

LEVEL 10 FLOOR

Special Requirements (.50)

1 acro series with 2 saltos OR 2 directly conn saltos (same or dif)

3 different saltos

Dance pass with 180 leap (2 dif Group1 skills)

C dismount

Value Parts

3 A (.10 ea)

3 B (.30 ea)

2 C (.50 ea)

CV	.10	.20
Indirect	A/B + A/B + C A/B + A/B + D C + C A/B + D	C + D
Direct	B + B A + C A + A + C	B + C A/B + D A + A + D C + C

CV	.10	.20
Dance/Mix	B + D C + C* (dif) <i>*(Turn/jump = 0; Turn/leap ok; Jump/turn ok)</i> D salto + A jump	C + D

Composition			
C Salto	.3	Artistry	>.3
B Turn	.2	Distribution	>.1
Fwd/side/bkw	.1	Balance d/a	>.2
Acro level	>.2	Dance shapes	>.1
		Rhythm	>.2
		Dynamics	>.2
		Post/flex	>.3
		Footwork	>.2

9.50

_____ 2 salto series

_____ 3 dif saltos

_____ Dance pass

_____ C dsmt.

+ Bonus _____

- VP _____

- SR _____

SV = _____

- Exec _____

-Comp _____

SCORE _____

9.50

_____ 2 salto series

_____ 3 dif saltos

_____ Dance pass

_____ C dsmt.

+ Bonus _____

- VP _____

- SR _____

SV = _____

- Exec _____

-Comp _____

SCORE _____

9.50

_____ 2 salto series

_____ 3 dif saltos

_____ Dance pass

_____ C dsmt.

+ Bonus _____

- VP _____

- SR _____

SV = _____

- Exec _____

-Comp _____

SCORE _____

LEVEL 10 BEAM

Special Requirements (.50)

Acro series-min 1 C (Group 7 A + E ok)
 Leap/jump: 180 split
 360 turn
 C Dismt (or B dir con to: acro/dance C)

Value Parts
 3 A (.10 ea)
 3 B (.30 ea)
 2 C (.50 ea)

Connection Value

2 Acro (excl dsmt)
 3 Acro (mt/dsmt ok)
 Dance/Mixed (no dsmt)
 Turns

0.1

B+C *
 (*C salto, no mt/dsmt)
 B+B+C
 A+D B+C
 C+C (same)
 A+C

0.2

B+D/E C+C/D D+D
 B+C+C B+B+D B+C+D
 B+D C+D C+C (dif)

Composition

Fwd/side/bkw .1(dsmt .05)
 Dance series .2
 Pivot turns 2+ .1
 Acro lev >.2
 Footwork thru >.2
 Artistry >.3
 Sureness >.2

Dance shapes .1
 Distribution >.1
 Balance d/a >.2
 sp/dir >.1ea
 Posture/flex >.3
 Rhythm thru >.2
 Dvnamics >.2

9.50

____ Acro seriesC
 ____ 360 turn
 ____ 180 leap/jump
 ____ C dsmt/conn
 + Bonus ____
 - VP ____
 - SR ____ **SV**
 = ____
 - Exec ____
 -Comp ____

SCORE ____

9.50

____ Acro seriesC
 ____ 360 turn
 ____ 180 leap/jump
 ____ C dsmt/conn
 + Bonus ____
 - VP ____
 - SR ____ **SV**
 = ____
 - Exec ____
 -Comp ____

SCORE ____

9.50

____ Acro seriesC
 ____ 360 turn
 ____ 180 leap/jump
 ____ C dsmt/conn
 + Bonus ____
 - VP ____
 - SR ____ **SV**
 = ____
 - Exec ____
 -Comp ____

SCORE ____

LEVEL 10 BARS

Special Requirements (.50)
Min of 1 C flight
2nd different flight, minimum of B
Min of C LA turn (not mt/dsmt)
C Dismount

Value Parts
3 A (.10 ea)
3 B (.30 ea)
2 C (.50 ea)

Connection Value

C + C = .1 (with flight/turn) C before or after D does not need turn or flight
C + C = .1 (3/6/7 no ft/trn)
C + D = .1
D + D = .2

Composition

Bar Change	.2	Fwd	.05
Level rels	.2	Bal Flt/Pir	.1
Direction	.1	El/Conn variety	.1
Squat on/Unchar	.1 ea	Distrb	.1
Prec. Hdst thru	.1	Rhythm	.1 Dynamics .2

9.50

____ C Flt
____ B Flt
____ LA C
____ C dsmt

+ Bonus _____
- VP _____
- SR _____
SV = _____

- Exec _____
-Comp _____

SCORE _____

9.50

____ C Flt
____ B Flt
____ LA C
____ C dsmt

+ Bonus _____
- VP _____
- SR _____
SV = _____

- Exec _____
-Comp _____

SCORE _____

9.50

____ C Flt
____ B Flt
____ LA C
____ C dsmt

+ Bonus _____
- VP _____
- SR _____
SV = _____

- Exec _____
-Comp _____

SCORE _____