

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 DMT	BC _{salto}	CC			More than 1 Acro	No dmt or salto not initiated	All Dance D/E = C	A (3) 0.1
	3 Acro Flight	BBC	BCC	2 Dance / Mix NO DMT	BC	D/E attempted	or restricted element dmt	1 st 'RE' Acro D/E = C	B (4) 0.3
	3 Acro Flight with C salto or D/E hand NO DMT = add'l	0.1		Turns	AC CA	No VP credit & 0.5 off SV	= - 0.3 off SV		C (1) 0.5

up to 0.3 CV or 0.2 CV + 0.1 D/E

3A 4B 1C

(D/E) **9.7 SV**

+CV	+D/E	SR 0.5 ea
VP		Acro Flight Series (both flight)
SR 0.5		180° Leap / Jump
RE' 0.5		Full Turn
No Dmt 0.3		B Dismount Salto/Aerial
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 C-S-E ↑.3
Rhythm ↑.2	Posture ↑.3	Sureness ↑.2

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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
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