

Connection Value	0.1	0.2	Level 10: 3A, 3B, 2C Start Value: 9.5 Level 9: 3A, 4B, 1C Start Value: 9.7	Level 10: No Restrictions Level 9: Allowable D/E skills include any "B" or "C" root skills with 1/1 pirouette (award "C" for VP and CV) + Maximum 1 "D/E" restricted skill allowed which receives "C" VP credit and can fulfill SR and receive CV Additional Restricted Skills = 0.5 deduction [from SV] + no SR, VP or CV awarded: consider in chronologic order
Level 10	*C + C/D	D + D		
Level 9	**C + C	***C + C		

*Both "C" elements must have flight or turn but If "C" connected to "D/E" then "C" not required to have flight/turn -or- If 2 "C" 3/6/7 skills connected do not need turn/flight to receive CV (*Both "C" 3/6/7 skills must be different)

****LEVEL 9:** If one or both "C" elements with no flight or turn reward 0.1 CV (*Both "C" skills must be different)

*****LEVEL 9:** If both "C" elements with flight or turn reward 0.2 CV

***LA Turn:** Direction change & LA turn cannot be in mount or dismount ***Dismount:** must be salto or hecht
 ***Lack Direction Change: NO Deduction**→2 skills with ½ or 1½ **OR** 1 skill with ½ or 1½ + 1 skill with 360°
0.05→1 skill with ½ or 1½ **OR** 1 skill with 360° turn **OR** 2 skills with 360° turn **0.1**→no skills with min ½ turn
 ***Release choice:** 2 "D" releases = no deduction, 1 "B" + 1 "C" release = 0.2 deduction

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_____ VP	LEVEL 10
_____ CV	
_____ DV	"C" Flight
_____ SV	2 nd Different "B" Flight
Lack 2 bar changes (0.2) (L10)	"C" LA turn
*Release choice→0.2 (L10)	"C" Dismount
>1squat to HB (0.1 each) (L10)	LEVEL 9
Dynamics→0.2	2 bar changes
Distribution→0.1	"C" flight or
Variety of skills/connections→0.1	"B" LA turn
*Lack direction change→ 0.1	"B" different flight
Balance btwn turns/flight→0.1	"B" Dismount
Lack forward/backward circles and releases <u>0.05</u>	
_____ Execution/Amplitude	
Score:	

#

_____ VP	LEVEL 10
_____ CV	
_____ DV	"C" Flight
_____ SV	2 nd Different "B" Flight
Lack 2 bar changes (0.2) (L10)	"C" LA turn
*Release choice→0.2 (L10)	"C" Dismount
>1squat to HB (0.1 each) (L10)	LEVEL 9
Dynamics→0.2	2 bar changes
Distribution→0.1	"C" flight or
Variety of skills/connections→0.1	"B" LA turn
*Lack direction change→ 0.1	"B" different flight
Balance btwn turns/flight→0.1	"B" Dismount
Lack forward/backward circles and releases <u>0.05</u>	
_____ Execution/Amplitude	
Score:	

Connection Value	0.1	0.2	Level 10: 3A, 3B, 2C Start Value: 9.5	Level 10: No Restrictions
Acro Flight (2 element) Level 9 Only: B+C the "C" may be salto or aerial	B + C "C" must be salto (no mount/dismount)	B + D/E C + C/D (excludes dismount)	Level 9: 3A, 4B, 1C Start Value: 9.7 **Dance Acro Combinations cannot receive CV if acro skill is dismount **Only acro saltos or flight elements may be used for CV combinations + <u>Composition</u> : Distribution→0.1 Single element dismount (deduct 0.05)	Level 9: Allowable D/E skills include any "D/E" Dance skills (award "C" for VP and CV) + Maximum 1 "D/E" restricted skill which receives "C" VP credit and can fulfill SR and receive CV <u>Additional Restricted Skills</u> = 0.5 deduction [from SV] + no SR, VP or CV awarded: consider in chronologic order *L9/10 Acro series: Both skills must be performed on beam and have flight. L10 Acro series: may perform "A" non-flight acro (group 7) +"E" acro flight. Acro series must have 1 skill minimum "C" with or without hand support. *L10 Aerial or Salto Dismount: If "B" dismount must be directly connected to either: (1) an acro series with "C" acro element -or- (2) "C" dance or acro element
Acro Flight (3 element)	B + B + C	B+C+C or B+B+D		
2 Dance Elements -or- Dance/Acro**	A + D B + C	B/C + D C+C		
Dance Turns (on one foot)	A + C or C + A			

