

UB SRs	UB CV & CC	BB SRs	BB CV & CC	FX SRs	FX CV & CC	Content																																																																		
<p><b>Level 10</b></p> <p>1. Min. One "C" Flight 2. 2<sup>nd</sup> diff. Fft. min "B" 3. Min. "C" elem. w/ LA Turn (no Mt/Dmt) 4. Salto Dmt, min "C"</p> <p><b>Level 9</b></p> <p>1. 2 Bar Changes 2. Min. One "B" Flight 3. 2<sup>nd</sup> diff. Flight-min. "C" or Min. "B" elem. w/ LA Turn (no Mt/Dmt) 4. Salto Dmt, min "B"</p>	<p><b>Level 10</b></p> <table border="1"> <tr> <th>CV</th> <th>+0.10</th> <th>+0.20</th> </tr> <tr> <td>Turn/Flight</td> <td>*C+C/D</td> <td>D+D</td> </tr> <tr> <td colspan="3">*2 Gr 3/6/7 conn. must be diff. do not need turn/ft. to receive CV</td> </tr> <tr> <td>HB or LB rel.+Gr 3/6/7 HS</td> <td colspan="2">**D/E+C</td> </tr> <tr> <td colspan="3">**Only elems. 3.401,6.405,7.410,7.510</td> </tr> <tr> <td colspan="3">2.406,4.406,4.506,5.503 + "C" HS in that order</td> </tr> </table> <p><b>Level 9</b></p> <table border="1"> <tr> <th>Turn/Flight</th> <th>*C+C</th> <th>C+C</th> </tr> <tr> <td></td> <td></td> <td></td> </tr> </table> <p>*1 or both w/o turn or ft. must be diff.</p> <p><b>CC-Max + 0.30 (L 10 Only)</b> Diff: +0.20; 2 diff. D/E release VPs OR +0.10; for only 1 D/E release Dmt: +0.10; D or ↑ Dmt or D/E or ↑ + C Dmt <b>CC-Max + 0.20 (L 9 Only)</b> Diff: +0.10; 2 diff. C or ↑ VPs Dmt: +0.10; C or ↑ Dmt or C or ↑ VP + B Dmt</p>	CV	+0.10	+0.20	Turn/Flight	*C+C/D	D+D	*2 Gr 3/6/7 conn. must be diff. do not need turn/ft. to receive CV			HB or LB rel.+Gr 3/6/7 HS	**D/E+C		**Only elems. 3.401,6.405,7.410,7.510			2.406,4.406,4.506,5.503 + "C" HS in that order			Turn/Flight	*C+C	C+C				<p><b>Level 10</b></p> <p>1. Acro Series- 2 dir. conn. Flight elem. min. 1 "C"; or "E"- Flight + "A" Non-Flight (no Mt/Dmt) 2. One Leap/Jump requiring 180° cross or side split 3. Min. of 360° Turn 4. Aerial/Salto Dmt-Min. "C" or Min "B" conn. Acro ser. w/ "C" ft. or conn. to "C" Acro or Dnc elem.</p> <p><b>Level 9</b></p> <p>1. Acro Series- 2 dir. conn. Flight elem. 2. One Leap/Jump requiring 180° cross or side split 3. Min. of 360° Turn 4. Aerial/Salto Dmt-Min. "B"</p>	<p><b>Level 9 &amp; 10</b></p> <table border="1"> <tr> <th>CV</th> <th>+0.10</th> <th>+0.20</th> </tr> <tr> <td>Acro Flight 2 elem.</td> <td>B+C C Salto (no Dmt)</td> <td>B+D/E C+C/D (no Dmt)</td> </tr> <tr> <td>Acro flight *3 elem.