

Level 6 Bars

VP	Special Requirements (.50)	Unallowable elements	Composition	Execution
5A @ 0.1	Cast horizontal	If performed 0.50 deduction from SV and no	Not taken at level 7	Hesitation J ↑ 0.10
1B @ 0.3	3/6/7 clear circle	VP credit. On bars -3 ok C moves		SwF/B ↓hoi <u>0.10</u>
OC	Bar Change	cast handstan half turn		Hit App FT <u>0.20</u>
0 D/E	A dsmt	clear hip circle also with half turn		Hit Mat FT <u>0.30</u>
#				Rhythm _____ 10.00
				Dynamics _____ 5A 1B OC
				_____ Cast horizontal
				_____ 3/6/7 clear circle
				_____ Bar change
				_____ A dsmt
				_____ Unallowable
				_____ SV
				_____ - Ex
				_____ Comp
				SCORE
#				Rhythm _____ 10.00
				Dynamics _____ 5A 1B OC
				_____ Cast horizontal
				_____ 3/6/7 clear circle
				_____ Bar Change
				_____ A dsmt
				_____ Unallowable
				_____ SV
				_____ - Ex
				_____ Comp
				SCORE
#				Rhythm _____ 10.00
				Dynamics _____ 5A 1B OC
				_____ Cast horizontal
				_____ 3/6/7 clear circle
				_____ Bar Change
				_____ A dsmt
				_____ Unallowable
				_____ SV
				_____ - Ex
				_____ Comp
				SCORE

Level 6 Beam (time 1:15)

VP 5A @ 0.1 1B @ 0.3 0C 0 D/E	Special Requirements (.50) 1 acro ele gr 5, 6, or 7 (on beam) Leap/Jump 180 split 360° Turn A dsmt w/wo hand supp	Unallowable moves Any C, D, E deduct 0.50 from the start value. * acro series can be with or without flight	Composition Not Taken at Level 7	Execution Artistry ↑ 0.30 Sureness ↑ 0.20 Footwork ↑ 0.20 Post/flex ↑ 0.30
#				Artistry _____ 10.00 Dynamics _____ 5A 1B 0C Rhythm _____ Acro element Sureness _____ 360 Turn Footwork _____ 180 leap/jump Post/flex _____ A dsmt _____ Unallowable _____ SV _____ - Ex _____ Comp _____ SCORE
#				Artistry _____ 10.00 Dynamics _____ 5A 1B 0C Rhythm _____ Acro element Sureness _____ 360 Turn Footwork _____ 180 leap/jump Post/flex _____ A dsmt _____ Unallowable _____ SV _____ - Ex _____ Comp _____ SCORE
#				Artistry _____ 10.00 Dynamics _____ 5A 1B 0C Rhythm _____ Acro element Sureness _____ 360 Turn Footwork _____ 180 leap/jump Post/flex _____ A dsmt _____ Unallowable _____ SV _____ - Ex _____ Comp _____ SCORE

Level 6 Floor (time 1:15)

VP	Special Requirements (.50)	Unallowable elements	Composition	Execution
5A @ 0.1 1B @ 0.3 0C 0 D/E	Acro series 3 ele 1 salto or aerial Dance 2(G1)- 1w/180 split Full turn one foot	All C, D, E moves, deduct 0.50 from start value for each.	Not taken at Level 6	Artistry ↑ 0.30 Post Land ↑ 0.20 Footwork ↑ 0.20 Post/flex ↑ 0.30
#				Artistry _____ 10.00 Dynamics _____ 5A 1B 0C Rhythm _____ Acro Series Footwork _____ full turn 1 ft Post/flex _____ Dance Pass w/180 _____ 1 salto/aerial _____ Unallowable ele _____ SV _____ - Ex _____ Comp _____ SCORE
#				Artistry _____ 10.00 Dynamics _____ 5A 1B 0C Rhythm _____ Acro Series Footwork _____ full turn 1 ft Post/flex _____ Dance Pass w/180 _____ 1 salto/aerial _____ Unallowable ele _____ SV _____ - Ex _____ Comp _____ SCORE
#				Artistry _____ 10.00 Dynamics _____ 5A 1B 0C Rhythm _____ Acro Series Footwork _____ full turn 1 ft Post/flex _____ Dance Pass w/180 _____ salto/aerial _____ Unallowable ele _____ SV _____ - Ex _____ Comp _____ SCORE

