

BEAM	BONUS +0.1	Acro Series: BC (2 flight) or EA (non-flight)	All Acro must have flight for CV	0.1	0.2	0.1	0.2	VP
<b>10</b>	10.0 SV, all SR & VP, ≥ 0.6 bonus, with an "E" ACRO (Not in SV)	Dismount: C salto/aerial or CB** combo: **B DMT connect to: 1) C-Acro Flight Series or 2) C-Acro Flight or 3) C-Dance	2 Acro Flight NO DMT	BCsalto	CC BD			A (3) 0.1
			3 Acro Flight	BBC	BCC BBD	2 Dance / Mix NO Dmt	BC AD CC BD	B (3) 0.3
			3 Acro Flight with C salto or D/E hand	NO DMT = add'l	0.1	Turns	CA AC	C (2) 0.5

Level 10 SR	0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
Acro Flight Series BC or EA		-VP	___						
180° Leap / Jump		0.5 -SR	___						
Full Turn		0.3 -No Dmt	___						
Dmt C Salto/Aerial or CB**	<b>BONUS +0.1</b>								
0.2 No Dance Series		↑.2 Dance≠CL	___						
0.1 F/S & B Acro		↑.2 Acro≠CL	___						
0.05 in dsmt only		↑.1 Dmt≠CL	___						
0.1 >2 Λ or iw		↑.1 Levels	___						
0.1 >1 Pivots straight legs		↑.1 Spatial	___						
0.05 2 of 3 Movement: F-B-S ea ch									
Artistry C-S-E ↑.3	Footwork ↑.3	Dynamics ↑.2							
Sureness ↑.2	Posture ↑.3	Rhythm ↑.2							

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Full Turn		0.3 -No Dmt	___						
Dmt C Salto/Aerial or CB**	<b>BONUS +0.1</b>								
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0.1 F/S & B Acro		↑.2 Acro≠CL	___						
0.05 in dsmt only		↑.1 Dmt≠CL	___						
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			3 Acro Flight	BBC	BCC BBD	2 Dance / Mix NO Dmt	BC AD CC BD	B (3) 0.3
			3 Acro Flight with C salto or D/E hand	NO DMT = add'l	0.1	Turns	CA AC	C (2) 0.5

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180° Leap / Jump		0.5 -SR	_____						
Full Turn		0.3 -No Dmt	_____						
Dmt C Salto/Aerial or CB**	<b>BONUS +0.1</b>								
0.2 No Dance Series		↑.2 Dance≠CL	_____						
0.1 F/S & B Acro		↑.2 Acro≠CL	_____						
0.05 in dsmt only		↑.1 Dmt≠CL	_____						
0.1 >2 Λ or iw		↑.1 Levels	_____						
0.1 >1 Pivots straight legs		↑.1 Spatial	_____						
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