

Level 1



- V-sit HOLD (bonus without hands)
- Back support
- Dish
- Roll to arch
- Front support jump to crouch
- Stretch jump LAND
- Jump ½ turn
- Chasse chasse
- One leg balance HOLD
- Bunny hop
- Forward roll to straddle sit HOLD
- Pike HOLD
- Tucked rock backwards and forwards to stand

Level 2



- Tuck jump, star jump
- forward roll
- Jump $\frac{1}{2}$ turn
- Roll back to shoulder stand
- Lower to straddle sit
- Teddy bear roll
- pike fold
- rock back and forth to stand
- Chasse cat-leap straight jump
- Lunge to an attempt towards handstand
- Jump $\frac{1}{4}$ turn
- Arabesque

Level 3



- Cartwheel $\frac{1}{4}$ turn
- Tuck jump
- Jump 360 degrees – straight jump
- Backward roll to straddle
- Forward roll to pike sit
- Pike fold
- Bridge
- Lower, rock back and forth to stand
- Lunge to handstand
- Forward roll to crouch
- High bunny hop
- Tuck jump 180 degrees
- Chasse cat-leap, chasse cat-leap $\frac{1}{2}$ turn

Level 4



- 2 Cartwheels
- Jump $\frac{1}{4}$ turn
- Tuck jump 360 degrees
- Tucked backward roll
- Standing pike fold
- Forward roll to straddle sit
- Straddle fold
- Bridge
- Rock back and forth to stand
- Chasse cat-leap, chasse cat-leap full turn
- Handstand
- Round off

Level 5



- One handed cartwheel
- Handstand forward roll
- Full spin
- Chasse split leap
- Jump $\frac{1}{2}$ turn
- Round-off straight jump
- Rock to back (or drop back to bridge)
- Bridge HOLD, then kick over
- Splits
- Pike fold HOLD
- Shoulder stand, walk out to immediate cartwheel $\frac{1}{4}$ turn
- Backwards roll to front support – straight arms

Level 6



- Backward walkover
- Full spin
- Round-off flick
- 'W' jump
- Splits
- Pike fold
- Japana fold, join legs together, turn to front support, jump to crouch, stretch jump LAND (0.2 bonus for straddle swim through, front support).
- Chasse split leap cat leap
- Backwards roll towards handstand
- Jump $\frac{1}{2}$ turn
- Forward walk-over

Level 7



- Forward walk-over
- Chasse split-leap chasse cat-leap full
- Backward roll to handstand
- 'W' ½ jump
- Round-off flick
- Splits
- pike, small rock back and stand (feet together)
- Straddle jump
- Run front somersault or free cartwheel
- Full spin
- Backwards walkover
- Releve half turn
- handspring