

BEAM	All Acro must have flight for CV	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 Dmt	BC _{salto}	CC BD			If 10.0 SV & ≥0.6 bonus at least one "E" ACRO = +0.1 bonus NOT IN SV	Dismount: C salto/aerial or CB** combo : **B DMT connect to: 1) C-Acro Flight Series or 2) C-Acro Flight or 3) C-Dance	A (3) 0.1
	3 Acro Flight	BBC	BCC BBD	2 Dance / Mix NO Dmt	BC AD CC BD			B (3) 0.3
	3 Acro Flight with C salto or D/E hand NO DMT = add!	0.1		Turns	CA AC			C (2) 0.5

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	SR 0.5 ea
								Acro Flight Series BC or EA
								Leap / Jump 180°
								Full Turn
								BONUS +0.1 Dismt C Salto/Aerial or CB**
								Dance≠CL ↑.2 No Dance Series 0.2
								Acro≠CL ↑.2 F/S & B Acro 0.1
								Dmt≠CL ↑.1 in dismount only 0.05
								Levels ↑.1 Shape >2 Λ or iw 0.1
								Spatial ↑.1 >1 Pivot straight legs 0.1
								2 of 3 Movement: F-B-S ea 0.05
								Dynamics ↑.2 Footwork ↑.3 Artistry ↑.3
								Rhythm ↑.2 Posture ↑.3 Sureness ↑.2

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								2 of 3 Movement: F-B-S ea 0.05
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