
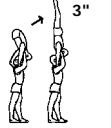
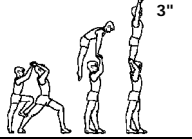
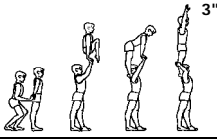
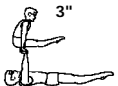

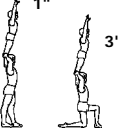
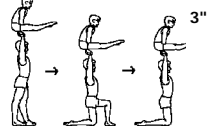
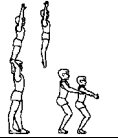
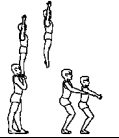
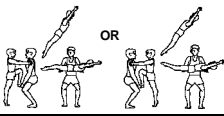
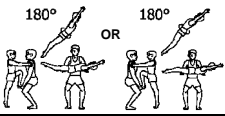
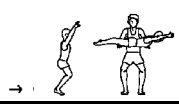
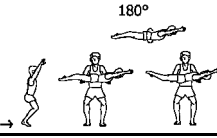
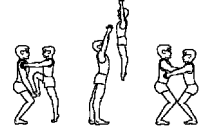
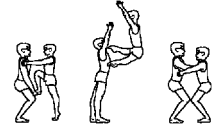
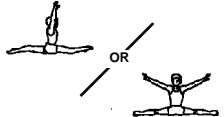
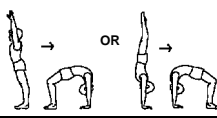
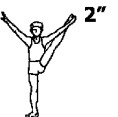
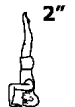
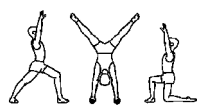

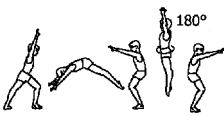

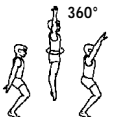



Level 6 Men's Pair

1A Diff = 1.0		Base in lunge, top in 1 arm handstand on base's knee (3").	1B Diff = 1.0		Top stands on base's shoulders in tuck, kicks or tuck jumps to handstand on base's shoulders (3").
2A Diff = 1.0		Calf mount to stand on base's shoulders (3").	2B Diff = 1.0		Inlocate lift to stand on shoulders (3").
3A Diff = 1.0		Straddle or pike position on straight arms of lying base (3").	3B Diff = 1.0		Base lies down, feet on floor, knees bent. Top in straddle or pike position on base's knees (3").
4A Diff = 1.0		Top stands on shoulders of base (1"). Base goes to one or both knees (3").	4B Diff = 1.0		High straddle support (1"). Base goes to both knees (3"). Base does not sit on heels.
5A Diff = 1.0		Top stands on base's shoulders. Top jumps to supported landing on the floor.	5B Diff = 1.0		From regular or reverse foot to hand, top does straight body dismount. Base supports landing.
6A Diff = 1.0		Toe pitch 1/4 front layout salto to forearm catch on stomach OR toe pitch 1/4 back layout salto to forearm catch on back.	6B Diff = 1.0		Toe pitch 1/4 front layout salto with 180° twist to forearm catch on back OR toe pitch 1/4 back layout salto with 180° twist to forearm catch on stomach.
7A Diff = 1.0		Top runs and jumps to forearm catch on stomach.	7B Diff = 1.0		Top runs and jumps to forearm catch on stomach by base who then tosses top in 180° twist to catch on back.
8A Diff = 1.0		Toe pitch straight jump to supported landing on floor.	8B Diff = 1.0		Toe pitch straddle jump to supported landing on floor.
9A Diff = .4		Straight or middle split.	9B Diff = .4		Backbend from stand OR kick to handstand, arch over to backbend (no 2" hold required.)
10A Diff = .4		Y-scale (2").	10B Diff = .4		Headstand, 2". Hold in vertical with legs straight and together. No leg variation allowed.
11A Diff = .4		Cartwheel to one knee.	11B Diff = .4		Back pike roll to stand starting and ending with feet together.
12A Diff = .4		Roundoff, straight jump with 180° twist.	12B Diff = .4		Roundoff, straight jump with 180° twist to cartwheel.
13A Diff = .4		Straight jump with 360° twist.	13B Diff = .4		Straight jump with 180° twist, then tuck jump.