

BARS

10

BONUS	0.1	0.2	RELEASE ≠ CL	<i>Expect DD different</i>	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

SR 0.5 ea	+D/E	+CV	9.5 SV	E	D	C	B	A	<i>D. Hanford</i>
C Flight - Not Dmt		-VP							
B Flight - Diff./ Not Dmt		0.5 -SR							
C Turn - Not Mt / Dmt		0.3 -No Dmt							
C Salto Dismount		BONUS +0.1							
If 10.0 SV & ≥0.6 bonus with an "E"									
0.2 Not 2 bar changes		↑2 Release≠CL							
0.1 No Direction Δ		↑1 Dismount≠CL							
0.1 ea ¾ Fwd Giant		.1 .2 Elements							
0.1 ea >1 squat on ± circle		F 367 P							
0.1 ea Uncharacteristic									
HS Precision ↑.1	Dynamics ↑.2	<i>Thru-out</i>							

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