BARS	Warm-up					RESTRICTED 'RE'	VP
XD	2:00	Jump to squat on Cast 45° - 21° from vertical = A (within 10° OK) Long hang pullover from cast = 360° circle Tap/Underswing-Counterswing = -0.3 extra swing				One 'D' VP allowed No 'E' VP No VP & 0.5 off SV	A (5) 0.1 B (2) 0.3
	Maximur	n execution deductions:	4.0 Courtesty Score: 4.0	5A	2B	X DIAMOND SR 0.  Skill to clear support - Not Mt/Dmt - with  360° B Circle - Not Additional B Skill Release / Turn / 2 "" C  Dismount HB - Sa or any B dismount fro  10.0 SV	A5° of vertical ann 10°  Mt/Dmt  Circle -same or diff Ito or Hecht om HB  Missing .3 ea -B VP .1 ea -A VP .5 ea -SR .5 ea -'RE'
				5A	2B	X DIAMOND SR 0.  Skill to clear support  Not Mt/Dmt - with	45° of vertical
				ΕΛ	20	360° B Circle - Not Additional B Skill Release / Turn / 2 " C Dismount HB - Sa or any B dismount fro 10.0 SV	Mt/Dmt  Circle -same or diff  Ito or Hecht Om HB Missing  .3 ea -B VP .1 ea -A VP .5 ea -SR .5 ea -'RE'  0.3 No Dmt
	-			5Α	2B	<u></u>	A5° of vertical nin 10°  Mt/Dmt  Circle -same or diff Ito or Hecht om HB  Missing .3 ea -B VP .1 ea -A VP .5 ea -SR .5 ea -'RE' 0.3 No Dmt
	-			5A	2B	X DIAMOND SR 0.  Skill to clear support - Not Mt/Dmt - with  360° B Circle - Not  Additional B Skill Release / Turn / 2 *** C  Dismount HB - Salor any B dismount fro  10.0 SV	45° of vertical nin 10°  Mt/Dmt  Circle -same or diff Ito or Hecht

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	-			5Α	2B	<u></u>	A5° of vertical nin 10°  Mt/Dmt  Circle -same or diff Ito or Hecht om HB  Missing .3 ea -B VP .1 ea -A VP .5 ea -SR .5 ea -'RE' 0.3 No Dmt
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0.3 No Dmt