

**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	<b>CC</b>		DC combo	<b>0.05</b>	CC combo	<b>0.15</b>	D DC	<b>0.0</b>	1) Forward circle/release "B" min	2 of 3	<b>0.0</b>	A (3)	0.1
2 different 3/6/7	<b>CC</b>		D--C isolated	<b>0.1</b>	C--C isolated	<b>0.2</b>	CCC DCC	<b>0.05</b>	2) Group 3/6/7 element "B" min	1 of 3	<b>0.1</b>	B (3)	0.3
No Turn or Flight required	<b>CD</b>	<b>DD</b>	D--B isolated	<b>0.15</b>	BC or less	<b>0.2</b>	CC BC	<b>0.1</b>	3) Pirouette min 180° on top of bar	0 of 3	<b>0.2</b>	C (2)	0.5

No CV if Fall or Spot

A B C D E

**9.5 SV** +CV +D/E

-VP	SR 0.5 ea
-SR	C Flight - Not Dmt
-No Dmt 0.3	B Flight - Diff./ Not Dmt
<input type="checkbox"/> BONUS +0.1	C Turn - Not Mt / Dmt
If 10.0 SV & ≥0.6 bonus with an "E"	
Release≠CL ↑2	C Salto Dismount
Dismount≠CL ↑1	Not 2 bar changes 0.2
Elements .1 .2	No Direction Δ 0.1
F 367 P	¾ Fwd Giant 0.1 ea
	>1 squat on ± circle 0.1 ea
	Uncharacteristic 0.1 ea

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

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Turn or Flight - in both	<b>CC</b>		DC combo	<b>0.05</b>	CC combo	<b>0.15</b>	D DC	<b>0.0</b>	1) Forward circle/release "B" min	2 of 3	<b>0.0</b>	A (3)	0.1
2 different 3/6/7	<b>CC</b>		D--C isolated	<b>0.1</b>	C--C isolated	<b>0.2</b>	CCC DCC	<b>0.05</b>	2) Group 3/6/7 element "B" min	1 of 3	<b>0.1</b>	B (3)	0.3
No Turn or Flight required	<b>CD</b>	<b>DD</b>	D--B isolated	<b>0.15</b>	BC or less	<b>0.2</b>	CC BC	<b>0.1</b>	3) Pirouette min 180° on top of bar	0 of 3	<b>0.2</b>	C (2)	0.5

No CV if Fall or Spot

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*D. Hanford*

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- BONUS +0.1**

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- B Flight - Diff./ Not Dmt \_\_\_\_\_
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