#	_____ VP _____ CV _____ DV _____ SV Artistry→0.3 and Dynamics→0.2 Acro/Dance Balance→0.2 +Distribution→0.1 >2 wolf/tuck (0.1) or >2 straddle (0.1) Spatiality→0.1 Lack of Level Changes→0.1 Direction of choreography→0.1 Acro Variety → 0.1 Acro Level→0.2 No Dance Series (0.2) >2 pivot turns (0.1) >1 leap/jump to prone (0.1 each) No bkwd & fwd/sdwd Acro (0.1 each) If only in dismount (0.05) Execution/Amplitude	LEVEL 10 _____ Acro Series with "C" _____ 180° Leap/Jump _____ Full Turn _____ "C" Dismount or "B" directly connected to "C" acro/dance or acro series with "C" acro element TIME: 1:30
	Score:	LEVEL 9 _____ Acro Series _____ 180° Leap/Jump _____ Full Turn _____ "B" Salto Dismount TIME: 1:30

#	_____ VP _____ CV _____ DV _____ SV Artistry→0.3 and Dynamics→0.2 Acro/Dance Balance→0.2 +Distribution→0.1 >2 wolf/tuck (0.1) or >2 straddle (0.1) Spatiality→0.1 Lack of Level Changes→0.1 Direction of choreography→0.1 Acro Variety → 0.1 Acro Level→0.2 No Dance Series (0.2) >2 pivot turns (0.1) >1 leap/jump to prone (0.1 each) No bkwd & fwd/sdwd Acro (0.1 each) If only in dismount (0.05) Execution/Amplitude	LEVEL 10 _____ Acro Series with "C" _____ 180° Leap/Jump _____ Full Turn _____ "C" Dismount or "B" directly connected to "C" acro/dance or acro series with "C" acro element TIME: 1:30
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Connection Value	0.1	0.2	Level 10: 3A, 3B, 2C Start Value: 9.5 Level 9: 3A, 4B, 1C Start Value: 9.7	Level 10: No Restrictions Level 9: Allowable D/E skills include any "D/E" Dance skills (award "C" for VP and CV) + Maximum 1 "D/E" restricted skill which receives "C" VP credit and can fulfill SR and receive CV Additional Restricted Skills = Deduct 0.5 from SV + no SR, VP or CV awarded: consider chronologically Dance passage: minimum of 2 different Group 1 elements directly or indirectly connected one of which is a leap (one foot takeoff) requiring 180° split in side or cross position (fwd leg extended) Allows for running steps, small leaps, hops, chassés, assemblés or any turn between two dance elements.
Acro Indirect	A/B + A/B + C/D C+C or A/B+D	C + D/E	*Acro saltos or acro flight elements/aerials (no hand support) may be used for CV **NO CV for Turn Followed by a 2 foot Jump	
Acro Direct	B + B or A + C A + A + C	B + C or C + C A+A+D or A/B +D	+Aerials and salto-like elements landing in sit, prone or split-sit cannot fulfill SR	
Dance or Mixed Series	B+D or C+C D salto + A jump	C + D/E		

#	_____ VP	<table border="1"> <tr><td>LEVEL 10</td></tr> <tr><td>2 salto pass/series</td></tr> <tr><td>3 different saltos</td></tr> <tr><td>Dance pass 180°leap</td></tr> <tr><td>"C" Salto Dismount</td></tr> <tr><td>LEVEL 9</td></tr> <tr><td>2 salto pass/series</td></tr> <tr><td>3 different saltos</td></tr> <tr><td>Dance pass 180°leap</td></tr> <tr><td>"B" Salto Dismount</td></tr> </table>	LEVEL 10	2 salto pass/series	3 different saltos	Dance pass 180°leap	"C" Salto Dismount	LEVEL 9	2 salto pass/series	3 different saltos	Dance pass 180°leap	"B" Salto Dismount
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Acro/Dance Balance→0.2												
Distribution→0.1												
Space & Direction→0.1 each												
Acro Level→0.2												
>2 wolf/tuck (0.1) or >2 straddle (0.1)												
>1 leap/jump to prone (0.1each)												
Lack of "B" Turn (0.2)												
Lack of "B" Salto (L9) 0.3												
Lack of "C" Salto (L10) 0.3												
No Salto/Aerial in 2 diff directions(0.1) backward and fwd or sideward												
Execution/Amplitude												
Score:												

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