

BEAM	All Acro must have flight	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 <i>Not Dmt</i>	BC _{salto}	CC BD			10.0 SV, all SR & VP,	Dismount: C salto/aerial or CB** combo	A (3) 0.1
	3 Acro Flight	BBC	BCC BBD	2 Dance / Mix <i>No Dmt</i>	BC AD CC BD	≥ 0.6 bonus, with an	**B DMT connect to: 1) C-Acro Flight Series	B (3) 0.3
	3 Acro Flight with C salto or D/E hand <i>Not DMT = add'l</i>	0.1		Turns	CA AC	"E" ACRO (<i>Not in SV</i>)	or 2) C-Acro Flight or 3) C-Dance	C (2) 0.5

3A	3B	2C	D	E	9.5 SV	+CV	+D/E	Level 10 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	<i>in dismount only</i> 0.05
								Levels ↑.1	Shape >2 Λ or iw 0.1
								Spatial ↑.1	>1 Pivot <i>straight legs</i> 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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	3 Acro Flight	BBC	BCC BBD	2 Dance / Mix <i>No Dmt</i>	BC AD CC BD	≥ 0.6 bonus, with an	**B DMT connect to: 1) C-Acro Flight Series	B (3) 0.3
	3 Acro Flight with C salto or D/E hand <i>Not DMT = add'l</i>	0.1		Turns	CA AC	"E" ACRO (<i>Not in SV</i>)	or 2) C-Acro Flight or 3) C-Dance	C (2) 0.5

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