</td> <td>B+B+C</td> <td>B+C+C B+B+D</td> </tr> <tr> <td>2 Dance/ Dance Acro</td> <td>A+D B+C</td> <td>B+D C+C/D</td> </tr> <tr> <td>Turns-1 foot</td> <td colspan="2">A+C or C+A</td> </tr> </table> <p>*Add'l +0.1-3 elem. Series w/ min C Sal/Aer. or 1 D/E ft. elem. w/ or w/o support no Dmt</p> <p><b>CC-Max + 0.30 (L 10 Only)</b> Diff: +0.20; 2 diff. D/E Acro VP (No Dmt) OR +0.10; for only 1 D/E Acro VP (No Dmt) Dmt: +0.10; D/E Dmt or min B Acro ft. or C Dnc dir. conn. to C Dmt <b>CC-Max + 0.20 (L 9 Only)</b> Diff: +0.10; 2 diff. C or ↑ Acro VP (No Dmt) Dmt: +0.10; C or ↑ Dmt or min B Acro or C Dnc dir. conn. to B Dmt</p>	CV	+0.10	+0.20	Acro Flight 2 elem.	B+C C Salto (no Dmt)	B+D/E C+C/D (no Dmt)	Acro flight *3 elem.	B+B+C	B+C+C B+B+D	2 Dance/ Dance Acro	A+D B+C	B+D C+C/D	Turns-1 foot	A+C or C+A		<p><b>Level 10</b></p> <p>1. One Acro Pass w/ 2 Saltos (same or diff.) dir. or indir. conn. w/ ft. elem. w/ or w/o hand support 2. 3 Diff. Saltos (no Aer.) 3. Dance Pass w/ min. 2 diff. Grp. 1 elems. (dir./indir. conn.) - One a LEAP req. 180° cross/side split 4. Min. "C" Salto-last Acro Pass initiated</p> <p><b>Level 9</b></p> <p>Same as L10 except Min. "B" Salto-last Acro Pass initiated</p>	<p><b>Level 9 &amp; 10</b></p> <table border="1"> <tr> <th>CV</th> <th>+0.10</th> <th>+0.20</th> </tr> <tr> <td>Acro Indirect</td> <td>A/B+A/B+C B+C or A+D</td> <td>C+C or A+E B/C+D/E A+A+D</td> </tr> <tr> <td>Acro Direct</td> <td>B+B or A+C A+A+C</td> <td>B+C or C+C A+A+D or A/B+D</td> </tr> <tr> <td>Dance/ Mix</td> <td>B+D or C+C D/E Sal + A or ↑ jump</td> <td>C+D/E</td> </tr> </table> <p><b>CC-Max + 0.30 (L 10 Only)</b> Diff: +0.20; 2 diff D or ↑ Saltos &amp; 1 C Salto or 1 E &amp; 1 D Salto OR +0.10; for only 2 diff. D Saltos or 1 E &amp; 1 C Salto Dnc: +0.10; 3 diff. C Dnc VPs or 1 D Dnc VP and 1 C or ↑ Dnc VP <b>CC-Max + 0.20 (L 9 Only)</b> Diff: +0.10; 2 diff. C or ↑ Saltos &amp; 1 B Salto Dnc: +0.10; 2 diff. C or ↑ Dance VPs</p>	CV	+0.10	+0.20	Acro Indirect	A/B+A/B+C B+C or A+D	C+C or A+E B/C+D/E A+A+D	Acro Direct	B+B or A+C A+A+C	B+C or C+C A+A+D or A/B+D	Dance/ Mix	B+D or C+C D/E Sal + A or ↑ jump	C+D/E	<table border="1"> <tr> <th>Lvl</th> <th>10</th> <th>9</th> </tr> <tr> <td>A</td> <td>3</td> <td>3</td> </tr> <tr> <td>B</td> <td>3</td> <td>4</td> </tr> <tr> <td>C</td> <td>2</td> <td>1</td> </tr> <tr> <td>SV</td> <td>9.2</td> <td>9.5</td> </tr> </table> <p><b>L10:</b> Extra +0.1 Bonus (not in SV) if exer. has 10 SV &amp; min of 0.6 TB +an "E": UB-sgl. bar D rel. or any E rel., BB-E Acro, FX-E Acro, (NOT #6.501-2/1) <b>L9:</b> Allowable D/E=C 1<sup>st</sup> elig/rest. D/E + .10 D/E Bonus (any UB &amp; BB/FX Acro) &gt;1 Rest. elem. - .50 off SV No VP/SR/CC <b>Short exer. (C)</b> -2.00 UB less than 5 VPs, BB/FX less than 30 sec</p>	Lvl	10	9	A	3	3	B	3	4	C	2	1	SV	9.2	9.5
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