BEAM	ACRO SERIES: BWD or SWD-BWD Flight		DANCE SERIES 2 VP	RESTRICTED	NO DISMOUNT	VALUE PARTS 'VP'	
8	BROKEN if NOT immediate take-off of 2nd element		Dance Mounts / Leaps / Hops / Jumps / Turns	More than 1 Acro C *(or any D/E)* **completed** = No VP, No SR & 0.5 off SV	No dismount or salto not initiated or 2nd RE element = - 0.3 off SV	All Dance C = B	A (4) 0.1
	• Arms move as low as thighs into 2nd element					1st Acro C = B	B (4) 0.3
	• Cautious or slow attempt to connect						

SR 0.5 each	0.3 -B VP ___	**10.0 SV**		4B 4A	*D Hanford 11.1.2023*
Acro flight series *(1 flight)*	0.1 -A VP ___				
180° Split in Leap / Jump	0.5 -SR ___				
Full Turn	0.5 -'RE' ___				
Dismount A Salto/Aerial	0.3 -No Dmt ___				

0.2 No Dance Series ___	↑.2 Dance≠CL ___
0.1 F/S & B Acro ___	↑.2 Acro≠CL ___
0.05 *in dismount only* ___	↑.1 Dmt≠CL ___
0.1 Shape >2 ∧ or ៶៸w ___	↑.1 Levels ___
0.1 >1 Pivot *straight legs* ___	↑.1 Spatial ___
0.05 2 of 3 Movement: F-B-S *ea*	

Artistry C-P-E ↑.3   Footwork ↑.3   Dynamics ↑.2
Sureness ↑.2   Posture ↑.3   Rhythm ↑.2

SR 0.5 each	0.3 -B VP ___	**10.0 SV**		4B 4A	
Acro flight series *(1 flight)*	0.1 -A VP ___				
180° Split in Leap / Jump	0.5 -SR ___				
Full Turn	0.5 -'RE' ___				
Dismount A Salto/Aerial	0.3 -No Dmt ___				

0.2 No Dance Series ___	↑.2 Dance≠CL ___
0.1 F/S & B Acro ___	↑.2 Acro≠CL ___
0.05 *in dismount only* ___	↑.1 Dmt≠CL ___
0.1 Shape >2 ∧ or ៶៸w ___	↑.1 Levels ___
0.1 >1 Pivot *straight legs* ___	↑.1 Spatial ___
0.05 2 of 3 Movement: F-B-S *ea*	

Artistry C-P-E ↑.3   Footwork ↑.3   Dynamics ↑.2
Sureness ↑.2   Posture ↑.3   Rhythm ↑.2

SR 0.5 each	0.3 -B VP ___	**10.0 SV**		4B 4A	
Acro flight series *(1 flight)*	0.1 -A VP ___				
180° Split in Leap / Jump	0.5 -SR ___				
Full Turn	0.5 -'RE' ___				
Dismount A Salto/Aerial	0.3 -No Dmt ___				

0.2 No Dance Series ___	↑.2 Dance≠CL ___
0.1 F/S & B Acro ___	↑.2 Acro≠CL ___
0.05 *in dismount only* ___	↑.1 Dmt≠CL ___
0.1 Shape >2 ∧ or ៶៸w ___	↑.1 Levels ___
0.1 >1 Pivot *straight legs* ___	↑.1 Spatial ___
0.05 2 of 3 Movement: F-B-S *ea*	

Artistry C-P-E ↑.3   Footwork ↑.3   Dynamics ↑.2
Sureness ↑.2   Posture ↑.3   Rhythm ↑.2

BEAM	ACRO SERIES: BWD or SWD-BWD Flight	DANCE SERIES 2 VP	RESTRICTED	NO DISMOUNT	VALUE PARTS 'VP'	
8	BROKEN if NOT immediate take-off of 2nd element • Arms move as low as thighs into 2nd element • Cautious or slow attempt to connect	Dance Mounts / Leaps / Hops / Jumps / Turns	More than 1 Acro C (or any D/E) **completed** = No VP, No SR & 0.5 off SV	No dismount or salto not initiated or 2nd RE element = - 0.3 off SV	All Dance C = B 1st Acro C = B	A (4) 0.1 B (4) 0.3

SR 0.5 each	0.3 -B VP ___	**10.0 SV**		4B	4A	*D Hanford 11.1.2023*
Acro flight series *(1 flight)*	0.1 -A VP ___					
180° Split in Leap / Jump	0.5 -SR ___					
Full Turn	0.5 -'RE' ___					
Dismount A Salto/Aerial	0.3 -No Dmt ___					
__ 0.2 No Dance Series	↑.2 Dance≠CL ___					
__ 0.1 F/S & B Acro	↑.2 Acro≠CL ___					
__ 0.05 *in dismount only*	↑.1 Dmt≠CL ___					
__ 0.1 Shape >2 ∧ or ∨∧	↑.1 Levels ___					
__ 0.1 >1 Pivot *straight legs*	↑.1 Spatial ___					
__ 0.05 2 of 3 Movement: F-B-S *ea*						
Artistry C-P-E ↑.3 Footwork ↑.3 Dynamics ↑.2						
Sureness ↑.2 Posture ↑.3 Rhythm ↑.2						

SR 0.5 each	0.3 -B VP ___	**10.0 SV**		4B	4A	
Acro flight series *(1 flight)*	0.1 -A VP ___					
180° Split in Leap / Jump	0.5 -SR ___					
Full Turn	0.5 -'RE' ___					
Dismount A Salto/Aerial	0.3 -No Dmt ___					
__ 0.2 No Dance Series	↑.2 Dance≠CL ___					
__ 0.1 F/S & B Acro	↑.2 Acro≠CL ___					
__ 0.05 *in dismount only*	↑.1 Dmt≠CL ___					
__ 0.1 Shape >2 ∧ or ∨∧	↑.1 Levels ___					
__ 0.1 >1 Pivot *straight legs*	↑.1 Spatial ___					
__ 0.05 2 of 3 Movement: F-B-S *ea*						
Artistry C-P-E ↑.3 Footwork ↑.3 Dynamics ↑.2						
Sureness ↑.2 Posture ↑.3 Rhythm ↑.2						

SR 0.5 each	0.3 -B VP ___	**10.0 SV**		4B	4A	
Acro flight series *(1 flight)*	0.1 -A VP ___					
180° Split in Leap / Jump	0.5 -SR ___					
Full Turn	0.5 -'RE' ___					
Dismount A Salto/Aerial	0.3 -No Dmt ___					
__ 0.2 No Dance Series	↑.2 Dance≠CL ___					
__ 0.1 F/S & B Acro	↑.2 Acro≠CL ___					
__ 0.05 *in dismount only*	↑.1 Dmt≠CL ___					
__ 0.1 Shape >2 ∧ or ∨∧	↑.1 Levels ___					
__ 0.1 >1 Pivot *straight legs*	↑.1 Spatial ___					
__ 0.05 2 of 3 Movement: F-B-S *ea*						
Artistry C-P-E ↑.3 Footwork ↑.3 Dynamics ↑.2						
Sureness ↑.2 Posture ↑.3 Rhythm ↑.2						