Level 6 Floor (time 1:15)

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Level 7 Bars

VP	Special Requirements (.50)	Unallowable elements	Composition	Execution
5A @ 0.1	Cast 45	If performed 0.50 deduction from SV and no	Not taken at level 7	Hesitation J ↑ 0.10
2B @ 0.3	clear 3/6/7 * (1 of * must be B)	VP credit. On bars - ok C moves are		SwF/B ↓hoi <u>0.10</u>
OC *	clear circling element *	cast handstand half turn		Hit App FT <u>0.20</u>
0 D/E	A salto/hecht dsmt	clear hip, stalder, pike sole circles to H, also with half turn		Hit Mat FT <u>0.30</u>
#			Rhythm _____	10.00
			Dynamics _____	5A 2B 0C
				Cast 45
				3/6/7* B
				Circling* B
				A S/H dsmt
				Unallowable
				SV
				- Ex
				Comp
				SCORE
#			Rhythm _____	10.00
			Dynamics _____	5A 2B 0C
				Cast 45
				3/6/7* B
				Circling* B
				A S/H dsmt
				Unallowable
				SV
				- Ex
				Comp
				SCORE
#			Rhythm _____	10.00
			Dynamics _____	5A 2B 0C
				Cast 45
				3/6/7* B
				Circling* B
				A S/H dsmt
				Unallowable
				SV
				- Ex
				Comp
				SCORE

Level 7 Beam (time 1:20)

VP 5A @ 0.1 2B @ 0.3 0C ** 0 D/E	Special Requirements (.50) Acro series* + flight element Leap/Jump 180 split 360° Turn A aerial or salto dsmt	Unallowable moves Any C, D, E deduct 0.50 from the start value. ** 1 C dance allowed as a B * acro series can be with or without flight	Composition Not Taken at Level 7	Execution Artistry ↑ 0.30 Sureness ↑ 0.20 Footwork ↑ 0.20 Post/flex ↑ 0.30
#				Artistry _____ 10.00 Dynamics _____ 5A 2B 0C Rhythm _____ Acro Series + flight Sureness _____ 360 Turn Footwork _____ 180 leap/jump Post/flex _____ A dsmt _____ Unallowable _____ SV _____ - Ex _____ Comp _____ SCORE
#				Artistry _____ 10.00 Dynamics _____ 5A 2B 0C Rhythm _____ Acro Series + flight Sureness _____ 360 Turn Footwork _____ 180 leap/jump Post/flex _____ A dsmt _____ Unallowable _____ SV _____ - Ex _____ Comp _____ SCORE
#				Artistry _____ 10.00 Dynamics _____ 5A 2B 0C Rhythm _____ Acro Series + flight Sureness _____ 360 Turn Footwork _____ 180 leap/jump Post/flex _____ A dsmt _____ Unallowable _____ SV _____ - Ex _____ Comp _____ SCORE

Level 7 Floor (time 1:30)

VP	Special Requirements (.50)	Unallowable elements	Composition	Execution
5A @ 0.1 2B @ 0.3 0C * 0 D/E	Acro series back layout 2ft 2 forward (1 salto/aerial)	All C, D, E moves, deduct 0.50 from start value for each. * May do 1 dance C for no deduction (counts as B)	Not taken at Level 7	Artistry ↑ 0.30 Post Land ↑ 0.20 Footwork ↑ 0.20 Post/flex ↑ 0.30
#				Artistry _____ 10.00 Dynamics _____ 5A 2B 0C Rhythm _____ Acro Series layout Footwork _____ full turn 1 ft Post/flex _____ Dance Pass w/180 2 forward acro Unallowable ele SV - Ex Comp
#				SCORE
#				Artistry _____ 10.00 Dynamics _____ 5A 2B 0C Rhythm _____ Acro Series layout Footwork _____ full turn 1 ft Post/flex _____ Dance Pass w/180 2 forward acro Unallowable ele SV - Ex Comp
#				SCORE
#				Artistry _____ 10.00 Dynamics _____ 5A 2B 0C Rhythm _____ Acro Series layout Footwork _____ full turn 1 ft Post/flex _____ Dance Pass w/180 2 forward acro Unallowable ele SV - Ex Comp
#				SCORE

