

XB	BARS	Time	ADDITIONAL 'A' SKILLS				RESTRICTED 'RE'	VP
		0:30 warm-up	Pullover LB - <i>run OK</i>	1-leg Jam Kip - <i>run-out OK</i>	Cast - <i>Hips off bars</i>	DMT: Cast-off to stand* (1 VP)	No 'B' skills	4 A 0.1
			Jump on - <i>Front supt</i>	Stride Circle - <i>fwd / bwd</i>	Cast shoot-thru* (1 VP)	DMT: Fwd ¾ Circle to stand	No LB Giants No HB skills	
			Glide swing to stand	Basket Swing - <i>bent leg OK</i>	Cast squat-on* (1 VP)	DMT: Stretch Jump off	No Salto Dismount	
			Run-out Kip	Leg Swing - <i>fwd / bwd</i>	Leg Cut - <i>fwd / bwd</i>	<i>other casts before a skill = 2 VP</i>	No VP credit & 0.5 off SV	

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

X Bronze SR 0.5 ea

Mount - Low Bar

Cast - *Hips leave bars*
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2

X Bronze SR 0.5 ea

Mount - Low Bar

Cast - *Hips leave bars*
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2

X Bronze SR 0.5 ea

Mount - Low Bar

Cast - *Hips leave bars*
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2

X Bronze SR 0.5 ea

Mount - Low Bar

Cast - *Hips leave bars*
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2

XB	BARS	Time	ADDITIONAL 'A' SKILLS				RESTRICTED 'RE'	VP
		0:30	Pullover LB - <i>run OK</i>	1-leg Jam Kip - <i>run-out OK</i>	Cast - <i>Hips off bars</i>	DMT: Cast-off to stand* (1 VP)	No 'B' skills	4 A 0.1
		warm-up	Jump on - <i>Front supt</i>	Stride Circle - <i>fwd / bwd</i>	Cast shoot-thru* (1 VP)	DMT: Fwd ¾ Circle to stand	No LB Giants No HB skills	
			Glide swing to stand	Basket Swing - <i>bent leg OK</i>	Cast squat-on* (1 VP)	DMT: Stretch Jump off	No Salto Dismount	
			Run-out Kip	Leg Swing - <i>fwd / bwd</i>	Leg Cut - <i>fwd / bwd</i>	<i>other casts before a skill = 2 VP</i>	No VP credit & 0.5 off SV	
			No extra swing deductions		Maximum execution deductions: 4.0		Courtesy Score: 4.0	

X Bronze SR 0.5 ea

Mount - Low Bar

Cast - *Hips leave bars*
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2

X Bronze SR 0.5 ea

Mount - Low Bar

Cast - *Hips leave bars*
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2

X Bronze SR 0.5 ea

Mount - Low Bar

Cast - *Hips leave bars*
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2

X Bronze SR 0.5 ea

Mount - Low Bar

Cast - *Hips leave bars*
- *Not Mt/Dmt*

360° Circle *Not Mt/Dmt*

LB Dismount *No Salto*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dynamics ↑.2

BARS

XS

Time	ADDITIONAL 'A' SKILLS				RESTRICTED 'RE'	VP
0:45 warm-up	Pullover LB/HB	Long Hang Pullover	Tapswing-counter	DMT: Tapswing fwd ½ turn	No 'B' skills	5 A 0.1
	Jump Squat-on	Stride Circle - fwd / bwd	Underswing-counter	DMT: Bwd ¾ Seat circle LB	No Giants <i>LB or HB</i>	
	Glide swing -stand	Basket swing - bent leg OK	Cast -45° below horizontal	DMT: Stretch Jump off	No Salto Dismount	
	Run-out Kip	Leg Cut - fwd / bwd	Cast shoot-thru* (1 VP)		No VP credit & 0.5 off SV	
	1-leg Jam Kip	Leg Swing - fwd / bwd	Cast squat-on* (1 VP)	other casts before a skill = 2 VP		

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

9/25/22 D.Hanford

BARS	Time	ADDITIONAL 'A' SKILLS				RESTRICTED 'RE'	VP
		Pullover LB/HB	Long Hang Pullover	Tapswing-counter	DMT: Tapswing fwd ½ turn	No 'B' skills	5 A 0.1
XS	0:45 warm-up	Jump Squat-on	Stride Circle - fwd / bwd	Underswing-counter	DMT: Bwd ¾ Seat circle LB	No Giants <i>LB or HB</i>	
		Glide swing -stand	Basket swing - bent leg OK	Cast -45° below horizontal	DMT: Stretch Jump off	No Salto Dismount	
		Run-out Kip	Leg Cut - fwd / bwd	Cast shoot-thru* (1 VP)		No VP credit & 0.5 off SV	
		1-leg Jam Kip	Leg Swing - fwd / bwd	Cast squat-on* (1 VP)	other casts before a skill = 2 VP		

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X SILVER SR 0.5 ea

Mount

Cast - 45° below horiz
- Not Mt/Dmt

360° Circle -No Mt/Dmt

Dismount LB/HB No salto

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

9/25/22 D.Hanford

BARS	Time	ADDITIONAL 'A' SKILLS				RESTRICTED 'RE'	VP
		Pullover LB/HB	Long Hang Pullover	Tapswing-counter	DMT: Tapswing fwd ½ turn	No 'C' or higher skills	6 A 0.1
XG	1:00 warm-up	Jump Squat-on	Stride Circle - fwd / bwd	Underswing-counter	Cast shoot-thru* (1 VP)	No Giants LB or HB	
		Glide swing -stand	Basket swing -bent leg OK	Cast ≥ horizontal (10°)	Cast squat-on* (1 VP)	No Release with bar change	
		Run-out Kip	1-leg Jam Kip	Leg Cut - fwd / bwd	other casts before a skill = 2 VP	No VP credit & 0.5 off SV	

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

X GOLD SR 0.5 ea
Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)
360° Circle Not Mt/Dmt
2 nd 360° Circle Not Mt/Dmt
-Same or different
Dismount HB
10.0 SV
.1 ea -A VP
.5 ea -SR
.5 ea -'RE'
0.3 No Dmt
Dynamics ↑.2

X GOLD SR 0.5 ea
Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)
360° Circle Not Mt/Dmt
2 nd 360° Circle Not Mt/Dmt
-Same or different
Dismount HB
10.0 SV
.1 ea -A VP
.5 ea -SR
.5 ea -'RE'
0.3 No Dmt
Dynamics ↑.2

X GOLD SR 0.5 ea
Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)
360° Circle Not Mt/Dmt
2 nd 360° Circle Not Mt/Dmt
-Same or different
Dismount HB
10.0 SV
.1 ea -A VP
.5 ea -SR
.5 ea -'RE'
0.3 No Dmt
Dynamics ↑.2

X GOLD SR 0.5 ea
Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)
360° Circle Not Mt/Dmt
2 nd 360° Circle Not Mt/Dmt
-Same or different
Dismount HB
10.0 SV
.1 ea -A VP
.5 ea -SR
.5 ea -'RE'
0.3 No Dmt
Dynamics ↑.2

BARS	Time	ADDITIONAL 'A' SKILLS				RESTRICTED 'RE'	VP
		Pullover LB/HB	Long Hang Pullover	Tapswing-counter	DMT: Tapswing fwd ½ turn	No 'C' or higher skills	6 A 0.1
XG	1:00 warm-up	Jump Squat-on	Stride Circle - fwd / bwd	Underswing-counter	Cast shoot-thru* (1 VP)	No Giants LB or HB	
		Glide swing -stand	Basket swing -bent leg OK	Cast ≥ horizontal (10°)	Cast squat-on* (1 VP)	No Release with bar change	
		Run-out Kip	1-leg Jam Kip	Leg Cut - fwd / bwd	other casts before a skill = 2 VP	No VP credit & 0.5 off SV	

No extra swing deductions

Maximum execution deductions: 4.0

Courtesy Score: 4.0

X GOLD SR 0.5 ea

Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)

360° Circle Not Mt/Dmt

2nd 360° Circle Not Mt/Dmt
-Same or different

Dismount HB

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X GOLD SR 0.5 ea

Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)

360° Circle Not Mt/Dmt

2nd 360° Circle Not Mt/Dmt
-Same or different

Dismount HB

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X GOLD SR 0.5 ea

Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)

