

# BALANCE BEAM CHARTS

		LEAPS/HOPS/JUMPS				
		1/4	1/2	3/4	1	1 1/2
Y	A					C
(I)	A					
I			A	B	C	D
I'	A		B			
M	A		B		C	D
M "M	A		B	C	D	E
M "W	A		B	C	D	E
e	A	B	C			
e	B	B	C	D	E	C
V	B		C	C	E	
V'	C		D	D	E	
A	B	C	D	D	E	C
Z	C	D	E			D
Z'	D		E			
Y'	D	D	E			

		TURNS				
		1/2	1	1 1/2	2	3
2			A	B	C	
0			A	B	D	E
W		A	B	B		
W'		B	C	D		
d45 d45		B				
d		C	D			
d'		C				
Y''		C	D			
↓	C	E				
Y	"B" d "e" "c" "c" "c"					

SALTO/AERIAL DISMOUNTS						
	Hy	Vy	e	u	v	pe
	A	A	A	A	A	B
1/2		A	B	A	A	B
1		B	B	B	C	C
1 1/2		C	C	C	C	C
2			C	D	D	D
2 1/2			D	D	D	
3			E	E	E	
Doubles			E	E	E	E

SALTO DISMOUNTS			
	pe	pe	pe
V	B	B	C
V'	B	C	D
/	C	D	E

DISMOUNTS	
C	Xuom
C	ke

MISC. SALTOS	
Hy	C
Vy	C
e	D
u	E
v	E

SALTOS						
	u	v	e	u	v	pe
	C	D	C	C	C	E
u	C	C	C	D	D	E
v						
e						
u						
v						
pe						

AERIALS	
Hy	D
Vy	D
Hy	D

MISC. LEAPS/HOPS/JUMPS				
A	C	C	C	C
A	C	C	E	E
A	C	C	E	E
A	C	C	E	E

Any Group 2 element to PRONE position retains the value of the root skill