

BARS

10

BONUS	0.1	0.2	RELEASE ≠ CL	Expect DD different	DISMOUNT ≠ CL	CHOICE of ELEMENTS, min B	↑0.2	VP					
Turn or Flight - in both	CC		DC combo	0.05	CC combo	0.15	D DC	0.0	1) Forward circle/release "B" min	2 of 3	0.0	A (3)	0.1
2 different 3/6/7	CC		D--C isolated	0.1	C--C isolated	0.2	CCC DCC	0.05	2) Group 3/6/7 element "B" min	1 of 3	0.1	B (3)	0.3
No Turn or Flight required	CD	DD	D--B isolated	0.15	BC or less	0.2	CC BC	0.1	3) Pirouette min 180° on top of bar	0 of 3	0.2	C (2)	0.5

No CV if Fall or Spot

A B C D E

9.5 SV +CV +D/E

SR 0.5 ea

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- A VP 0.1 _____
- B VP 0.3 _____
- C VP 0.5 _____
- SR 0.5 _____
- No Dmt 0.3 _____

- C Flight - Not Dmt _____
- B Flight - Diff./ Not Dmt _____
- C Turn - Not Mt / Dmt _____
- C Salto Dismount _____

BONUS +0.1

If 10.0 SV & ≥0.6 bonus with an "E"

- Release≠CL ↑2 _____
- Dismount≠CL ↑1 _____
- Elements .1 .2 _____
- F 367 P _____

- Not 2 bar changes 0.2 _____
- No Direction Δ 0.1 _____
- ¾ Fwd Giant 0.1 ea _____
- >1 squat on ± circle 0.1 ea _____
- Uncharacteristic 0.1 ea _____

Thru-out: Dynamics ↑.2 HS Precision ↑.1

A B C D E

9.5 SV +CV +D/E

SR 0.5 ea

- A VP 0.1 _____
- B VP 0.3 _____
- C VP 0.5 _____
- SR 0.5 _____
- No Dmt 0.3 _____

- C Flight - Not Dmt _____
- B Flight - Diff./ Not Dmt _____
- C Turn - Not Mt / Dmt _____
- C Salto Dismount _____

BONUS +0.1

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- Not 2 bar changes 0.2 _____
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- >1 squat on ± circle 0.1 ea _____
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No CV if Fall or Spot

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-A VP	0.1	_____	C Flight - Not Dmt	_____
-B VP	0.3	_____	B Flight - Diff./ Not Dmt	_____
-C VP	0.5	_____	C Turn - Not Mt / Dmt	_____
-SR	0.5	_____	C Salto Dismount	_____
-No Dmt	0.3	_____		

BONUS +0.1

If 10.0 SV & ≥0.6 bonus with an "E"

Release≠CL	↑2	_____	Not 2 bar changes	<u>0.2</u>	_____
Dismount≠CL	↑1	_____	No Direction Δ	<u>0.1</u>	_____
Elements	.1 .2	_____	¾ Fwd Giant	<u>0.1 ea</u>	_____
F 367 P		_____	>1 squat on ± circle	<u>0.1 ea</u>	_____
		_____	Uncharacteristic	<u>0.1 ea</u>	_____

Thru-out: Dynamics ↑.2 HS Precision ↑.1

A B C D E

9.5 SV +CV +D/E

SR 0.5 ea

-A VP	0.1	_____	C Flight - Not Dmt	_____
-B VP	0.3	_____	B Flight - Diff./ Not Dmt	_____
-C VP	0.5	_____	C Turn - Not Mt / Dmt	_____
-SR	0.5	_____	C Salto Dismount	_____
-No Dmt	0.3	_____		

BONUS +0.1

If 10.0 SV & ≥0.6 bonus with an "E"

Release≠CL	↑2	_____	Not 2 bar changes	<u>0.2</u>	_____
Dismount≠CL	↑1	_____	No Direction Δ	<u>0.1</u>	_____
Elements	.1 .2	_____	¾ Fwd Giant	<u>0.1 ea</u>	_____
F 367 P		_____	>1 squat on ± circle	<u>0.1 ea</u>	_____
		_____	Uncharacteristic	<u>0.1 ea</u>	_____

Thru-out: Dynamics ↑.2 HS Precision ↑.1