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Level 8 Bars

VP	Special Requirements (.50)	Unallowable elements	Composition	Execution
4A @ 0.1	Flight B or B LA Turn(NO Mt/Dt)	If performed 0.50 deduction from SV and no	Unchar ele	0.10 Distribution ↑ 0.10
4B @ 0.3	3/6/7 B (NO Dsmt)	VP credit. On bars - ok C moves - I plus	Unallowable ele	0.50 Variety ↑ 0.10
OC*	1 Bar change	cast handstand half turn	3/4 giant each	0.10 Lack ele vert ↑ 0.20
0 D/E	A dsmt salto or hecht	clear hip,b stald,pk sole to H also with 1/2		Hit App FT 0.20
#				Hit Mat FT 0.30
			Rhythm _____	10.00
			Dynamics _____	4A 4B OC
			Distribution _____	Flight B or LA B
				3/6/7 B
				1 bar change
				A dsmt
				Unallowable
				SV
				- Ex
				Comp
				SCORE
#				
			Rhythm _____	10.00
			Dynamics _____	4A 4B OC
			Distribution _____	Flight B or LA B
				3/6/7 B
				1 bar change
				A dsmt
				Unallowable
				SV
				- Ex
				Comp
				SCORE
#				
			Rhythm _____	10.00
			Dynamics _____	4A 4B OC
			Distribution _____	Flight B or LA B
				3/6/7 B
				1 bar change
				A dsmt
				Unallowable
				SV
				- Ex
				Comp
				SCORE

Level 8 Beam (time 1:30)

VP	Special Requirements (.50)	Unallowable moves	Composition	Dance series	0.20	Execution
4A @ 0.1	Acro series w/1 flight	Only C dance is allowed plus 1 additional C.	Back Acro	0.10(dsmt0.05) > 1 prone	0.10	Artistry ↑ 0.30
4B @ 0.3	Leap/Jump 180 split	Any other C, D, E moves, deduct 0.50 from the SV.	Fwd/Side Acro	0.10(dsmt0.05) > 2 pt turns	0.10	Sureness ↑ 0.20
0C*	360° Turn 1 ft		>2 Wolf/tuck	0.10 Bal Ac/Dan	↑ 0.20	Footwork ↑ 0.20
0 D/E	A aerial or salto dsmt		> 2 straddle	0.10 Acro Choice	↑ 0.20	Post/flex ↑ 0.30
#				Artistry	_____	10.00
				Dynamics	_____	4A 4B 0C
				Rhythm	_____	Acro Series
				Sureness	_____	360 Turn
				Footwork	_____	180 leap/jump
				Post/flex	_____	A dsmt
					_____	Unallowable
					_____	SV
					_____	- Ex
					_____	Comp
					_____	SCORE
#				Artistry	_____	10.00
				Dynamics	_____	4A 4B 0C
				Rhythm	_____	Acro Series
				Sureness	_____	360 Turn
				Footwork	_____	180 leap/jump
				Post/flex	_____	A dsmt
					_____	Unallowable
					_____	SV
					_____	- Ex
					_____	Comp
					_____	SCORE
#				Artistry	_____	10.00
				Dynamics	_____	4A 4B 0C
				Rhythm	_____	Acro Series
				Sureness	_____	360 Turn
				Footwork	_____	180 leap/jump
				Post/flex	_____	A dsmt
					_____	Unallowable
					_____	SV
					_____	- Ex
					_____	Comp
					_____	SCORE

Level 8 Floor (time 1:30)

VP	Special Requirements (.50)	Unallowable elements	Composition	Distribution	↑ 0.10	Execution
4A @ 0.1	Acro series 2 saltos or S+S	C dance allowed plus 1 additional C. All other C, D, E moves, deduct 0.5 each from start value.	2 dir salto/aerials	<u>0.1</u> NO B Turn	<u>0.20</u>	Artistry ↑ 0.30
4B @ 0.3	3 diff saltos		> 1 prone	<u>0.10</u> NO B Salto	<u>0.30</u>	Post Land ↑ 0.20
0C*	Dance 2(G1)- 1 leap w/180		>2 Wolf/tuck	<u>0.10</u> Bal Ac/Dan	↑ 0.20	Footwork ↑ 0.20
0 D/E	A salto end		> 2 straddle	<u>0.10</u> Acro Choice	↑ 0.20	Post/flex ↑ 0.30
#						Artistry _____ 10.00
						Dynamics _____ 4A 4B 0C
						Rhythm _____ Acro Series 2 S
						Footwork _____ 3 Diff Saltos
						Post/flex _____ DP w/180 leap
						_____ A salto end
						_____ Unallowable ele
						_____ SV
						_____ - Ex
						_____ Comp
						SCORE
#						Artistry _____ 10.00
						Dynamics _____ 4A 4B 0C
						Rhythm _____ Acro Series 2 S
						Footwork _____ 3 Diff Saltos
						Post/flex _____ DP w/180 leap
						_____ A salto end
						_____ Unallowable ele
						_____ SV
						_____ - Ex
						_____ Comp
						SCORE
#						Artistry _____ 10.00
						Dynamics _____ 4A 4B 0C
						Rhythm _____ Acro Series 2 S
						Footwork _____ 3 Diff Saltos
						Post/flex _____ DP w/180 leap
						_____ A salto end
						_____ Unallowable ele
						_____ SV
						_____ - Ex
						_____ Comp
						SCORE

