BEAM					
	Acro Flight (2 elements ,excluding the dismount)	Acro Flight (3 + elements )	2 Dance/Mix ( excluding dmt)	Turns	
+ .10	BC (C must be a Salto , or any aerial element) excluding the mount and dismount)	ВВС	AD BC	AC (or reverse)	
+.20	(All of these exclude dismount)  BD, BE CC, CD	BBD BCC	BD C C CD	*All acro elements used for CV must have flight	

		FLOOR		
	Acro Indirect	Acro Direct	2 Dance/Mix (No CV for a turn followed by a jump)	
+ .10	CC AAC AD AAD BD	AC AAC BB	CC  BD  DA (D salto and A jump, in this order)	
+ .20	CD	BC AAD AD CC	CD	
		BARS		
+.10	CC (One or both elements w/o turn or flight – if no turn or flight then skills must be different)  Or  CC (2 elements from group 3/6/7, turn or flight is NOT required, but the elements must be different)			
+.20	CC (both with turn or flight – HS only)  CD (Or Reverse, C does not need turn or flight – this principle HS only)  DD			