 >2 <b>nw</b> tuck/wolf		↑.1 -Levels						
0.1 >2 Pivots <i>straight legs</i>		↑.1 -Spatial						
Dyn ↑.2 Foot ↑.2 Art ↑.3	<i>Thru-out</i>							
Sure ↑.2 Rhy ↑.2 Pas/Flex ↑.3								

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	3 Acro Flight	<b>BBC</b>	<b>BCC</b> <b>BBD</b>	Turns	<b>CA</b> <b>AC</b>				C (2) 0.5

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