

BEAM	0.1		0.2		0.1		0.2		RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'		
	9	2 Acro Flight <i>NO Mt/Dmt</i>		<b>BC*</b> ( <i>C* = Salto</i> )						More than 1 Acro 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 D/E = C	
2 Acro Flight <i>NO Dmt</i>		<b>CC</b>		2 Dance / Mix <i>NO Dmt</i>		<b>BC CC</b>		1 <sup>st</sup> 'RE' Acro D/E = C				B (4) 0.3	
3 Acro Flight		<b>BBC</b>		Turns		<b>AC CA</b>						C (1) 0.5	

All Acro must have flight for CV

A B C

D/E

**9.7 SV**

+CV

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

**SR 0.5 ea**

*D. Hanford*

- Acro Flight Series (*both flight*)
- 180° Leap / Jump
- Full Turn
- B Dismount Salto/Aerial
- No Dance Series 0.2
- No Fwd/Swd & Bwd Acro 0.1
- in dsmt only* 0.05
- >2 **A** straddles 0.1
- >2 **WW** 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

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

A B C

D/E

**9.7 SV**

+CV

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

**SR 0.5 ea**

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- 180° Leap / Jump
- Full Turn
- B Dismount Salto/Aerial
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- Move FB&S ↑.1
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3 Acro Flight <b>BBC</b>		<b>BCC</b>		Turns <b>AC CA</b>								C (1) 0.5	

All Acro must have flight for CV

A

B

C

D/E

**9.7 SV**

+CV

-A VP 0.1

-B VP 0.3

-C VP 0.5

-SR 0.5

-'RE' 0.5

-No Dmt 0.3

**SR 0.5 ea**

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180° Leap / Jump

Full Turn

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No Fwd/Swd & Bwd Acro 0.1

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Acro≠CL ↑.2

Dmt≠CL ↑.1

-Move FB&S ↑.1

-Levels ↑.1

-Spatial ↑.1

*Thru-out:* Art ↑.3 Foot ↑.2 Dyn ↑.2

Pos/Flex↑.3 Rhy ↑.2 Sure↑.2

A

B

C

D/E

**9.7 SV**

+CV

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-B VP 0.3

-C VP 0.5

-SR 0.5

-'RE' 0.5

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