

**BEAM**

**8**

ACRO SERIES: BWD or SWD-BWD Flight	DANCE SERIES 2 VP	RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'	
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 dmt or salto not initiated or Restricted Element dmt = - 0.3 off SV	All Dance C = B 1 <sup>st</sup> 'RE' Acro C = B	A (4) 0.1 B (4) 0.3

*D. Hanford*

SR 0.5 ea	10.0 SV	B	A
Acro flight series (1 flight)	0.3 -B VP		
180° Split in Leap / Jump	0.1 -A VP		
Full Turn	0.5 -SR		
Dismount A Salto/Aerial	0.5 -'RE'		
	0.3 -No Dmt		
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 FB&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			

SR 0.5 ea	10.0 SV	B	A
Acro flight series (1 flight)	0.3 -B VP		
180° Split in Leap / Jump	0.1 -A VP		
Full Turn	0.5 -SR		
Dismount A Salto/Aerial	0.5 -'RE'		
	0.3 -No Dmt		
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 FB&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			

SR 0.5 ea	10.0 SV	B	A
Acro flight series (1 flight)	0.3 -B VP		
180° Split in Leap / Jump	0.1 -A VP		
Full Turn	0.5 -SR		
Dismount A Salto/Aerial	0.5 -'RE'		
	0.3 -No Dmt		
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 FB&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			

**BEAM**

**8**

ACRO SERIES: BWD or SWD-BWD Flight	DANCE SERIES 2 VP	RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'	
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 dmt or salto not initiated or Restricted Element dmt = - 0.3 off SV	All Dance C = B 1 <sup>st</sup> 'RE' Acro C = B	A (4) 0.1 B (4) 0.3

*D. Hanford*

<b>SR 0.5 ea</b>	0.3 -B VP <b>10.0 SV</b>	B	A
Acro flight series (1 flight)	0.1 -A VP		
180° Split in Leap / Jump	0.5 -SR		
Full Turn	0.5 -'RE'		
Dismount A Salto/Aerial	0.3 -No Dmt		
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 FB&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			

<b>SR 0.5 ea</b>	0.3 -B VP <b>10.0 SV</b>	B	A
Acro flight series (1 flight)	0.1 -A VP		
180° Split in Leap / Jump	0.5 -SR		
Full Turn	0.5 -'RE'		
Dismount A Salto/Aerial	0.3 -No Dmt		
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 FB&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			

<b>SR 0.5 ea</b>	0.3 -B VP <b>10.0 SV</b>	B	A
Acro flight series (1 flight)	0.1 -A VP		
180° Split in Leap / Jump	0.5 -SR		
Full Turn	0.5 -'RE'		
Dismount A Salto/Aerial	0.3 -No Dmt		
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 FB&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			