

LEVEL 9 BARS

Special Requirements (.50)

2 Bar Changes

Min of 1 B flight

2nd different flight, minimum of C OR C LA turn (not mt/dsmt)

B Salto/hecht Dismount

Value Parts

3 A (.10 ea)

4 B (.30 ea)

1 C (.50 ea)

Connection Value

C + C = .1 (One or both without turn or flight. If no turn or flight in either they must be different)

C + C = .2 (both with flight or turn)

Composition

Fwd .05

Direction .1

Unchar. 1ea

Prec. Hdst thru.1

Dynamics .2

Bal Flt/Pir .1

El/Conn variety .1

Distrib .1

Rhythm .1

9.70

_____ 2 Bar Ch.

_____ B Flt

_____ C Flt or LA

_____ C dsmt

+ Bonus _____

- VP _____

- SR _____

SV = _____

- Exec _____

-Comp _____

SCORE _____

9.70

_____ 2 Bar Ch.

_____ B Flt

_____ C Flt or LA

_____ C dsmt

+ Bonus _____

- VP _____

- SR _____

SV = _____

- Exec _____

-Comp _____

SCORE _____

9.70

_____ 2 Bar Ch.

_____ B Flt

_____ C Flt or LA

_____ C dsmt

+ Bonus _____

- VP _____

- SR _____

SV = _____

- Exec _____

-Comp _____

SCORE _____

LEVEL 9 BEAM

Special Requirements (.50)

Acro series – 2 flight
 Leap/jump: 180 split
 360 turn
 B Dismt

Value Parts
 3 A (.10 ea)
 4 B (.30 ea)
 1 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
 B+C
 C+C (same)
 A+C

0.2

C+C
 B+C+C
 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

9.70

____ Acro series
 ____ 360 turn
 ____ 180 leap/jump
 ____ B dsmt
 + Bonus ____
 - VP ____
 - SR ____ **SV**
 = ____
 - Exec ____
 -Comp ____

SCORE ____

9.70

____ Acro series
 ____ 360 turn
 ____ 180 leap/jump
 ____ B dsmt
 + Bonus ____
 - VP ____
 - SR ____ **SV**
 = ____
 - Exec ____
 -Comp ____

SCORE ____

9.70

____ Acro series
 ____ 360 turn
 ____ 180 leap/jump
 ____ B dsmt
 + Bonus ____
 - VP ____
 - SR ____ **SV**
 = ____
 - Exec ____
 -Comp ____

SCORE ____

LEVEL 9 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 C + C	
Direct	B + B A + C A + A + C	B + C C + C
Dance/Mix	C + C* (dif)	

**(Turn/jump = 0; Turn/leap ok: Jump/turn ok)*

Composition

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

9.70
 _____ 2 salto series
 _____ 3 dif saltos
 _____ Dance pass
 _____ B dsmt.
 + Bonus _____
 - VP _____
 - SR _____
SV = _____
 - Exec _____
 -Comp _____
SCORE _____

9.70
 _____ 2 salto series
 _____ 3 dif saltos
 _____ Dance pass
 _____ B dsmt.
 + Bonus _____
 - VP _____
 - SR _____
SV = _____
 - Exec _____
 -Comp _____
SCORE _____

9.70
 _____ 2 salto series
 _____ 3 dif saltos
 _____ Dance pass
 _____ B dsmt.
 + Bonus _____
 - VP _____
 - SR _____
SV = _____
 - Exec _____
 -Comp _____
SCORE _____