

Value Parts	Level 6	Level 7	Level 8	Level 9	Level 10
A = 0.1	5 - A	5 - A	4 - A	3 - A	3 - A
B = 0.3	1 - B	2 - B	4 - B	4 - B	3 - B
C = 0.5	0 - C	0 - C	0 - C	1 - C	2 - C
Start Value	10.0	10.0	10.0	9.7	9.5
BONUS	BONUS = not eligible at Level 6	BONUS = not eligible at Level 7	BONUS = not eligible at Level 8	BONUS = Maximum 0.3	BONUS = Maximum 0.5
without				Allowable D/E = C	CV = Minimum 0.1
Fall or Spot				(1st) UB / BB Acro / FX Acro = +0.1 D/E	D/E = Minimum 0.1
Allowable Elements	Only A & B elements with Exceptions ONE "C" Dance Allowed	Only A & B elements with Exceptions ANY "C" Dance Allowed	Only A & B elements with Exceptions Any "C" Dance Allowed	Only A, B & C elements with Exceptions Any "D/E" Dance Allowed	No Restrictions Additional Bonus
BARS	BARS - ONE Allowable "C"	#2.301 (UB) Cast Handstand 1/2t.	#2.301 (UB) Cast Handstand 1/2t.	Bars: B & C Root Skill with 1/1t.	10.0 Start Value
BEAM	#3.304 (UB) Clear Hip Handstand	#3.304 (UB) Clear Hip Handstand	#3.304 (UB) Clear Hip Handstand		0.6 or more Bonus, min. (1) ("E")
FLOOR	#3.305 (UB) Clear Hip Handstand 1/2t.	#3.305 (UB) Clear Hip Handstand 1/2t.	#3.305 (UB) Clear Hip Handstand 1/2t.		0.1 Bonus
	#6.304 (UB) Back Stalder Handstand	#6.304 (UB) Back Stalder Handstand / 1/2t.	#6.304 (UB) Back Stalder Handstand / 1/2t.		not included in the SV
	#7.309 (UB) Back Pike Sole Cir Hst.	#7.309 (UB) Back Pike Sole Cir Hst. / 1/2t.	#7.309 (UB) Back Pike Sole Cir Hst. / 1/2t.		
Restrictions	UB Flight LB=HB, Other "C" Elements Restricted elements = - 0.5 off SV	BARS only - One Restricted "C" Allowed Restricted elements = - 0.5 off SV	One Restricted "C" Acro Allowed Restricted elements = - 0.5 off SV	One Restricted "D/E" UB/Acro Allowed Restricted elements = - 0.5 off SV	No Restrictions
VAULTS Allowed	Vault: Lv 6 Choice # 1 Roundoff to Mat Stack Choice # 2 Tsukahara to Mat Stack Choice # 3 Handspring to Mat Stack Other Vaults = VOID	Vault: Lv 7 Choice # 1 Roundoff to Mat Stack / to Back Choice # 2 Tsukahara to Mat Stack / to Back Choice # 3 Handspring to Mat Stack Other Vaults = VOID	Vault: Lv 8 Vault Groups 1 & 3, 4, 5 See List of allowable vaults Spot (2nd Flight) = 1.00 deduction Unallowable vaults = VOID	Vault: Lv 9 Vault Groups 1, 2, 3, 4, 5 See List of allowable vaults Unallowable vaults = VOID	Vault: Lv 10 Vault Groups 1, 2, 3, 4, 5 See List of 10.0 vaults = +0.1 Bonus if performed successfully
Special Requirements (0.5 each)	Bars: Lv 6 1. One Cast - Above Horizontal to 45o 2. Bar Change - 1 required 3. 360o Clear Circle (one Group 3,6,7) 4. "A" Salto Dismount	Bars: Lv 7 1. One Cast - 45o to Vertical 2. 360o Clear Circle (same/different, one "B") 3. 360o Clear Circle (one Group 3,6,7) 4. "A" Salto Dismount	Bars: Lv 8 1. Bar Change - 1 required 2. "B" Flight OR Turn 3. "B" Group 3,6,7 Circle 4. "A" Salto Dismount	Bars: Lv 9 1. Bar Changes - 2 required 2. "B" Flight Element 3. "C" Flight (different) OR "B" Turn 4. "B" Salto Dismount	Bars: Lv 10 1. "B" Flight Element 2. "C" Flight Element (different) 3. "C" Turn (no mount / dismount) 4. "C" Salto Dismount
Special Requirements (0.5 each)	Beam: Lv 6 1. Acro Series w/o Flight or One (1) Acro Flight Element 2. One Split Leap / Jump with 180o split (cross or side, isolated or series) 3. Full Turn (isolated or series) 4. Aerial / Salto Dismount - "A"	Beam: Lv 7 1-a. Acro Series (2) elements, w/ or w/o flight 1-b. One (1) Flight Element (isolated or series) 2. One Split Leap / Jump with 180o split (cross or side, isolated or series) 3. Full Turn (isolated or series) 4. Aerial / Salto Dismount - "A"	Beam: Lv 8 1. Acro. Flight Series (2) elements, (1) Flight (series on the beam) 2. One Leap / Jump with 180o split (cross or side, isolated or series) 3. Full Turn 4. Aerial / Salto Dismount - "A"	Beam: Lv 9 1. Acro. Flight Series (2) flight elements (series on the beam) 2. One Leap / Jump with 180o split (cross or side, isolated or series) 3. Full Turn 4. Aerial / Salto Dismount - "B"	Beam: Lv 10 1. Acro. Flight Series, (2) elements (1) C (series on the beam) 2. One Leap / Jump with 180o split (cross or side, isolated or series) 3. Full Turn 4. Aerial / Salto Dismount - "C" Acro Flight Series with "C" --> "B" Acro Flight "C" / Dance "C" --> "B"
Special Requirements (0.5 each)	Floor: Lv 6 1. Acro Pass (3) Direct with (2) Flight Group 5, 6, 7, 8 2. One Salto/Aerial (Single, 2nd Series) 3. Dance Pass (2 different elements) Group 1 only, direct or indirect One - 180o (cross or side) Split LEAP 4. Full Turn	Floor: Lv 7 1. Acro Pass (3 flight with Back Layout 2 ft.) 2. Forward Flight (2) direct, (1) Salto / Aerial) 3. Dance Pass (2 different elements) Group 1 only, direct or indirect One - 180o (cross or side) Split LEAP 4. Full Turn	Floor: Lv 8 1. Pass with 2 Saltos (same/different) OR - Two Saltos Direct (same/different) 2. Three Different Saltos (solo/series) 3. Dance Pass (2 different elements) Group 1 only, direct or indirect One - 180o (cross or side) Split LEAP 4. Last Salto "A" (solo/series)	Floor: Lv 9 1. Pass with 2 Saltos (same/different) OR - Two Saltos Direct (same/different) 2. Three Different Saltos (solo/series) 3. Dance Pass (2 different elements) Group 1 only, direct or indirect One - 180o (cross or side) Split LEAP 4. Last Salto "B" (solo/series)	Floor: Lv 10 1. Pass with 2 Saltos (same/different) OR - Two Saltos Direct (same/different) 2. Three Different Saltos (solo/series) 3. Dance Pass (2 different elements) Group 1 only, direct or indirect One - 180o (cross or side) Split LEAP 4. Last Salto "C" (solo/series)