360° Circle Not Mt/Dmt

2nd 360° Circle Not Mt/Dmt
-Same or different

Dismount HB

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

X GOLD SR 0.5 ea

Skill to clear support horizontal
- Not Mt/Dmt (within 10° OK)

360° Circle Not Mt/Dmt

2nd 360° Circle Not Mt/Dmt
-Same or different

Dismount HB

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

BARS

XP

Warm-up		RESTRICTED 'RE'	VP
1:30	Jump to squat on Mount Cast 89° - 21° from vertical = A Long hang pullover from cast = 360° circle	May perform 1 Tap/Underswing - Counterswing without deduction <i>Additional = extra swing - 0.3</i> No C or higher VP* No VP & 0.5 off SV	A (6) 0.1 B (1) 0.3

*Allowed C =B: Clear hip HS / Stalder HS / Toe on HS

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

X PLATINUM SR 0.5 ea

Kip

Skill to clear support ↑ horizontal
- Not Mt/Dmt - within 10°

360° Circle - Not Mt/Dmt

Dismount HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

6A

1B

X PLATINUM SR 0.5 ea

Kip

Skill to clear support ↑ horizontal
- Not Mt/Dmt - within 10°

360° Circle - Not Mt/Dmt

Dismount HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

6A

1B

X PLATINUM SR 0.5 ea

Kip

Skill to clear support ↑ horizontal
- Not Mt/Dmt - within 10°

360° Circle - Not Mt/Dmt

Dismount HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

6A

1B

X PLATINUM SR 0.5 ea

Kip

Skill to clear support ↑ horizontal
- Not Mt/Dmt - within 10°

360° Circle - Not Mt/Dmt

Dismount HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

BARS

XP

Warm-up		RESTRICTED 'RE'	VP
1:30	Jump to squat on Mount Cast 89° - 21° from vertical = A Long hang pullover from cast = 360° circle	May perform 1 Tap/Underswing - Counterswing without deduction <i>Additional = extra swing - 0.3</i> No C or higher VP* No VP & 0.5 off SV	A (6) 0.1 B (1) 0.3

*Allowed C =B: Clear hip HS / Stalder HS / Toe on HS

Maximum execution deductions: 4.0

Courtesy Score: 4.0

6A

1B

X PLATINUM SR 0.5 ea

Kip

Skill to clear support ↑ horizontal
- Not Mt/Dmt - within 10°

360° Circle - Not Mt/Dmt

Dismount HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

6A

1B

X PLATINUM SR 0.5 ea

Kip

Skill to clear support ↑ horizontal
- Not Mt/Dmt - within 10°

360° Circle - Not Mt/Dmt

Dismount HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

6A

1B

X PLATINUM SR 0.5 ea

Kip

Skill to clear support ↑ horizontal
- Not Mt/Dmt - within 10°

360° Circle - Not Mt/Dmt

Dismount HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

6A

1B

X PLATINUM SR 0.5 ea

Kip

Skill to clear support ↑ horizontal
- Not Mt/Dmt - within 10°

360° Circle - Not Mt/Dmt

Dismount HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

Dynamics ↑.2

BARS

XD

Warm-up			RESTRICTED 'RE'	VP
2:00	Jump to squat on	Cast 45° - 21° from vertical = A (<i>within 10° OK</i>) Long hang pullover from cast = 360° circle Tap/Underswing-Counterswing = -0.3 extra swing	One 'D' VP allowed No 'E' VP No VP & 0.5 off SV	A (5) 0.1 B (2) 0.3

Maximum execution deductions: 4.0

Courtesy Score: 4.0

5A

2B

X DIAMOND SR 0.5 ea

Skill to clear support 45° of vertical
- Not Mt/Dmt - within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

Release / Turn / 2^{'''} Circle -same or diff

Dismount HB - Salto or Hecht
or any B dismount from HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

5A

2B

X DIAMOND SR 0.5 ea

Skill to clear support 45° of vertical
- Not Mt/Dmt - within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

Release / Turn / 2^{'''} Circle -same or diff

Dismount HB - Salto or Hecht
or any B dismount from HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

5A

2B

X DIAMOND SR 0.5 ea

Skill to clear support 45° of vertical
- Not Mt/Dmt - within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

Release / Turn / 2^{'''} Circle -same or diff

Dismount HB - Salto or Hecht
or any B dismount from HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

5A

2B

X DIAMOND SR 0.5 ea

Skill to clear support 45° of vertical
- Not Mt/Dmt - within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

Release / Turn / 2^{'''} Circle -same or diff

Dismount HB - Salto or Hecht
or any B dismount from HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

BARS

XD

Warm-up			RESTRICTED 'RE'	VP
2:00	Jump to squat on	Cast 45° - 21° from vertical = A (<i>within 10° OK</i>) Long hang pullover from cast = 360° circle Tap/Underswing-Counterswing = -0.3 extra swing	One 'D' VP allowed No 'E' VP No VP & 0.5 off SV	A (5) 0.1 B (2) 0.3

Maximum execution deductions: 4.0

Courtesy Score: 4.0

5A

2B

X DIAMOND SR 0.5 ea

Skill to clear support 45° of vertical
- Not Mt/Dmt - within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

Release / Turn / 2^{'''} Circle -same or diff

Dismount HB - Salto or Hecht
or any B dismount from HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

5A

2B

X DIAMOND SR 0.5 ea

Skill to clear support 45° of vertical
- Not Mt/Dmt - within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

Release / Turn / 2^{'''} Circle -same or diff

Dismount HB - Salto or Hecht
or any B dismount from HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

5A

2B

X DIAMOND SR 0.5 ea

Skill to clear support 45° of vertical
- Not Mt/Dmt - within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

Release / Turn / 2^{'''} Circle -same or diff

Dismount HB - Salto or Hecht
or any B dismount from HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

5A

2B

X DIAMOND SR 0.5 ea

Skill to clear support 45° of vertical
- Not Mt/Dmt - within 10°

360° B Circle - Not Mt/Dmt

Additional B Skill

Release / Turn / 2^{'''} Circle -same or diff

Dismount HB - Salto or Hecht
or any B dismount from HB

10.0 SV

Missing

.3 ea -B VP

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0.3 No Dmt

BARS XSa	BONUS <i>any combination for a 10.0</i>	Extra Swing Exceptions	RESTRICTED	VP
	CV (0.4 max): B + B or higher direct connection 0.1	Tap swing-counterswing to fwd Salt or into straddleback or uprise	No E elements	A (3) 0.1
	DV (0.4 max): Each C 0.1 / One D 0.1			B (3) 0.3
	<i>Without fall or spot / includes mounts & dismounts</i>		No VP & 0.5 off SV	C (1) 0.5

Maximum execution deductions: 4.0 Courtesy Score: 4.0

X SAPPHIRE SR 0.5 ea

B Skill to clear support
- Vertical, not Mt/Dmt

B 360° Circle, Not Mt/Dmt

B Skill *different from above*
2nd 360° circle / Turn / Release

B Dismount or C-A salto / hecht

9.6 SV	Missing
___ BB (+0.4)	___ .5 ea -C VP
___ C (+0.4)	___ .3 ea -B VP
___ D (+0.1)	___ .1 ea -A VP
	___ .5 ea -SR
	___ .5 ea -'RE'
	___ 0.3 No Dmt
Dynamics ↑.2	

X SAPPHIRE SR 0.5 ea

B Skill to clear support
- Vertical, not Mt/Dmt

B 360° Circle, Not Mt/Dmt

B Skill *different from above*
2nd 360° circle / Turn / Release

B Dismount or C-A salto / hecht

9.6 SV	Missing
___ BB (+0.4)	___ .5 ea -C VP
___ C (+0.4)	___ .3 ea -B VP
___ D (+0.1)	___ .1 ea -A VP
	___ .5 ea -SR
	___ .5 ea -'RE'
	___ 0.3 No Dmt
Dynamics ↑.2	

X SAPPHIRE SR 0.5 ea

B Skill to clear support
- Vertical, not Mt/Dmt

B 360° Circle, Not Mt/Dmt

B Skill *different from above*
2nd 360° circle / Turn / Release

B Dismount or C-A salto / hecht

9.6 SV	Missing
___ BB (+0.4)	___ .5 ea -C VP
___ C (+0.4)	___ .3 ea -B VP
___ D (+0.1)	___ .1 ea -A VP
	___ .5 ea -SR
	___ .5 ea -'RE'
	___ 0.3 No Dmt
Dynamics ↑.2	

