

2 Auger

(1,6,11,16,21,26,31)

(inter)

all 360°

Auger

(2,7,12,17,22,27,32)

1 Double 69

(4,9,14,19,24,29,34)

(inter)

all transition 180°
(flip or cartwheel;
flyer's choice)

Double 69

(5,10,15,20,25,30,35)

B Double Spock

must use same arm

(3,8,13,18,23,28,33)