

## Gold Beam

**SV - 10.0** Time 1:10 -.10 overtime 30 sec warm up – no touch (unless sq.9+)

**Dyn. >.2 Rhy .>.2 Art. >.3 \* No Dismount -.30**

**"B" acro El./VP or Higher = 2.0 ded.& No SR**

**SR - .50 ea (must do 4) \*\*1 acro SR & 1 Dance SR min**

- 1. 2 Acro el. &/or "A" VPs (*non fllt*) same/diff; attain or pass thru vert.; must start & finish on BB; in series or isolated**
- 2. 1 Leap or Jump (90° min) (in series or isolated)**
- 3. 360° turn on 1 foot**
- 4. 1 Dance series (min. 2 el or VP)**
- 5. 1 "B" Dance VP, series or isolated**
- 6. Aerial or Salto Dismount**

**General:** \* 90° requirement on leap or jump w/in 20° = >.2 ded. (<70°=noSR)

\* Split jump less than 135° = "A"

\* A single el./VP can only be used to fulfill one SR

\* Element = any compulsory element with value (no Level 1 el count)

JO Code of Points for execution, ampl. & technique ded. **No composition** / Optional Score Range