

BEAM	Time	ADDITIONAL 'A' SKILLS	RESTRICTED	VP
<b>XG</b>	1:00 warm-up	Vertical HS <i>any leg pos -no hold</i>	No 'C' or higher skills No VP credit & 0.5 off SV	6 A 0.1
	1:00 compete	Partial HS <i>-join Legs 45°</i> DMT- Cartwheel HS ¼ turn Leaps/Jumps <b>120°</b> ( $\leq 20^\circ$ ) Any Mount		All handstands regardless of angle are the same skill

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 vertical

2 Leaps/Jumps, one **120°**split  
-2 Different 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

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