BARS		BONUS <i>any combination for a 10.0</i>	Extra Swing Exceptions	RESTRICTED	VP
XSa	CV (0.4 max): B + B or higher direct connection 0.1		Tap swing-counterswing to fwd Salt or into straddleback or uprise	No E elements	A (3) 0.1
	DV (0.4 max): Each C 0.1 / One D 0.1				B (3) 0.3
	<i>Without fall or spot / includes mounts & dismounts</i>			No VP & 0.5 off SV	C (1) 0.5

Maximum execution deductions: 4.0 Courtesy Score: 4.0

X SAPPHIRE SR 0.5 ea

B Skill to clear support
- Vertical, not Mt/Dmt

B 360° Circle, Not Mt/Dmt

B Skill *different from above*
2nd 360° circle / Turn / Release

B Dismount or C-A salto / hecht

9.6 SV	Missing
___ BB (+0.4)	___ .5 ea -C VP
___ C (+0.4)	___ .3 ea -B VP
___ D (+0.1)	___ .1 ea -A VP
	___ .5 ea -SR
	___ .5 ea -'RE'
	___ 0.3 No Dmt
Dynamics ↑.2	

X SAPPHIRE SR 0.5 ea

B Skill to clear support
- Vertical, not Mt/Dmt

B 360° Circle, Not Mt/Dmt

B Skill *different from above*
2nd 360° circle / Turn / Release

B Dismount or C-A salto / hecht

9.6 SV	Missing
___ BB (+0.4)	___ .5 ea -C VP
___ C (+0.4)	___ .3 ea -B VP
___ D (+0.1)	___ .1 ea -A VP
	___ .5 ea -SR
	___ .5 ea -'RE'
	___ 0.3 No Dmt
Dynamics ↑.2	

X SAPPHIRE SR 0.5 ea

B Skill to clear support
- Vertical, not Mt/Dmt

B 360° Circle, Not Mt/Dmt

B Skill *different from above*
2nd 360° circle / Turn / Release

B Dismount or C-A salto / hecht

9.6 SV	Missing
___ BB (+0.4)	___ .5 ea -C VP
___ C (+0.4)	___ .3 ea -B VP
___ D (+0.1)	___ .1 ea -A VP
	___ .5 ea -SR
	___ .5 ea -'RE'
	___ 0.3 No Dmt
Dynamics ↑.2	

BEAM	Time	ADDITIONAL 'A' SKILLS				RESTRICTED 'RE'	VP
XB	0:30 warm-up	Stag/Stride leap	Pivot ½Turn	Partial HS -1 Leg 45°		No 'B' skills allowed	4 A 0.1
	0:45 compete	Cross Split jump	Squat ½Turn	Lever to touch BB	DMT- Any Jump ↑360° turn	No Walkovers	
		Cross Straddle	1-foot ½Turn	Bridge from Lying 1 sec	DMT- Cartwheel Partial HS 45°	No Salto/Aerial Dismount	
		any split angle	Heel Snap ½Turn	Swing Turn fwd or bwd	DMT- Cartwheel HS ¼ turn - mark	No VP credit & 0.5 off SV	
		Any Mount = A		Maximum execution deductions: 4.0		Courtesy Score: 4.0	

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

BEAM	Time	ADDITIONAL 'A' SKILLS				RESTRICTED 'RE'	VP
XB	0:30 warm-up	Stag/Stride leap	Pivot ½Turn	Partial HS -1 Leg 45°		No 'B' skills allowed	4 A 0.1
	0:45 compete	Cross Split jump	Squat ½Turn	Lever to touch BB	DMT- Any Jump ↑360° turn	No Walkovers	
		Cross Straddle	1-foot ½Turn	Bridge from Lying 1 sec	DMT- Cartwheel Partial HS 45°	No Salto/Aerial Dismount	
		any split angle	Heel Snap ½Turn	Swing Turn fwd or bwd	DMT- Cartwheel HS ¼ turn - mark	No VP credit & 0.5 off SV	
		Any Mount = A		Maximum execution deductions: 4.0		COURTESY Score: 4.0	

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X Bronze SR 0.5 ea

1 Acro Skill *non-flight*

Leap or Jump *on BB*

½ Turn *on 1-2 feet*

Dismount *No Salto/Aer*

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

BEAM	Time	ADDITIONAL 'A' SKILLS	RESTRICTED 'RE'	VP
XS	0:45 warm-up	Stag/Stride leap 1-foot ½Turn Vertical HS <i>any leg pos -no hold</i> Any mount	No 'B' Acro Skills	5 A 0.1
	0:50 compete	Cross Split jump Heel Snap ½Turn Partial HS <i>Join Legs 45°</i> DMT- Any Jump ↑360° turn	No 'C' or higher skills	
		Cross Straddle Swing Turn fwd/bwd DMT- Cartwheel Partial HS 45° <i>90° angle (≤20°)</i> Bridge from Lying 1 sec DMT- Cartwheel HS ¼ turn -mark	No VP credit & 0.5 off SV	

Maximum execution deductions: 4.0

Courtesy Score: 4.0

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

BEAM	Time	ADDITIONAL 'A' SKILLS	RESTRICTED 'RE'	VP
XS	0:45 warm-up	Stag/Stride leap 1-foot ½Turn Vertical HS <i>any leg pos -no hold</i> Any mount	No 'B' Acro Skills	5 A 0.1
	0:50 compete	Cross Split jump Heel Snap ½Turn Partial HS <i>Join Legs 45°</i> DMT- Any Jump ↑360° turn	No 'C' or higher skills	
		Cross Straddle Swing Turn fwd/bwd DMT- Cartwheel Partial HS 45° <i>90° angle (≤20°)</i> Bridge from Lying 1 sec DMT- Cartwheel HS ¼ turn -mark	No VP credit & 0.5 off SV	

Maximum execution deductions: 4.0

Courtesy Score: 4.0

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

X SILVER SR 0.5 ea

1 Acro Skill, *non-flight*

Leap or Jump 90°

½ Turn on 1 foot

Dismount

10.0 SV

.1 ea -A VP

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Sureness ↑.2

Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

BEAM	Time	ADDITIONAL 'A' SKILLS		RESTRICTED 'RE'	VP	
XG	1:00 warm-up	Vertical HS <i>any leg pos -no hold</i>	Acro must start and end on BB All handstands regardless of angle are the same skill	No 'C' or higher skills	6 A 0.1	
	1:00 compete	Partial HS <i>-join Legs 45°</i> DMT- Cartwheel HS ¼ turn				
		Leaps/Jumps 120° (≤ 20°) Any Mount		No VP credit & 0.5 off SV		
		Maximum execution deductions: 4.0	Courtesy Score: 4.0			
				X GOLD SR 0.5 ea		
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertica		
				2 Leaps/Jumps -one 120° split -2 <i>Different</i> isolate or connect		
				1/1 Turn on 1 foot		
				Dismount		
				10.0 SV		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2		
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3		
				X GOLD SR 0.5 ea		
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertica		
				2 Leaps/Jumps -one 120° split -2 <i>Different</i> isolate or connect		
				1/1 Turn on 1 foot		
				Dismount		
				10.0 SV		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2		
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3		
				X GOLD SR 0.5 ea		
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertica		
				2 Leaps/Jumps -one 120° split -2 <i>Different</i> isolate or connect		
				1/1 Turn on 1 foot		
				Dismount		
				10.0 SV		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2		
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3		
				X GOLD SR 0.5 ea		
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertica		
				2 Leaps/Jumps -one 120° split -2 <i>Different</i> isolate or connect		
				1/1 Turn on 1 foot		
				Dismount		
				10.0 SV		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2		
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3		

