

# 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)

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

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

<b>Composition</b>			
C Salto	.3	Artistry	>.3
B Turn	.2	Rhythm	>.2
Fwd/side/bkw	.1	Distribution	>.1
Acro level	>.2	Balance d/a	>.2
		Post/flex	>.3
		Dance shapes	>.1
		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  
2<sup>nd</sup> 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** \_\_\_\_\_