

BEAM	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 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** *D. Hanford*

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

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