9/23/22 D.Hanford

BEAM	Time	ADDITIONAL 'A' SKILLS		RESTRICTED 'RE'	VP	
XG	1:00 warm-up	Vertical HS <i>any leg pos -no hold</i>	Acro must start and end on BB All handstands regardless of angle are the same skill	No 'C' or higher skills	6 A 0.1	
	1:00 compete	Partial HS <i>-join Legs 45°</i> DMT- Cartwheel HS ¼ turn				
		Leaps/Jumps 120° (≤ 20°) Any Mount		No VP credit & 0.5 off SV		
		Maximum execution deductions: 4.0	Courtesy Score: 4.0			
				X GOLD SR 0.5 ea		
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertica		
				2 Leaps/Jumps -one 120° split -2 <i>Different</i> isolate or connect		
				1/1 Turn on 1 foot		
				Dismount		
				10.0 SV		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2		
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3		
				X GOLD SR 0.5 ea		
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertica		
				2 Leaps/Jumps -one 120° split -2 <i>Different</i> isolate or connect		
				1/1 Turn on 1 foot		
				Dismount		
				10.0 SV		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2		
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3		
				X GOLD SR 0.5 ea		
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertica		
				2 Leaps/Jumps -one 120° split -2 <i>Different</i> isolate or connect		
				1/1 Turn on 1 foot		
				Dismount		
				10.0 SV		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2		
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3		
				X GOLD SR 0.5 ea		
				2 Acro Skills -isolated or series w/wo flight, 1 must achieve vertica		
				2 Leaps/Jumps -one 120° split -2 <i>Different</i> isolate or connect		
				1/1 Turn on 1 foot		
				Dismount		
				10.0 SV		
				.1 ea -A VP		
				.5 ea -SR		
				.5 ea -'RE'		
				0.3 No Dmt		
				Dyn ↑.2 Footwork ↑.3 Sureness ↑.2		
				Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3		

9/23/22 D.Hanford

BEAM XP	Time				RESTRICTED 'RE'	VP
	1:30 warm-up 1:15 compete	Leaps / Jumps 120° = A Any unlisted mount = A	Dance Series Group 1*,2,3* -Same or different *Dance mounts & 1-foot turns OK	Acros must start & end on Beam, one thru vertical <i>Acro flight - iso or in series</i>	No C Acro allowed No D or higher VP No VP & 0.5 off SV	A (6) 0.1 B (1) 0.3
Maximum execution deductions: 4.0		Courtesy Score: 4.0		6A	1B	X PLATINUM SR 0.5 ea 1 Acro Series, <i>w/wo flight</i> OR 1 Acro Flight Skill, <i>Iso or series</i> Dance Series, 2 VP AND 120° leap/jump <i>Iso or series</i> Full Turn on 1 foot Dismount 10.0 SV — .3 ea -B VP — .1 ea -A VP — .5 ea -SR — .5 ea -'RE' — 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea 1 Acro Series, <i>w/wo flight</i> OR 1 Acro Flight Skill, <i>Iso or series</i> Dance Series, 2 VP AND 120° leap/jump <i>Iso or series</i> Full Turn on 1 foot Dismount 10.0 SV — .3 ea -B VP — .1 ea -A VP — .5 ea -SR — .5 ea -'RE' — 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea 1 Acro Series, <i>w/wo flight</i> OR 1 Acro Flight Skill, <i>Iso or series</i> Dance Series, 2 VP AND 120° leap/jump <i>Iso or series</i> Full Turn on 1 foot Dismount 10.0 SV — .3 ea -B VP — .1 ea -A VP — .5 ea -SR — .5 ea -'RE' — 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea 1 Acro Series, <i>w/wo flight</i> OR 1 Acro Flight Skill, <i>Iso or series</i> Dance Series, 2 VP AND 120° leap/jump <i>Iso or series</i> Full Turn on 1 foot Dismount 10.0 SV — .3 ea -B VP — .1 ea -A VP — .5 ea -SR — .5 ea -'RE' — 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea 1 Acro Series, <i>w/wo flight</i> OR 1 Acro Flight Skill, <i>Iso or series</i> Dance Series, 2 VP AND 120° leap/jump <i>Iso or series</i> Full Turn on 1 foot Dismount 10.0 SV — .3 ea -B VP — .1 ea -A VP — .5 ea -SR — .5 ea -'RE' — 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

BEAM XP	Time				RESTRICTED 'RE'	VP
	1:30 warm-up 1:15 compete	Leaps / Jumps 120° = A Any unlisted mount = A	Dance Series Group 1*,2,3* -Same or different *Dance mounts & 1-foot turns OK	Acros must start & end on Beam, one thru vertical <i>Acro flight - iso or in series</i>	No C Acro allowed No D or higher VP No VP & 0.5 off SV	A (6) 0.1 B (1) 0.3
Maximum execution deductions: 4.0		Courtesy Score: 4.0		6A	1B	X PLATINUM SR 0.5 ea 1 Acro Series, <i>w/wo flight</i> OR 1 Acro Flight Skill, <i>Iso or series</i> Dance Series, 2 VP AND 120° leap/jump <i>Iso or series</i> Full Turn on 1 foot Dismount 10.0 SV — .3 ea -B VP — .1 ea -A VP — .5 ea -SR — .5 ea -'RE' — 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea 1 Acro Series, <i>w/wo flight</i> OR 1 Acro Flight Skill, <i>Iso or series</i> Dance Series, 2 VP AND 120° leap/jump <i>Iso or series</i> Full Turn on 1 foot Dismount 10.0 SV — .3 ea -B VP — .1 ea -A VP — .5 ea -SR — .5 ea -'RE' — 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea 1 Acro Series, <i>w/wo flight</i> OR 1 Acro Flight Skill, <i>Iso or series</i> Dance Series, 2 VP AND 120° leap/jump <i>Iso or series</i> Full Turn on 1 foot Dismount 10.0 SV — .3 ea -B VP — .1 ea -A VP — .5 ea -SR — .5 ea -'RE' — 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea 1 Acro Series, <i>w/wo flight</i> OR 1 Acro Flight Skill, <i>Iso or series</i> Dance Series, 2 VP AND 120° leap/jump <i>Iso or series</i> Full Turn on 1 foot Dismount 10.0 SV — .3 ea -B VP — .1 ea -A VP — .5 ea -SR — .5 ea -'RE' — 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3
				6A	1B	X PLATINUM SR 0.5 ea 1 Acro Series, <i>w/wo flight</i> OR 1 Acro Flight Skill, <i>Iso or series</i> Dance Series, 2 VP AND 120° leap/jump <i>Iso or series</i> Full Turn on 1 foot Dismount 10.0 SV — .3 ea -B VP — .1 ea -A VP — .5 ea -SR — .5 ea -'RE' — 0.3 No Dmt Dyn ↑.2 Footwork ↑.3 Sureness ↑.2 Rhy ↑.2 Posture ↑.3 Artistry C-P-E ↑.3

BEAM	Time				RESTRICTED 'RE'	VP
XD	2:00 warm-up	Leaps/jumps 135-150 ° = VP	Dance Series Group 1*,2,3*	Acros must start & end	One 'D' VP allowed	A (5) 0.1
	1:15 compete	Leaps/jumps 130-134 ° = A Any unlisted mount = A	-Same or different *Dance mounts & 1-foot turns OK	on Beam, one thru vertical <i>Acro flight - iso or in series</i>	No 'E' VP No VP & 0.5 off SV	B (2) 0.3
Maximum execution deductions: 4.0		Courtesy Score: 4.0		5A	2B	X DIAMOND SR 0.5 ea
				1 Acro Series - <i>w/wo flight</i>		
				AND 1 Acro flight skill		
				Dance Series - 2 VP		
				AND 150° Leap/Jump		
				Full Turn on 1 foot		
				Dismount - <i>Salto or Aerial</i>		
				10.0 SV _____ .3 ea -B VP		
				_____ .1 ea -A VP		
				_____ .5 ea -SR		
				_____ .5 ea -'RE'		
				_____ 0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				5A	2B	X DIAMOND SR 0.5 ea
				1 Acro Series - <i>w/wo flight</i>		
				AND 1 Acro flight skill		
				Dance Series - 2 VP		
				AND 150° Leap/Jump		
				Full Turn on 1 foot		
				Dismount - <i>Salto or Aerial</i>		
				10.0 SV _____ .3 ea -B VP		
				_____ .1 ea -A VP		
				_____ .5 ea -SR		
				_____ .5 ea -'RE'		
				_____ 0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				5A	2B	X DIAMOND SR 0.5 ea
				1 Acro Series - <i>w/wo flight</i>		
				AND 1 Acro flight skill		
				Dance Series - 2 VP		
				AND 150° Leap/Jump		
				Full Turn on 1 foot		
				Dismount - <i>Salto or Aerial</i>		
				10.0 SV _____ .3 ea -B VP		
				_____ .1 ea -A VP		
				_____ .5 ea -SR		
				_____ .5 ea -'RE'		
				_____ 0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				5A	2B	X DIAMOND SR 0.5 ea
				1 Acro Series - <i>w/wo flight</i>		
				AND 1 Acro flight skill		
				Dance Series - 2 VP		
				AND 150° Leap/Jump		
				Full Turn on 1 foot		
				Dismount - <i>Salto or Aerial</i>		
				10.0 SV _____ .3 ea -B VP		
				_____ .1 ea -A VP		
				_____ .5 ea -SR		
				_____ .5 ea -'RE'		
				_____ 0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3

