

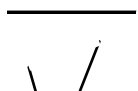
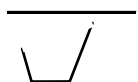
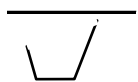
BARS

10

2 1/2 min

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

3 A	3 B	2 C	D	E	9.5 SV	+CV	+D/E	SR 0.5 each	
							VP	C Flight, Not Dmt	
							SR 0.5	B Flight, Different, Not Dmt	
							No Dmt 0.3	C Turn, Not Mt / Dmt	
BONUS +0.1								C Salto Dismount	
Bonus If 10.0 SV & ≥ 0.6 bonus with "E"								Not 2 bar changes 0.2	
Release≠CL ↑2								No Direction Δ 0.1	
Dismount≠CL ↑1								3/4 Fwd Giant 0.1 ea	
Elements .1 .2								Uncharacteristic 0.1 ea	
F 367 LA								>1 squat on ± circle 0.1 ea	
								(OK after fall)	
Thru-out:								Dynamics ↑.2	HS Precision ↑.1



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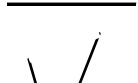
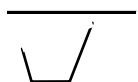
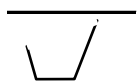
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