Level 9 Bars

VP	Special Requirements (.50)	CV	<u>0.1</u>	<u>0.2</u>	Composition		Execution
3A @ 0.1	Flight C or C LA Turn(NO Mt/Dt)	C+C w/o t or f both	C+C both T or FI	Unchar ele	<u>0.10</u> Distribution	↑ 0.10	Hesitation J ↑ 0.10
4B @ 0.3	Flight B (NO Dsmt)	(must be diff)		↑ 1 D/E	<u>0.50</u> Variety	↑ 0.10	SwF/B ↓ho <u>0.10</u>
1C @ 0.5	2 Bar changes			3/4 giant	<u>0.10</u> Bal Fl/Pir	↑ 0.10	Hit App FT <u>0.20</u>
1/1** + 1	B dsmt salto/hecht	** must have a BC root skill with the 1/1		for/bkwd cir/rel	<u>0.05</u> Dir change	↑ 0.10	Hit Mat FT <u>0.30</u>
#					Rhythm		9.70 -
					Dynamics		3A 4B 1C
					Distibution		Flight C or LA turn
					Balance		Flight B
					For/Bk circle/rel		2 bar changes
							B dsmt
							+Bonus
							SV
							- Ex
							Comp
							SCORE
#					Rhythm		9.70 -
					Dynamics		3A 4B 1C
					Distibution		Flight C or LA turn
					Balance		Flight B
					For/Bk circle/rel		2 bar changes
							B dsmt
							+Bonus
							SV
							- Ex
							Comp
							SCORE
#					Rhythm		9.70 -
					Dynamics		3A 4B 1C
					Distibution		Flight C or LA turn
					Balance		Flight B
					For/Bk circle/rel		2 bar changes
							B dsmt
							+Bonus
							SV
							- Ex
							Comp
							SCORE

* no dismount

Level 9 Beam (time 1:30)

VP	Special Requirements (.50)	CV	<u>0.1</u>	<u>0.2</u>	dir/level/dist	each ↑ 0.10	Dance series	<u>0.20</u>	Execution
3A @ 0.1	Acro series w/2 flight on BM	2 Acro * ON	B + C salto/aerial	C+C	Back Acro	<u>0.10(dsmt0.05)</u>	> 1 prone	<u>0.10</u>	Artistry ↑ 0.30
4B @ 0.3	Leap/Jump 180 split	3 Acro	B+B+C	B+C+C	Fwd/Side Acro	<u>0.10(dsmt0.05)</u>	> 2 pt turns	<u>0.10</u>	Sureness ↑ 0.20
1C @ 0.5	360° Turn	Dance/Mix*	B + C	C + C	>2 Wolf/tuck	<u>0.10</u>	Bal Ac/Dan	↑ 0.20	Footwork ↑ 0.20
D/E Dance +1	B salto/aerial dsmt	Turns	A + C or C + A		> 2 straddle	<u>0.10</u>	Acro Choice	↑ 0.20	Post/flex ↑ 0.30
#									Artistry _____
									Dynamics _____
									Rhythm _____
									Sureness _____
									Footwork _____
									Post/flex _____
									_____ +Bonus
									_____ SV
									_____ - Ex
									_____ Comp
									SCORE
#									Artistry _____
									Dynamics _____
									Rhythm _____
									Sureness _____
									Footwork _____
									Post/flex _____
									_____ +Bonus
									_____ SV
									_____ - Ex
									_____ Comp
									SCORE
#									Artistry _____
									Dynamics _____
									Rhythm _____
									Sureness _____
									Footwork _____
									Post/flex _____
									_____ +Bonus
									_____ SV
									_____ - Ex
									_____ Comp
									SCORE

