

Advanced

Standard routine	Bonus (0.2)
1.) Chase, stag leap/chase, fouette	1.) Chase, split leap/chase cat leap 1/1
2.) Round off, jump, backward roll to front support	2.) Round off, flic
3.) 1/1 turn jump	3.) Tuck jump 1/1
4.) Run into dive roll	4.) Front somersault
5.) Handstand forward roll/Handstand into bridge	5.) Handspring to 2
6.) ½ spin	6.) 1/1 spin or squat spin ½
7.) Tic toc or Forward/backward walkover/backward roll to handstand	7.) Flic to 1 or 2
8.) Split handstand hold (2 secs)	8.) Handstand ½ pirouette
Adds up to 10.0 without bonuses	

Max start score: 11.9 (all bonuses in routine, plus 0.3 execution bonus)