

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	DANCE SERIES 2 VP	RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'
8	Broken if NOT immediate take-off of 2 <sup>nd</sup> element • Arms move as low as thighs into 2nd element • Cautious or slow attempt to connect	Dance Mounts Leaps/Hops/Jumps Turns	More than 1 Acro C (or any D/E) attempted = No VP credit & 0.5 off SV	No dismount or salto not initiated or restricted element dismount = - 0.3 off SV	All Dance C = B 1 <sup>st</sup> 'RE' Acro C = B

A B

**10.0 SV**

- A VP 0.1
- B VP 0.3
- SR 0.5
- 'RE' 0.5
- No Dmt 0.3

*D.Hanford*

SR 0.5 ea	
Acro flight series (1 flight)	_____
180° Split in Leap / Jump	_____
Full Turn	_____
Dismount A Salto/Aerial	_____
No Dance Series	0.2 _____
No Fwd/Swd & Bwd Acro	0.1 _____
<i>in dsmt only</i>	0.05 _____
>2 $\wedge$ straddles	0.1 _____
>2 $\nwarrow$ tuck/wolf	0.1 _____
>2 Pivots straight legs	0.1 _____
Dance≠CL	↑.2 _____
Acro≠CL	↑.2 _____
Dmt≠CL	↑.1 _____
-Move FB&S	↑.1 _____
-Levels	↑.1 _____
-Spatial	↑.1 _____
<i>Thru-out:</i> Art ↑.3	Foot ↑.2 Dyn ↑.2
Pos/Flex ↑.3	Rhy ↑.2 Sure ↑.2

A B

**10.0 SV**

- A VP 0.1
- B VP 0.3
- SR 0.5
- 'RE' 0.5
- No Dmt 0.3

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Acro flight series (1 flight)	_____
180° Split in Leap / Jump	_____
Full Turn	_____
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>2 Pivots straight legs	0.1 _____
Dance≠CL	↑.2 _____
Acro≠CL	↑.2 _____
Dmt≠CL	↑.1 _____
-Move FB&S	↑.1 _____
-Levels	↑.1 _____
-Spatial	↑.1 _____
<i>Thru-out:</i> Art ↑.3	Foot ↑.2 Dyn ↑.2
Pos/Flex ↑.3	Rhy ↑.2 Sure ↑.2

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- B VP 0.3
- SR 0.5
- 'RE' 0.5
- No Dmt 0.3

*D.Hanford*

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Acro flight series (1 flight)	_____
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Full Turn	_____
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Dmt≠CL	↑.1 _____
-Move FB&S	↑.1 _____
-Levels	↑.1 _____
-Spatial	↑.1 _____
<i>Thru-out:</i> Art ↑.3	Foot ↑.2 Dyn ↑.2
Pos/Flex ↑.3	Rhy ↑.2 Sure ↑.2

A B

**10.0 SV**

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- B VP 0.3
- SR 0.5
- 'RE' 0.5
- No Dmt 0.3

SR 0.5 ea	
Acro flight series (1 flight)	_____
180° Split in Leap / Jump	_____
Full Turn	_____
Dismount A Salto/Aerial	_____
No Dance Series	0.2 _____
No Fwd/Swd & Bwd Acro	0.1 _____
<i>in dsmt only</i>	0.05 _____
>2 $\wedge$ straddles	0.1 _____
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Dance≠CL	↑.2 _____
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Dmt≠CL	↑.1 _____
-Move FB&S	↑.1 _____
-Levels	↑.1 _____
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<i>Thru-out:</i> Art ↑.3	Foot ↑.2 Dyn ↑.2
Pos/Flex ↑.3	Rhy ↑.2 Sure ↑.2