Level 9 Floor (time 1:30)

VP	Special Requirements (.50)	CV	<u>0.1</u>	<u>0.2</u>	Composition	Distribution	↑ 0.10	Execution
3A @ 0.1	Acro series 2 saltos or S+S	IND 2 Acro	C+C		2 dir salto/aerials	<u>0.1</u> NO B Turn	<u>0.20</u>	Artistry ↑ 0.30
4B @ 0.3	3 diff saltos	IND 3 Acro	A+A+C, B+B+C		> 1 prone	<u>0.10</u> NO B Salto	<u>0.30</u>	Post Land ↑ 0.20
1C @ 0.5	Dance 2(G1)-1leap 180	DIR ACRO	A+C,B+B,A+A+C	B+C, C+C	>2 Wolf/tuck	<u>0.10</u> Bal Ac/Dan	↑ 0.20	Footwork ↑ 0.20
DE Dance+1	B salto end	Dance/Mix	C+C		> 2 straddle	<u>0.10</u> Acro Choice	↑ 0.20	Post/flex ↑ 0.30
#								Artistry _____
								Dynamics _____ 3A 4B 1C
								Rhythm _____ Acro Series 2 S
								Footwork _____ 3 Diff Saltos
								Post/flex _____ DP w/leap 180
								_____ B salto end
								_____ +Bonus
								_____ SV
								_____ - Ex
								_____ Comp
								SCORE
#								Artistry _____
								Dynamics _____ 3A 4B 1C
								Rhythm _____ Acro Series 2 S
								Footwork _____ 3 Diff Saltos
								Post/flex _____ DP w/leap 180
								_____ B salto end
								_____ +Bonus
								_____ SV
								_____ - Ex
								_____ Comp
								SCORE
#								Artistry _____
								Dynamics _____ 3A 4B 1C
								Rhythm _____ Acro Series 2 S
								Footwork _____ 3 Diff Saltos
								Post/flex _____ DP w/leap 180
								_____ B salto end
								_____ +Bonus
								_____ SV
								_____ - Ex
								_____ Comp
								SCORE

Level 10 Bars

VP	Special Requirements (.50)	CV	<u>0.1</u>	<u>0.2</u>	Composition	dir change	Distribution	↑ 0.10	Execution
3A @ 0.1	Flight C (NO Dsmt)	C+C both turn/flight	D+D		Unchar ele		<u>0.10</u> NO 2 bar Chg	<u>0.20</u>	Hesitation J ↑ 0.10
3B @ 0.3	Flight B (NO Dsmt)	C+C (G 3,6,7 diff)			Squat LB>1	<u>0.1 each</u>	Variety	↑ 0.10	SwF/B ↓ho <u>0.10</u>
2C @ 0.5	LA Turn C (no Mt/Dsmt)	C+D			3/4 giant	<u>0.10</u>	Bal Fl/Pir	↑ 0.10	Hit App FT <u>0.20</u>
	C dsmt				for/bkwd cir/rel	<u>0.05</u>	Flight Choice	↑ 0.20	Hit Mat FT <u>0.30</u>
#									Rhythm _____ 9.50 -
									Dynamics _____ 3A 3B 2C
									Distibution _____ Flight C
									for.bk cir/rel _____ Flight B
									Bal Fl/Pir _____ LA Turn C
									Flight Choice _____ Cdsmt
									_____ +Bonus
									_____ SV
									_____ - Ex
									_____ Comp
									SCORE
#									Rhythm _____ 9.50 -
									Dynamics _____ 3A 3B 2C
									Distibution _____ Flight C
									for.bk cir/rel _____ Flight B
									Bal Fl/Pir _____ LA Turn C
									Flight Choice _____ Cdsmt
									_____ +Bonus
									_____ SV
									_____ - Ex
									_____ Comp
									SCORE
#									Rhythm _____ 9.50 -
									Dynamics _____ 3A 3B 2C
									Distibution _____ Flight C
									for.bk cir/rel _____ Flight B
									Bal Fl/Pir _____ LA Turn C
									Flight Choice _____ Cdsmt
									_____ +Bonus
									_____ SV
									_____ - Ex
									_____ Comp
									SCORE

dance mixed series CV cannot include the dismount

Level 10 Beam (time 1:30)