BEAM	Time				RESTRICTED 'RE'	VP
XD	2:00 warm-up	Leaps/jumps 135-150° = VP	Dance Series Group 1*,2,3*	Acros must start & end	One 'D' VP allowed	A (5) 0.1
	1:15 compete	Leaps/jumps 130-134° = A Any unlisted mount = A	-Same or different *Dance mounts & 1-foot turns OK	on Beam, one thru vertical <i>Acro flight - iso or in series</i>	No 'E' VP No VP & 0.5 off SV	B (2) 0.3
Maximum execution deductions: 4.0		Courtesy Score: 4.0		5A	2B	X DIAMOND SR 0.5 ea
				1 Acro Series - <i>w/wo flight</i>		
				AND 1 Acro flight skill		
				Dance Series - 2 VP		
				AND 150° Leap/Jump		
				Full Turn on 1 foot		
				Dismount - <i>Salto or Aerial</i>		
				10.0 SV _____ .3 ea -B VP		
				_____ .1 ea -A VP		
				_____ .5 ea -SR		
				_____ .5 ea -'RE'		
				_____ 0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				5A	2B	X DIAMOND SR 0.5 ea
				1 Acro Series - <i>w/wo flight</i>		
				AND 1 Acro flight skill		
				Dance Series - 2 VP		
				AND 150° Leap/Jump		
				Full Turn on 1 foot		
				Dismount - <i>Salto or Aerial</i>		
				10.0 SV _____ .3 ea -B VP		
				_____ .1 ea -A VP		
				_____ .5 ea -SR		
				_____ .5 ea -'RE'		
				_____ 0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				5A	2B	X DIAMOND SR 0.5 ea
				1 Acro Series - <i>w/wo flight</i>		
				AND 1 Acro flight skill		
				Dance Series - 2 VP		
				AND 150° Leap/Jump		
				Full Turn on 1 foot		
				Dismount - <i>Salto or Aerial</i>		
				10.0 SV _____ .3 ea -B VP		
				_____ .1 ea -A VP		
				_____ .5 ea -SR		
				_____ .5 ea -'RE'		
				_____ 0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3
				5A	2B	X DIAMOND SR 0.5 ea
				1 Acro Series - <i>w/wo flight</i>		
				AND 1 Acro flight skill		
				Dance Series - 2 VP		
				AND 150° Leap/Jump		
				Full Turn on 1 foot		
				Dismount - <i>Salto or Aerial</i>		
				10.0 SV _____ .3 ea -B VP		
				_____ .1 ea -A VP		
				_____ .5 ea -SR		
				_____ .5 ea -'RE'		
				_____ 0.3 No Dmt		
				Dyn ↑.2	Footwork ↑.3	Sureness ↑.2
				Rhy ↑.2	Posture ↑.3	Artistry C-P-E ↑.3

BEAM

XSa

BONUS any combination for a 10.0		RESTRICTED	VP
CV (0.4 max): B + B or higher direct connection 0.1 DV (0.4 max): Each C 0.1 / One D 0.1 <i>Without fall or spot / includes mounts & dismounts</i>	Maximum execution deductions: 4.0 Courtesy Score: 4.0	No E elements No VP & 0.5 off SV	A (3) 0.1 B (3) 0.3 C (1) 0.5

X SAPPHIRE SR 0.5 ea

1 Acro Series - 1 flight skill
- 1 must achieve/pass thru vertical

Dance Series - 2 VP

AND 180° Leap/Jump

Full Turn on 1 foot

B Dismount

or Acro flight to A salto / aerial

9.6 SVMissing

BB (+0.4) .5 ea -C VP

C (+0.4) .3 ea -B VP

D (+0.1) .1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0 No Dmt

Dyn ↑.2Footwork ↑.3Sureness ↑.2

Rhy ↑.2Posture ↑.3Artistry C-P-E ↑.3

X SAPPHIRE SR 0.5 ea

1 Acro Series - 1 flight skill
- 1 must achieve/pass thru vertical

Dance Series - 2 VP

AND 180° Leap/Jump

Full Turn on 1 foot

B Dismount

or Acro flight to A salto / aerial

9.6 SVMissing

BB (+0.4) .5 ea -C VP

C (+0.4) .3 ea -B VP

D (+0.1) .1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0 No Dmt

Dyn ↑.2Footwork ↑.3Sureness ↑.2

Rhy ↑.2Posture ↑.3Artistry C-P-E ↑.3

X SAPPHIRE SR 0.5 ea

1 Acro Series - 1 flight skill
- 1 must achieve/pass thru vertical

Dance Series - 2 VP

AND 180° Leap/Jump

Full Turn on 1 foot

B Dismount

or Acro flight to A salto / aerial

9.6 SVMissing

BB (+0.4) .5 ea -C VP

C (+0.4) .3 ea -B VP

D (+0.1) .1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0 No Dmt

Dyn ↑.2Footwork ↑.3Sureness ↑.2

Rhy ↑.2Posture ↑.3Artistry C-P-E ↑.3

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BEAM

XSa

BONUS any combination for a 10.0		RESTRICTED	VP
CV (0.4 max): B + B or higher direct connection 0.1 DV (0.4 max): Each C 0.1 / One D 0.1 <i>Without fall or spot / includes mounts & dismounts</i>	Maximum execution deductions: 4.0 Courtesy Score: 4.0	No E elements No VP & 0.5 off SV	A (3) 0.1 B (3) 0.3 C (1) 0.5

X SAPPHIRE SR 0.5 ea

1 Acro Series - 1 flight skill
- 1 must achieve/pass thru vertical

Dance Series - 2 VP

AND 180° Leap/Jump

Full Turn on 1 foot

B Dismount

or Acro flight to A salto / aerial

9.6 SVMissing

BB (+0.4) .5 ea -C VP

C (+0.4) .3 ea -B VP

D (+0.1) .1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0 No Dmt

Dyn ↑.2Footwork ↑.3Sureness ↑.2

Rhy ↑.2Posture ↑.3Artistry C-P-E ↑.3

X SAPPHIRE SR 0.5 ea

1 Acro Series - 1 flight skill
- 1 must achieve/pass thru vertical

Dance Series - 2 VP

AND 180° Leap/Jump

Full Turn on 1 foot

B Dismount

or Acro flight to A salto / aerial

9.6 SVMissing

BB (+0.4) .5 ea -C VP

C (+0.4) .3 ea -B VP

D (+0.1) .1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0 No Dmt

Dyn ↑.2Footwork ↑.3Sureness ↑.2

Rhy ↑.2Posture ↑.3Artistry C-P-E ↑.3

X SAPPHIRE SR 0.5 ea

1 Acro Series - 1 flight skill
- 1 must achieve/pass thru vertical

Dance Series - 2 VP

AND 180° Leap/Jump

Full Turn on 1 foot

B Dismount

or Acro flight to A salto / aerial

9.6 SVMissing

BB (+0.4) .5 ea -C VP

C (+0.4) .3 ea -B VP

D (+0.1) .1 ea -A VP

.5 ea -SR

.5 ea -'RE'

