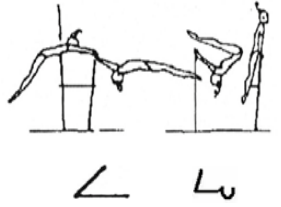
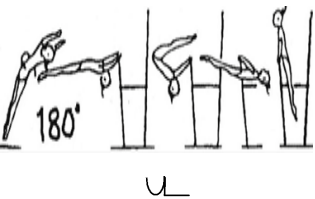
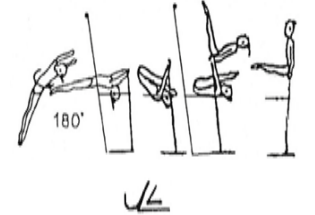
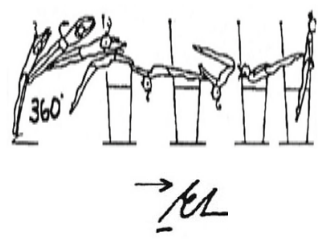
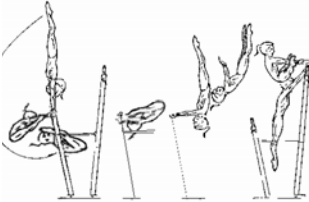





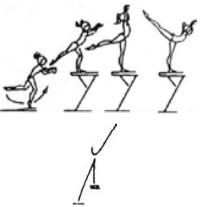

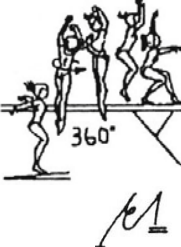
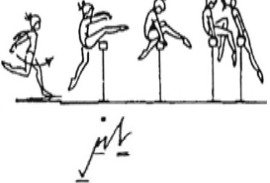
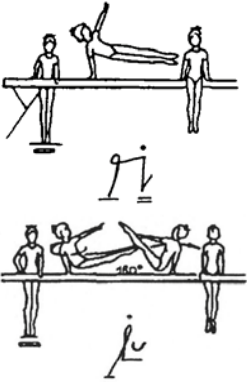

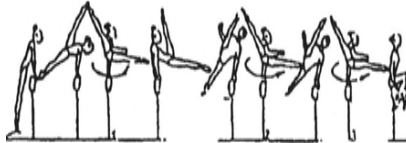
1.000 — MOUNTS

A	B	C	D	E	F/G
<p>1.101 Glide Kip to support on LB, or kip with ½ turn (180°) to support on LB</p> 	<p>1.201</p>	<p>1.301</p>	<p>1.401</p>	<p>1.501</p>	<p>1.601</p>
<p>1.102 Jump with ½ turn (180°) kip to support on LB</p>  <p>Jump with ½ turn (180°) stoop through to rear support on LB</p> 	<p>1.202 Jump with 1/1 turn (360°) and kip to support on LB</p> 	<p>1.302</p>	<p>1.402</p>	<p>1.502</p>	<p>1.602</p>


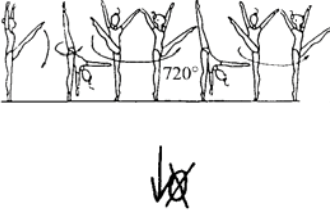
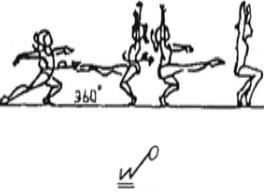
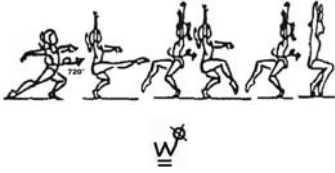
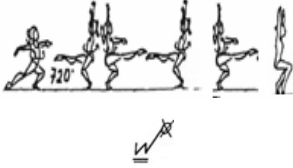
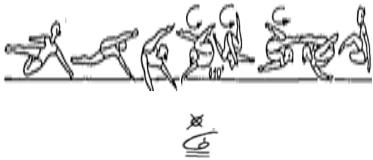
4.000 — STALDER CIRCLES

A	B	C	D	E	F/G
<p>4.109</p>	<p>4.209</p>	<p>4.309 <i>Clear pike circle bwd on LB with counter flight to hang on HB</i></p>  	<p>4.409</p>	<p>4.509 <i>Clear pike Circle bwd with counter straddle (open hip before flight) – reverse Hecht over HB to hang</i></p>  	<p>4.609</p>

1.000 — MOUNTS

A	B	C	D	E	F/G
<p>1.101 (D) Leap - on landing should show arabesque position (leg min. at horizontal)</p> 	<p>1.201 (D) Straight Jump with ½ turn (180°) in flight phase to stand - take-off from both feet</p> 	<p>1.301 (D) Jump with 1/1 turn (360°) in flight phase to stand, take-off from both legs - approach at end or diagonal to beam</p> 	<p>1.401</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 10px auto;"> <p>(D) = To be counted as Dance element</p> </div>	<p>1.501</p>	<p>1.601</p>
<p>1.102 (D) Thief vault - take-off from one leg - free leap over beam, one leg after another to rear support - 90° approach to beam</p> 	<p>1.202</p>	<p>1.302</p>	<p>1.402</p>	<p>1.502</p>	<p>1.602</p>
<p>1.103 Flank to rear support also with ½ turn (180°)</p> 	<p>1.203</p>	<p>1.303 Two flank circles followed by leg "Flair"</p>  <p style="text-align: center;">99%</p> <p>3 flying flairs</p>  <p style="text-align: center;">xelo</p>	<p>1.503</p>	<p>1.603</p>	

2.000 – GYMNASTIC TURNS

A	B	C	D	E	F/G
<p>2.106</p>	<p>2.206 1/1 illusion turn (360°) through standing split without touching floor with hand</p> 	<p>2.306 2/1 Illusion turn (720°) through standing split without touching floor with hand</p> 	<p>2.406</p>	<p>2.506</p>	<p>2.606</p>
<p>2.107 1/1 turn (360°) in tuck stand on one leg - free leg optional</p> 	<p>2.207 2/1 turn (720°) in tuck stand on one leg - free leg optional</p> 	<p>2.307</p>	<p>2.407 2/1 turn (720°) in tuck stand on one leg - free leg straight throughout turn (no turn initiation with a push with hands on floor).</p> 	<p>2.507</p>	<p>2.607</p>
<p>2.108</p>	<p>2.208 2/1 spin (720°) or more on back in kip position (hip-leg < □ closed)</p> 	<p>2.308</p>	<p>2.408</p>	<p>2.508</p>	<p>2.608</p>