

FLOOR 10	BONUS	0.1			0.2			0.1		0.2	BONUS +0.1	VP	
	Acro Direct:	BB	AC	AAC	BC	AD	AAD	2 Dance / Mix	CC	BD	CD	If 10.0 SV & ≥0.6 bonus with at	A (3) 0.1
	Acro Indirect:	C--C	A--D	AA--C	C--C	B--D	A--E	AA--D	D-salto + A-jump			least one "E" Acro = +0.1 bonus	B (3) 0.3
	Only Saltos and Aerials may be used for CV						No CV for a turn followed by a jump			NOT IN SV	C (2) 0.5		

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
2-Salto Acro Pass		-VP						
3 Different Saltos	0.5	-SR						
180° Leap Passage	0.3	-No Dmt						
Dismount C Salto	BONUS +0.1							
0.3 No C Salto	↑.2	Dance≠CL						
0.2 No B Turn	↑.2	Acro≠CL						
0.1 F/S&B Saltos	↑.1	Last salto≠CL						
0.1 >2 _{ea} Λ or IW	↑.1	Spatial use						
Dynamics ↑.2	Footwork ↑.3	Artistry ↑.3	End ≠ Music .1					
Rhythm ↑.2	Posture ↑.3	MM≠Relate ↑.3	End ≠ 1 sec .05					

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3 Different Saltos	0.5 -SR	_____	_____					
180° Leap Passage	0.3 -No Dmt	_____	_____					
Dismount C Salto	BONUS +0.1							
<u>0.3</u> No C Salto	↑.2 Dance≠CL	_____	_____					
<u>0.2</u> No B Turn	↑.2 Acro≠CL	_____	_____					
<u>0.1</u> F/S&B Saltos	↑.1 Last salto≠CL	_____	_____					
<u>0.1</u> >2 _{ea} Λ or IW	↑.1 Spatial use	_____	_____					
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