0 No Dmt

Dyn ↑.2Footwork ↑.3Sureness ↑.2

Rhy ↑.2Posture ↑.3Artistry C-P-E ↑.3

9/27/22 D.Hanford

FLOOR	Time	ADDITIONAL 'A' SKILLS				RESTRICTED 'RE'	VP
XB	0:30 warm-up	Split jump 60°	Leg swing hop <i>horizontal</i>	Headstand	Bridge Kickover	No 'B' skills	4 A 0.1
	0:45 compete	Stride leap 60°	1-foot ½ Turn	Vertical HS <i>any leg position</i>	Bwd Roll <i>to push-up</i>	No saltos /aerials	
		Side leap ≥ 60°	Swing Turn fwd or bwd	Partial HS <i>-Legs together 45°</i>		Max 2 flight skills	
		Straddle ≥ 60°	RO-Rebound-Bwd Roll = <i>Acro series (only combo)</i>			No VP credit & 0.5 off SV	
		'B' Side/Straddle = A		Maximum execution deductions: 4.0		COURTESY Score: 4.0	
						All acro elements can be w/wo flight	
						X Bronze SR 0.5 ea	
						Acro Pass, 2 direct VP	
						2 nd Acro Pass, 1 VP min	
						Dance Passage, 60° leap	
						2 different Group 1 VP	
						½ Turn on 1 foot	
						10.0 SV	
						.1 ea	-A
						.5 ea	-SR
						.5 ea	-RE'
					Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
					End ≠ Music	.1	
					Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.2
					End ≠ 1 sec	.05	
						All acro elements can be w/wo flight	
						X Bronze SR 0.5 ea	
						Acro Pass, 2 direct VP	
						2 nd Acro Pass, 1 VP min	
						Dance Passage, 60° leap	
						2 different Group 1 VP	
						½ Turn on 1 foot	
						10.0 SV	
						.1 ea	-A'
						.5 ea	-SR
						.5 ea	-RE'
					Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
					End ≠ Music	.1	
					Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.2
					End ≠ 1 sec	.05	
						All acro elements can be w/wo flight	
						X Bronze SR 0.5 ea	
						Acro Pass, 2 direct VP	
						2 nd Acro Pass, 1 VP min	
						Dance Passage, 60° leap	
						2 different Group 1 VP	
						½ Turn on 1 foot	
						10.0 SV	
						.1 ea	-A'
						.5 ea	-SR
						.5 ea	-RE'
					Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
					End ≠ Music	.1	
					Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.2
					End ≠ 1 sec	.05	
						All acro elements can be w/wo flight	
						X Bronze SR 0.5 ea	
						Acro Pass, 2 direct VP	
						2 nd Acro Pass, 1 VP min	
						Dance Passage, 60° leap	
						2 different Group 1 VP	
						½ Turn on 1 foot	
						10.0 SV	
						.1 ea	-A'
						.5 ea	-SR
						.5 ea	-RE'
					Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
					End ≠ Music	.1	
					Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.2
					End ≠ 1 sec	.05	

FLOOR	Time	ADDITIONAL 'A' SKILLS				RESTRICTED 'RE'	VP
XB	0:30 warm-up	Split jump 60°	Leg swing hop <i>horizontal</i>	Headstand	Bridge Kickover	No 'B' skills	4 A 0.1
	0:45 compete	Stride leap 60°	1-foot ½ Turn	Vertical HS <i>any leg position</i>	Bwd Roll <i>to push-up</i>	No saltos /aerials	
		Side leap ≥ 60°	Swing Turn fwd or bwd	Partial HS <i>-Legs together 45°</i>		Max 2 flight skills	
		Straddle ≥ 60°	RO-Rebound-Bwd Roll = <i>Acro series (only combo)</i>			No VP credit & 0.5 off SV	

'B' Side/Straddle = A

Maximum execution deductions: 4.0

Courtesy Score: 4.0

All acro elements can be w/wo flight

X Bronze SR 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ | sec .05

All acro elements can be w/wo flight

X Bronze SR 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ | sec .05

All acro elements can be w/wo flight

X Bronze SR 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ | sec .05

All acro elements can be w/wo flight

X Bronze SR 0.5 ea

Acro Pass, 2 direct VP

2nd Acro Pass, 1 VP min

Dance Passage, 60° leap
2 different Group 1 VP

½ Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy ↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ | sec .05

FLOOR	Time	ADDITIONAL 'A' SKILLS			RESTRICTED 'RE'	VP
XS	0:45 warm-up	Split jump 90°	Leg swing hop <i>horizontal</i>	Bridge Kickover	* Dive Roll	5 A 0.1
	1:00 compete	Stride leap 90°	Headstand	does NOT fulfill	No 'B' Acro skills	
		Side leap 90°	Vertical Handstand - <i>mark HS</i>	Acro Flight	No 'C' or higher skills	
		Straddle 90°	RO-Rebound-Bwd Roll = <i>Acro series (only combo)</i>	Requirement	MAX 1 Salto or Aerial	
					No VP credit & 0.5 off SV	

Maximum execution deductions: 4.0

Courtesy Score: 4.0

X SILVER SR 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05

X SILVER SR 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05

X SILVER SR 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05

X SILVER SR 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05

FLOOR	Time	ADDITIONAL 'A' SKILLS			RESTRICTED 'RE'	VP
XS	0:45 warm-up	Split jump 90°	Leg swing hop <i>horizontal</i>	Bridge Kickover	* Dive Roll	5 A 0.1
	1:00 compete	Stride leap 90°	Headstand	does NOT fulfill	No 'B' Acro skills	
		Side leap 90°	Vertical Handstand - <i>mark HS</i>	Acro Flight	No 'C' or higher skills	
		Straddle 90°	RO-Rebound-Bwd Roll = <i>Acro series (only combo)</i>	Requirement	MAX 1 Salto or Aerial	
					No VP credit & 0.5 off SV	

Maximum execution deductions: 4.0

Courtesy Score: 4.0

X SILVER SR 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05

X SILVER SR 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05

X SILVER SR 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05

X SILVER SR 0.5 ea

Acro Pass 2 direct VP, 1 flight

2nd Acro Pass, 2 VP w/wo flight

OR 1 Acro flight skill

Dance Passage, 90° leap

2 different Group 1 VP

1/1 Turn on 1 foot

10.0 SV

.1 ea -'A'

.5 ea -SR

.5 ea -'RE'

Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1

Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05

FLOOR	Time	ADDITIONAL 'A' SKILLS				RESTRICTED 'RE'	VP
XG	1:00 warm-up	Split jump 120°	Straddle jump 120°	Bridge Kickover	* Dive Roll	No 'B' Twist Saltos	6 A 0.1
		Stride leap 120°	Leg swing hop <i>horizontal</i>	Headstand	does NOT fulfill	No 'C' or higher	
	1:00 compete	Side leap 120°	Vertical Handstand - mark	B front pike / layout OK	Acro Flight Rec	No VP credit & 0.5 off SV	
		Maximum execution deductions: 4.0		Courtesy Score: 4.0			
						X GOLD SR 0.5 ea	
						Acro Pass, 2 direct flight VP	
						2 nd Acro Pass, 2 direct flight	
						OR a Salto / Aerial	
						Dance Passage 120° leap	
						2 different Group 1 VP	
						1/1 Turn on 1 foot	
						10.0 SV	
						.1 ea -'A'	
						.5 ea -SR	
						.5 ea -'RE'	
				Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1			
				Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ I sec .05			
						X GOLD SR 0.5 ea	
						Acro Pass, 2 direct flight VP	
						2 nd Acro Pass, 2 direct flight	
						OR a Salto / Aerial	
						Dance Passage 120° leap	
						2 different Group 1 VP	
						1/1 Turn on 1 foot	
						10.0 SV	
						.1 ea -'A'	
						.5 ea -SR	
						.5 ea -'RE'	
				Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1			
				Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ I sec .05			
						X GOLD SR 0.5 ea	
						Acro Pass, 2 direct flight VP	
						2 nd Acro Pass, 2 direct flight	
						OR a Salto / Aerial	
						Dance Passage 120° leap	
						2 different Group 1 VP	
						1/1 Turn on 1 foot	
						10.0 SV	
						.1 ea -'A'	
						.5 ea -SR	
						.5 ea -'RE'	
				Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1			
				Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ I sec .05			
						X GOLD SR 0.5 ea	
						Acro Pass, 2 direct flight VP	
						2 nd Acro Pass, 2 direct flight	
						OR a Salto / Aerial	
						Dance Passage 120° leap	
						2 different Group 1 VP	
						1/1 Turn on 1 foot	
						10.0 SV	
						.1 ea -'A'	
						.5 ea -SR	
						.5 ea -'RE'	
				Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1			
				Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ I sec .05			

