

BEAM	All Acro must have flight for CV	0.1	0.2	0.1	0.2	RESTRICTED 'RE'	NO DISMOUNT	VALUE PARTS 'VP'	
9	2 Acro Flight NO Mt/Dmt	BC* ← (C* = Salto)				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	A (3) 0.1
	2 Acro Flight NO Dmt		CC	2 Dance / Mix NO Dmt	BC CC			1 st 'RE' Acro D/E=C	B (4) 0.3
	3 Acro Flight	BBC	BCC	Turns	AC CA				C (1) 0.5

SR 0.5 ea	+CV	9.7 SV	C	B	A
Acro Flight Series BC or EA	-VP				
180° Leap / Jump	0.5 -SR				
Full Turn	0.5 -'RE'				
Dmt C Salto/Aerial or CB**	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 nw 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 Pos/Flex ↑.3					

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