

BARS	BONUS	0.1	0.2	CHOICE OF ELEMENTS ≠ CL	DSMT ≠ CL	RESTRICTED 'RE'	Allowable D/E	VP	
9 2 ½ min	NO Turn or Flight	CC		1) Fwd circle/release "B" min	2 of 3 0.0	C 0.00	More than 1 D/E completed - No VP & 0.5 off SV if DMT, also -0.3 off SV	Cast 1/1, giant 1/1 & clear hip,	A (3) 0.1
	2 different 3/6/7	CC		2) Group 3/6/7 "B" min	1 of 3 0.1	CB 0.05		stalder, pike sole circle ½ & 1/1	B (4) 0.3
	Turn or Flight - in both		CC	3) LA 180° w/wo flight, "C"	0 of 3 0.2	BB 0.10		Max 1 restricted D/E is allowable	C (1) 0.5

No CV if Fall or Spot      up to 0.3 CV or 0.2 CV + 0.1 D/E\* (1st with VP credit)      3A      4B      1C      (D/E)      **9.7 SV**      +CV      +D/E\*

	VP								
	SR	0.5							
	RE'	0.5							
	No Dmt	0.3							
	Dmt≠CL	↑1							

<b>SR 0.5 ea</b>
2 Bar Changes
B Flight- no DMT
C Flight different- no DMT or B Turn- no MT/DMT
B Salto Dismount
No Direction Δ      0.1
¾ Fwd Giant      ea 0.1
Uncharacteristic      ea 0.1

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

3A      4B      1C      (D/E)      **9.7 SV**      +CV      +D/E\*

	VP								
	SR	0.5							
	RE'	0.5							
	No Dmt	0.3							
	Dmt≠CL	↑1							

<b>SR 0.5 ea</b>
2 Bar Changes
B Flight- no DMT
C Flight different- no DMT or B Turn- no MT/DMT
B Salto Dismount
No Direction Δ      0.1
¾ Fwd Giant      ea 0.1
Uncharacteristic      ea 0.1

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

3A      4B      1C      (D/E)      **9.7 SV**      +CV      +D/E\*

	VP								
	SR	0.5							
	RE'	0.5							
	No Dmt	0.3							
	Dmt≠CL	↑1							

<b>SR 0.5 ea</b>
2 Bar Changes
B Flight- no DMT
C Flight different- no DMT or B Turn- no MT/DMT
B Salto Dismount
No Direction Δ      0.1
¾ Fwd Giant      ea 0.1
Uncharacteristic      ea 0.1

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

BARS	BONUS	0.1	0.2	CHOICE OF ELEMENTS ≠ CL	DSMT ≠ CL	RESTRICTED 'RE'	Allowable D/E	VP
9 2 ½ min	NO Turn or Flight	CC		1) Fwd circle/release "B" min 2 of 3 0.0	C 0.00	More than 1 D/E completed - No VP & 0.5 off SV if DMT, also -0.3 off SV	Cast 1/1, giant 1/1 & clear hip, stalder, pike sole circle ½ & 1/1 Max 1 'RE' D/E is allowable	A (3) 0.1
	2 different 3/6/7	CC		2) Group 3/6/7 "B" min 1 of 3 0.1	CB 0.05			B (4) 0.3
	Turn or Flight - in both		CC	3) LA 180° w/wo flight, "C" 0 of 3 0.2	BB 0.10			C (1) 0.5

No CV if Fall or Spot up to 0.3 CV or 0.2 CV + 0.1 D/E\* (1st with VP credit)

3A 4B 1C

(D/E) 9.7 SV

+CV +D/E\*

SR 0.5 ea

2 Bar Changes

B Flight-no DMT

C Flight different-no DMT

or B Turn-no MT/DMT

B Salto Dismount

VP  
SR 0.5  
RE' 0.5  
No Dmt 0.3

Dmt≠CL ↑1

No Direction Δ 0.1

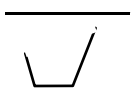
Elements .1 .2

¾ Fwd Giant ea 0.1

F 367 LA

Uncharacteristic ea 0.1

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



3A 4B 1C (D/E)

9.7 SV

+CV +D/E\*

SR 0.5 ea

2 Bar Changes

B Flight-no DMT

C Flight different-no DMT

or B Turn-no MT/DMT

B Salto Dismount

VP  
SR 0.5  
RE' 0.5  
No Dmt 0.3

Dmt≠CL ↑1

No Direction Δ 0.1

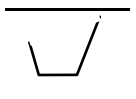
Elements .1 .2

¾ Fwd Giant ea 0.1

F 367 LA

Uncharacteristic ea 0.1

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



3A 4B 1C (D/E)

9.7 SV

+CV +D/E\*

SR 0.5 ea

2 Bar Changes

B Flight-no DMT

C Flight different-no DMT

or B Turn-no MT/DMT

B Salto Dismount

VP  
SR 0.5  
RE' 0.5  
No Dmt 0.3

Dmt≠CL ↑1

No Direction Δ 0.1

Elements .1 .2

¾ Fwd Giant ea 0.1

F 367 LA

Uncharacteristic ea 0.1

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

