

BARS

10

BONUS	0.1	0.2	RELEASE ≠ CL	Expect DD different	DISMOUNT ≠ CL	CHOICE of ELEMENTS ↑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) LA 180 Turn w/wo flight "C" 0 of 3 0.2	C (2) 0.5

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
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							
0.2 Not 2 bar changes	Bonus If 10.0 SV &							
0.1 No Direction Δ	≥ 0.6 bonus with "E"							
0.1 ea ¾ Fwd Giant		↑2	Release≠CL					
0.1 ea Uncharacteristic		↑1	Dismount≠CL					
0.1 ea >1 squat on ± circle (OK after fall)		.1 .2	Elements					
		F 367	LA					
HS Precision ↑.1 Dynamics ↑.2								

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
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							
0.2 Not 2 bar changes	Bonus If 10.0 SV &							
0.1 No Direction Δ	≥ 0.6 bonus with "E"							
0.1 ea ¾ Fwd Giant		↑2	Release≠CL					
0.1 ea Uncharacteristic		↑1	Dismount≠CL					
0.1 ea >1 squat on ± circle (OK after fall)		.1 .2	Elements					
		F 367	LA					
HS Precision ↑.1 Dynamics ↑.2								

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
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							
0.2 Not 2 bar changes	Bonus If 10.0 SV &							
0.1 No Direction Δ	≥ 0.6 bonus with "E"							
0.1 ea ¾ Fwd Giant		↑2	Release≠CL					
0.1 ea Uncharacteristic		↑1	Dismount≠CL					
0.1 ea >1 squat on ± circle (OK after fall)		.1 .2	Elements					
		F 367	LA					
HS Precision ↑.1 Dynamics ↑.2								

BARS

10

BONUS	0.1	0.2	RELEASE ≠ CL	Expect DD different	DISMOUNT ≠ CL	CHOICE of ELEMENTS ↑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) LA 180 Turn w/wo flight "C" 0 of 3 0.2	C (2) 0.5

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
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							
0.2 Not 2 bar changes	Bonus If 10.0 SV &							
0.1 No Direction Δ	≥ 0.6 bonus with "E"							
0.1 ea ¾ Fwd Giant			↑2 Release≠CL					
0.1 ea Uncharacteristic			↑1 Dismount≠CL					
0.1 ea >1 squat on ± circle (OK after fall)			.1 .2 Elements					
			F 367 LA					
HS Precision ↑.1 Dynamics ↑.2								

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
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							
0.2 Not 2 bar changes	Bonus If 10.0 SV &							
0.1 No Direction Δ	≥ 0.6 bonus with "E"							
0.1 ea ¾ Fwd Giant			↑2 Release≠CL					
0.1 ea Uncharacteristic			↑1 Dismount≠CL					
0.1 ea >1 squat on ± circle (OK after fall)			.1 .2 Elements					
			F 367 LA					
HS Precision ↑.1 Dynamics ↑.2								

SR 0.5 each	+D/E	+CV	9.5 SV	E	D	2C	3B	3A
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							
0.2 Not 2 bar changes	Bonus If 10.0 SV &							
0.1 No Direction Δ	≥ 0.6 bonus with "E"							
0.1 ea ¾ Fwd Giant			↑2 Release≠CL					
0.1 ea Uncharacteristic			↑1 Dismount≠CL					
0.1 ea >1 squat on ± circle (OK after fall)			.1 .2 Elements					
			F 367 LA					
HS Precision ↑.1 Dynamics ↑.2								