VP	Special Requirements (.50)	CV	<u>0.1</u>	<u>0.2</u>	dir/dist/level	each ↑ 0.10	Dance series	<u>0.20</u>	Execution
3A @ 0.1	Acro series w/C or A (G7)+E flight	2 Acro	B + C salto (ON)	B + D,C+C (NO DSMT)	Back Acro	<u>0.10(dsmt0.05)</u>	> 1 prone	<u>0.10</u>	Artistry ↑ 0.30
3B @ 0.3	Leap/Jump 180 split	3 Acro	B+B+C	B+C+C, B+B+D	Fwd/Side Acro	<u>0.10(dsmt0.05)</u>	> 2 pvt turns	<u>0.10</u>	Sureness ↑ 0.20
2C @ 0.5	360° Turn	Dance/Mix	A+D, B+C	B+D, C+D, C+C	>2 Wolf/tuck	<u>0.10</u>	Bal Ac/Dan	↑ 0.20	Footwork ↑ 0.20
	C aer/sal dsmt or C into B dsmt	Turns	A + C or C + A		> 2 straddle	<u>0.10</u>	Acro Choice	↑ 0.20	Post/flex ↑ 0.30
#									Artistry _____
									Dynamics _____
									Rhythm _____
									Sureness _____
									Footwork _____
									Post/flex _____

									_____ +Bonus
									_____ SV
									_____ - Ex
									_____ Comp
									_____ SCORE
#									Artistry _____
									Dynamics _____
									Rhythm _____
									Sureness _____
									Footwork _____
									Post/flex _____

									_____ +Bonus
									_____ SV
									_____ - Ex
									_____ Comp
									_____ SCORE
#									Artistry _____
									Dynamics _____
									Rhythm _____
									Sureness _____
									Footwork _____
									Post/flex _____

									_____ +Bonus
									_____ SV
									_____ - Ex
									_____ Comp
									_____ SCORE

no turn + jump for CV

Level 10 Floor (time 1:30)

VP	Special Requirements (.50)	CV	0.1 *this order only	0.2	Space/direction	each ↑ 0.10	Distribution	↑ 0.10	Execution
3A @ 0.1	Acro series 2 saltos or S+S	IND 2 Acro	C+C, A+D/E, B+D/E	C+D/E	2 dir salto/aerials	0.1	NO B Turn	0.20	Artistry ↑ 0.30
3B @ 0.3	3 diff saltos	IND 3 Acro	A+A+C/D, B+B+C/D		> 1 prone	0.10	NO C Salto	0.30	Post Land ↑ 0.20
2C @ 0.5	Dance 2(G1)- 1w/180 split	DIR ACRO	A+C,B+B,A+A+C	A+D, A+A+D, B+C	>2 Wolf/tuck	0.10	Bal Ac/Dan	↑ 0.20	Footwork ↑ 0.20
	C salto end	Dance/Mix	Dsalto+A*, B+D, C+C	C+D/E	> 2 straddle	0.10	Acro Choice	↑ 0.20	Post/flex ↑ 0.30
#									Artistry _____
									Dynamics _____
									Rhythm _____
									Footwork _____
									Post/flex _____
									9.50 -
									_____ 3A 3B 2C
									_____ Acro Series 2 S
									_____ 3 Diff Saltos
									_____ Dance Pass w/180
									_____ C salto end
									_____ +Bonus
									_____ SV
									_____ - Ex
									_____ Comp
									SCORE
#									Artistry _____
									Dynamics _____
									Rhythm _____
									Footwork _____
									Post/flex _____
									9.50 -
									_____ 3A 3B 2C
									_____ Acro Series 2 S
									_____ 3 Diff Saltos
									_____ Dance Pass w/180
									_____ C salto end
									_____ +Bonus
									_____ SV
									_____ - Ex
									_____ Comp
									SCORE
#									Artistry _____
									Dynamics _____
									Rhythm _____
									Footwork _____
									Post/flex _____
									9.50 -
									_____ 3A 3B 2C
									_____ Acro Series 2 S
									_____ 3 Diff Saltos
									_____ Dance Pass w/180
									_____ C salto end
									_____ +Bonus
									_____ SV
									_____ - Ex
									_____ Comp
									SCORE

no turn + jump for CV

Level 10 Floor (time 1:30)

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