

<b>Connection Value</b>	<b>0.1</b>	<b>0.2</b>	<b>Level 10: 3A, 3B, 2C Start Value: 9.5</b> <b>Level 9: 3A, 4B, 1C Start Value: 9.7</b>	<b>Level 10: No Restrictions</b> <b>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 which receives "C" VP credit and can fulfill SR and receive CV</b> <b>Additional Restricted Skills = 0.5 deduction [from SV] + no SR, VP or CV awarded: consider in chronologic order</b>
<b>Level 10</b>	<b>*C + C/D</b>	<b>D + D</b>		
<b>Level 9</b>	<b>**C + C</b>	<b>***C + C</b>		

\*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	<b>LEVEL 10</b>
_____ CV	
_____ DV	"C" Flight
_____ SV	2 <sup>nd</sup> 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)	<b>LEVEL 9</b>
Dynamics→0.2	
Distribution→0.1	2 bar changes
Variety of skills/connections→0.1	"C" LA turn or flight
*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	<b>LEVEL 10</b>
_____ CV	
_____ DV	"C" Flight
_____ SV	2 <sup>nd</sup> 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)	<b>LEVEL 9</b>
Dynamics→0.2	
Distribution→0.1	2 bar changes
Variety of skills/connections→0.1	"C" LA turn or flight
*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:	

<b>Connection Value</b>	<b>0.1</b>	<b>0.2</b>	<b>Level 10: 3A, 3B, 2C Start Value: 9.5</b>	<b>Level 10: No Restrictions</b>
<b>Acro Flight (2 element)</b> Level 9 Only: B+C the "C" may be salto or aerial	<b>B + C</b> "C" must be salto (no mount/dismount)	<b>B + D/E</b> <b>C + C/D</b> (excludes dismount)	<b>Level 9: 3A, 4B, 1C Start Value: 9.7</b>  **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)	<b>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</b> <u>Additional Restricted Skills</u> = 0.5 deduction [from SV] + no SR, VP or CV awarded: consider in chronologic order
<b>Acro Flight (3 element)</b>	<b>B + B + C</b>	<b>B+C+C or B+B+D</b>		<b>*L10 Acro series:</b> Both skills must be performed on beam and have flight -or- may perform "A" non-flight acro (group 7) +"E" acro flight. Acro series must have one skill minimum "C" with or without hand support.
<b>2 Dance Elements -or- Dance/Acro**</b>	<b>A + D</b> <b>B + C</b>	<b>B/C + D</b> <b>C+C</b>		<b>*L10 Aerial or Salto Dismount:</b> If "B" dismount must be directly connected to either: (1) an acro series with "C" acro element -or- (2) "C" dance or acro element
<b>Dance Turns (on one foot)</b>	<b>A + C or C + A</b>			

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	_____ 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 → <b>0.1</b> Acro element choice→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	<b>LEVEL 10</b>  Acro Series with "C" 180° Leap/Jump Full Turn "C" Dismount or "B" directly connected to any "C"  <b>LEVEL 9</b>  Acro Series 180° Leap/Jump Full Turn "B" Salto Dismount
Score: _____		

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<b>Connection Value</b>	<b>0.1</b>	<b>0.2</b>	<b>Level 10: 3A, 3B, 2C</b> Start Value: 9.5 <b>Level 9: 3A, 4B, 1C</b> Start Value: 9.7	<b>Level 10: No Restrictions</b> <b>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</b> Additional Restricted Skills = Deduct 0.5 from SV + no SR, VP or CV awarded: consider chronologically  <b>Dance passage:</b> 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.
<b>Acro Indirect</b>	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	
<b>Acro Direct</b>	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	
<b>Dance or Mixed Series</b>	B+D or C+C D salto + A jump	C + D/E		

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Dynamics→0.2												
Acro/Dance Balance→0.2												
Distribution→0.1												
Space & Direction→0.1 each												
Acro Choice→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												
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