FLOOR	Time	ADDITIONAL 'A' SKILLS				RESTRICTED 'RE'	VP
XG	1:00 warm-up	Split jump 120°	Straddle jump 120°	Bridge Kickover	* Dive Roll	No 'B' Twist Saltos	6 A 0.1
		Stride leap 120°	Leg swing hop <i>horizontal</i>	Headstand	does NOT fulfill	No 'C' or higher	
	1:00 compete	Side leap 120°	Vertical Handstand - mark	B front pike / layout OK	Acro Flight Rec	No VP credit & 0.5 off SV	
		Maximum execution deductions: 4.0		Courtesy Score: 4.0			
				X GOLD SR 0.5 ea			
				Acro Pass, 2 direct flight VP			
				2 nd Acro Pass, 2 direct flight			
				OR a Salto / Aerial			
				Dance Passage 120° leap			
				2 different Group 1 VP			
				1/1 Turn on 1 foot			
				10.0 SV			
				.1 ea -'A'			
				.5 ea -SR			
				.5 ea -'RE'			
				Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1			
				Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ I sec .05			
				X GOLD SR 0.5 ea			
				Acro Pass, 2 direct flight VP			
				2 nd Acro Pass, 2 direct flight			
				OR a Salto / Aerial			
				Dance Passage 120° leap			
				2 different Group 1 VP			
				1/1 Turn on 1 foot			
				10.0 SV			
				.1 ea -'A'			
				.5 ea -SR			
				.5 ea -'RE'			
				Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1			
				Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ I sec .05			
				X GOLD SR 0.5 ea			
				Acro Pass, 2 direct flight VP			
				2 nd Acro Pass, 2 direct flight			
				OR a Salto / Aerial			
				Dance Passage 120° leap			
				2 different Group 1 VP			
				1/1 Turn on 1 foot			
				10.0 SV			
				.1 ea -'A'			
				.5 ea -SR			
				.5 ea -'RE'			
				Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1			
				Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ I sec .05			
				X GOLD SR 0.5 ea			
				Acro Pass, 2 direct flight VP			
				2 nd Acro Pass, 2 direct flight			
				OR a Salto / Aerial			
				Dance Passage 120° leap			
				2 different Group 1 VP			
				1/1 Turn on 1 foot			
				10.0 SV			
				.1 ea -'A'			
				.5 ea -SR			
				.5 ea -'RE'			
				Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1			
				Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ I sec .05			

FLOOR

XP

TIME	Dance Passage		RESTRICTED 'RE'	VP
1:30 Warm-up 1:30 compete	Must be 2 different Group 1 VP one must be a Leap with 150° split in cross or side	Leaps / jumps / hops within 20° of a 150° split = A	No C Acro skills No D or higher VP No VP & 0.5 off SV	A (6) 0.1 B (1) 0.3
Maximum execution deductions: 4.0		Courtesy Score: 4.0	6A	1B
			X PLATINUM SR 0.5 ea	
			Acro Pass, 2 flight w Salto	
			2 nd Acro Pass, 2 flight	
			OR one 'B' Salto	
			Dance Passage, 150° leap	
			2 different Group 1 VP	
			1/1 Turn on 1 foot	
			10.0 SV	Missing
			_____	.3 ea -B VP
			_____	.1 ea -A VP
			_____	.5 ea -SR
			_____	.5 ea -'RE'
		Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
		End ≠ Music	.1	
		Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.2
		End ≠ 1 sec	.05	
		6A	1B	X PLATINUM SR 0.5 ea
			Acro Pass, 2 flight w Salto	
			2 nd Acro Pass, 2 flight	
			OR one 'B' Salto	
			Dance Passage, 150° leap	
			2 different Group 1 VP	
			1/1 Turn on 1 foot	
			10.0 SV	Missing
			_____	.3 ea -B VP
			_____	.1 ea -A VP
			_____	.5 ea -SR
			_____	.5 ea -'RE'
		Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
		End ≠ Music	.1	
		Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.2
		End ≠ 1 sec	.05	
		6A	1B	X PLATINUM SR 0.5 ea
			Acro Pass, 2 flight w Salto	
			2 nd Acro Pass, 2 flight	
			OR one 'B' Salto	
			Dance Passage, 150° leap	
			2 different Group 1 VP	
			1/1 Turn on 1 foot	
			10.0 SV	Missing
			_____	.3 ea -B VP
			_____	.1 ea -A VP
			_____	.5 ea -SR
			_____	.5 ea -'RE'
		Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
		End ≠ Music	.1	
		Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.2
		End ≠ 1 sec	.05	
		6A	1B	X PLATINUM SR 0.5 ea
			Acro Pass, 2 flight w Salto	
			2 nd Acro Pass, 2 flight	
			OR one 'B' Salto	
			Dance Passage, 150° leap	
			2 different Group 1 VP	
			1/1 Turn on 1 foot	
			10.0 SV	Missing
			_____	.3 ea -B VP
			_____	.1 ea -A VP
			_____	.5 ea -SR
			_____	.5 ea -'RE'
		Dyn ↑.2	Footwork ↑.3	Artistry C-P-E ↑.3
		End ≠ Music	.1	
		Rhy ↑.2	Posture ↑.3	MM ≠ Relate ↑.2
		End ≠ 1 sec	.05	

FLOOR

XP

TIME	Dance Passage		RESTRICTED 'RE'	VP
1:30 Warm-up 1:30 compete	Must be 2 different Group 1 VP one must be a Leap with 150° split in cross or side	Leaps / jumps / hops within 20° of a 150° split = A	No C Acro skills No D or higher VP No VP & 0.5 off SV	A (6) 0.1 B (1) 0.3
Maximum execution deductions: 4.0		Courtesy Score: 4.0	6A	1B
			X PLATINUM SR 0.5 ea	
			Acro Pass, 2 flight w Salto	
			2 nd Acro Pass, 2 flight	
			OR one 'B' Salto	
			Dance Passage, 150° leap	
			2 different Group 1 VP	
			1/1 Turn on 1 foot	
			10.0 SV Missing	
			_____ .3 ea -B VP	
			_____ .1 ea -A VP	
			_____ .5 ea -SR	
			_____ .5 ea -'RE'	
			Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1	
			Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ sec. .05	
		6A	1B	X PLATINUM SR 0.5 ea
			Acro Pass, 2 flight w Salto	
			2 nd Acro Pass, 2 flight	
			OR one 'B' Salto	
			Dance Passage, 150° leap	
			2 different Group 1 VP	
			1/1 Turn on 1 foot	
			10.0 SV Missing	
			_____ .3 ea -B VP	
			_____ .1 ea -A VP	
			_____ .5 ea -SR	
			_____ .5 ea -'RE'	
			Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1	
			Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ sec. .05	
		6A	1B	X PLATINUM SR 0.5 ea
			Acro Pass, 2 flight w Salto	
			2 nd Acro Pass, 2 flight	
			OR one 'B' Salto	
			Dance Passage, 150° leap	
			2 different Group 1 VP	
			1/1 Turn on 1 foot	
			10.0 SV Missing	
			_____ .3 ea -B VP	
			_____ .1 ea -A VP	
			_____ .5 ea -SR	
			_____ .5 ea -'RE'	
			Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1	
			Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ sec. .05	
		6A	1B	X PLATINUM SR 0.5 ea
			Acro Pass, 2 flight w Salto	
			2 nd Acro Pass, 2 flight	
			OR one 'B' Salto	
			Dance Passage, 150° leap	
			2 different Group 1 VP	
			1/1 Turn on 1 foot	
			10.0 SV Missing	
			_____ .3 ea -B VP	
			_____ .1 ea -A VP	
			_____ .5 ea -SR	
			_____ .5 ea -'RE'	
			Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1	
			Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ sec. .05	
		6A	1B	X PLATINUM SR 0.5 ea
			Acro Pass, 2 flight w Salto	
			2 nd Acro Pass, 2 flight	
			OR one 'B' Salto	
			Dance Passage, 150° leap	
			2 different Group 1 VP	
			1/1 Turn on 1 foot	
			10.0 SV Missing	
			_____ .3 ea -B VP	
			_____ .1 ea -A VP	
			_____ .5 ea -SR	
			_____ .5 ea -'RE'	
			Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1	
			Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ sec. .05	

