

Silver Beam

SV - 10.0 Time 1:00 -.10 overtime 30 sec warm up – no touch (unless sq.16+)

"B"=2.0 ded.& No SR Dyn. >.2 Rhy .>.2 Art. >.3 * No Dismount -.30

SR - .50 ea (must do 4) * Must do 1 ACRO & 1 DANCE SR – min.

1. 1 Acro el. &/or "A" VP (non flt) must start & finish on beam
- 2 Inverted el. or "A" VP; attaining or passing thru Vertical must start & finish on BB
3. 1 Leap or Jump (60° min) (in series or isolated)
4. 180° turn on 1 foot (min)
5. 1 Dance series (min. 2 el or "A"VP)
6. Level 3 – 6 or "A" VP Dismount

General: * Split jump = "A"

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

* 60° requirement on leap or jump w/in 20° = >.2 ded. (<40°=noSR)

* 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