FLOOR	TIME	Dance Passage		RESTRICTED 'RE'	VP			
XD	2:00 Warm-up	Must be 2 different Group 1 VP one must be a Leap with 150° split in cross or side	Leaps / jumps / hops within 20° of a 150° split = A Acro passes = Min 2 acro flight skill	One 'D' VP allowed No 'E' VP No VP & 0.5 off SV	A (5) 0.1 B (2) 0.3			
	1:30 compete							
	Maximum execution deductions: 4.0 Courtesy Score: 4.0 5A 2B X DIAMOND SR 0.5 ea							
	2 Acro Flight Passes 2VP							
	2 Different Saltos							
	- One B Salto, <i>may be in SR1</i>							
	Dance Passage, 150° leap							
	2 different Group 1 VP							
	B Turn <i>on 1 foot</i>							
	10.0 SV Missing							
	_____ .3 ea -B VP							
	_____ .1 ea -A VP							
	_____ .5 ea -SR							
	_____ .5 ea -'RE'							
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1								
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05								
5A 2B X DIAMOND SR 0.5 ea								
2 Acro Flight Passes								
2 Different Saltos								
- One B Salto, <i>may be in SR1</i>								
Dance Passage, 150° leap								
2 different Group 1 VP								
B Turn <i>on 1 foot</i>								
10.0 SV Missing								
_____ .3 ea -B VP								
_____ .1 ea -A VP								
_____ .5 ea -SR								
_____ .5 ea -'RE'								
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1								
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05								
5A 2B X DIAMOND SR 0.5 ea								
2 Acro Flight Passes								
2 Different Saltos								
- One B Salto, <i>may be in SR1</i>								
Dance Passage, 150° leap								
2 different Group 1 VP								
B Turn <i>on 1 foot</i>								
10.0 SV Missing								
_____ .3 ea -B VP								
_____ .1 ea -A VP								
_____ .5 ea -SR								
_____ .5 ea -'RE'								
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1								
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05								
5A 2B X DIAMOND SR 0.5 ea								
2 Acro Flight Passes								
2 Different Saltos								
- One B Salto, <i>may be in SR1</i>								
Dance Passage, 150° leap								
2 different Group 1 VP								
B Turn <i>on 1 foot</i>								
10.0 SV Missing								
_____ .3 ea -B VP								
_____ .1 ea -A VP								
_____ .5 ea -SR								
_____ .5 ea -'RE'								
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1								
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05								
5A 2B X DIAMOND SR 0.5 ea								
2 Acro Flight Passes								
2 Different Saltos								
- One B Salto, <i>may be in SR1</i>								
Dance Passage, 150° leap								
2 different Group 1 VP								
B Turn <i>on 1 foot</i>								
10.0 SV Missing								
_____ .3 ea -B VP								
_____ .1 ea -A VP								
_____ .5 ea -SR								
_____ .5 ea -'RE'								
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1								
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05								
5A 2B X DIAMOND SR 0.5 ea								
2 Acro Flight Passes								
2 Different Saltos								
- One B Salto, <i>may be in SR1</i>								
Dance Passage, 150° leap								
2 different Group 1 VP								
B Turn <i>on 1 foot</i>								
10.0 SV Missing								
_____ .3 ea -B VP								
_____ .1 ea -A VP								
_____ .5 ea -SR								
_____ .5 ea -'RE'								
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1								
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05								

11/3/22 D.Hanford

FLOOR	TIME	Dance Passage			RESTRICTED 'RE'	VP				
XD	2:00 Warm-up	Must be 2 different Group 1 VP one must be a Leap with 150° split in cross or side	Leaps / jumps / hops within 20° of a 150° split = A Acro passes = Min 2 acro flight skill	5A	2B	One 'D' VP allowed	A (5) 0.1			
	1:30 compete					No 'E' VP	B (2) 0.3			
						No VP & 0.5 off SV				
						X DIAMOND SR 0.5 ea				
						2 Acro Flight Passes 2VP				
						2 Different Saltos				
						- One B Salto, <i>may be in SR1</i>				
						Dance Passage, 150° leap				
						2 different Group 1 VP				
						B Turn <i>on 1 foot</i>				
10.0 SV Missing										
_____ .3 ea -B VP										
_____ .1 ea -A VP										
_____ .5 ea -SR										
_____ .5 ea -'RE'										
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1										
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ 1 sec .05										

FLOOR	BONUS	any combination up to 0.4 max		RESTRICTED	VP	
XSa	CV (0.4 max):	B + B or higher direct / indirect connection	0.1	Max execution deductions: 4.0	No E elements	A (3) 0.1
	DV (0.4 max):	Each C	0.1 / One D	Courtesy Score: 4.0		B (3) 0.3
					No VP & 0.5 off SV	C (1) 0.5
Sapphire						Without fall or spot
X SAPPHIRE SR 0.5 ea						
1 Acro Pass with 2 saltos						
- same or different						
3 Different Saltos, one B Salto						
Dance Passage, 180° leap						
2 different Group 1 VP						
B Turn on 1 foot						
9.6 SV						
Missing						
___ BB (+0.4) ___ .5 ea -C VP						
___ C (+0.4) ___ .3 ea -B VP						
___ D (+0.1) ___ .1 ea -A VP						
___ .5 ea -SR						
___ .5 ea -'RE'						
___ 0.3 No Dmt						
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1						
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ sec .05						
X SAPPHIRE SR 0.5 ea						
1 Acro Pass with 2 saltos						
- same or different						
3 Different Saltos, one B Salto						
Dance Passage, 180° leap						
2 different Group 1 VP						
B Turn on 1 foot						
9.6 SV						
Missing						
___ BB (+0.4) ___ .5 ea -C VP						
___ C (+0.4) ___ .3 ea -B VP						
___ D (+0.1) ___ .1 ea -A VP						
___ .5 ea -SR						
___ .5 ea -'RE'						
___ 0.3 No Dmt						
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1						
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ sec .05						
X SAPPHIRE SR 0.5 ea						
1 Acro Pass with 2 saltos						
- same or different						
3 Different Saltos, one B Salto						
Dance Passage, 180° leap						
2 different Group 1 VP						
B Turn on 1 foot						
9.6 SV						
Missing						
___ BB (+0.4) ___ .5 ea -C VP						
___ C (+0.4) ___ .3 ea -B VP						
___ D (+0.1) ___ .1 ea -A VP						
___ .5 ea -SR						
___ .5 ea -'RE'						
___ 0.3 No Dmt						
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1						
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ sec .05						

11/3/22 D.Hanford

FLOOR	BONUS	any combination up to 0.4 max		RESTRICTED	VP
XSa <i>Sapphire</i>	CV (0.4 max): B + B or higher direct / indirect connection	0.1	Max execution deductions: 4.0 Courtesy Score: 4.0	No E elements	A (3) 0.1
	DV (0.4 max): Each C	0.1 / One D		0.1	B (3) 0.3
	<i>Without fall or spot</i>			No VP & 0.5 off SV	C (1) 0.5
X SAPPHIRE SR 0.5 ea					
1 Acro Pass with 2 saltos - same or different					
3 Different Saltos, one B Salto					
Dance Passage, 180° leap 2 different Group 1 VP					
B Turn on 1 foot					
9.6 SV					
Missing					
___ BB (+0.4) ___ .5 ea -C VP					
___ C (+0.4) ___ .3 ea -B VP					
___ D (+0.1) ___ .1 ea -A VP					
___ .5 ea -SR					
___ .5 ea -'RE'					
___ 0.3 No Dmt					
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1					
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ sec .05					
X SAPPHIRE SR 0.5 ea					
1 Acro Pass with 2 saltos - same or different					
3 Different Saltos, one B Salto					
Dance Passage, 180° leap 2 different Group 1 VP					
B Turn on 1 foot					
9.6 SV					
Missing					
___ BB (+0.4) ___ .5 ea -C VP					
___ C (+0.4) ___ .3 ea -B VP					
___ D (+0.1) ___ .1 ea -A VP					
___ .5 ea -SR					
___ .5 ea -'RE'					
___ 0.3 No Dmt					
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1					
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ sec .05					
X SAPPHIRE SR 0.5 ea					
1 Acro Pass with 2 saltos - same or different					
3 Different Saltos, one B Salto					
Dance Passage, 180° leap 2 different Group 1 VP					
B Turn on 1 foot					
9.6 SV					
Missing					
___ BB (+0.4) ___ .5 ea -C VP					
___ C (+0.4) ___ .3 ea -B VP					
___ D (+0.1) ___ .1 ea -A VP					
___ .5 ea -SR					
___ .5 ea -'RE'					
___ 0.3 No Dmt					
Dyn ↑.2 Footwork ↑.3 Artistry C-P-E ↑.3 End ≠ Music .1					
Rhy↑.2 Posture ↑.3 MM ≠ Relate ↑.2 End ≠ sec .05					

11/3/22 D.Hanford