



# USAG DEVELOPMENT PROGRAM SCORE SHEET 2022-26

## LEVEL 10 UNEVEN BARS

VALUE PARTS (VP)	SPECIAL REQUIREMENTS (SR)	CONNECTION VALUE (CV)		COMPOSITION																																																											
				RELEASE UP TO LEVEL	CHOICE OF ELEMENTS	MISCELLANEOUS																																																									
_____ <b>3 A (0.1)</b> _____ <b>3 B (0.3)</b> _____ <b>2 C (0.5)</b> _____ <b>D (+0.1)</b> _____ <b>E (+0.2)</b> Extra +0.1 bonus if 10.0 SV and minimum 0.6 bonus + E element	<b>(0.5 each)</b> <input type="checkbox"/> C flight <input type="checkbox"/> B flight (different) <input type="checkbox"/> C LA turn (not mount/dismount) <input type="checkbox"/> C salto dismount <input type="checkbox"/> No dismount <b>(0.3)</b>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;"></td> <td style="width: 25%;">0.1</td> <td style="width: 25%;">0.2</td> </tr> <tr> <td>Both elements must have turn/flight</td> <td>C+C</td> <td></td> </tr> <tr> <td>3/6/7 elements</td> <td></td> <td></td> </tr> <tr> <td>Must be different</td> <td>C+C</td> <td></td> </tr> <tr> <td>No turn/flight required</td> <td></td> <td></td> </tr> <tr> <td>No turn/flight required</td> <td>C+D</td> <td>D+D</td> </tr> </table>		0.1	0.2	Both elements must have turn/flight	C+C		3/6/7 elements			Must be different	C+C		No turn/flight required			No turn/flight required	C+D	D+D	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">expected</td> <td style="width: 50%;">D -- D</td> </tr> <tr> <td>0.05</td> <td>DC</td> </tr> <tr> <td>0.10</td> <td>D -- C</td> </tr> <tr> <td>0.15</td> <td>CC D -- B</td> </tr> <tr> <td>0.20</td> <td>C -- C CB</td> </tr> </table>	expected	D -- D	0.05	DC	0.10	D -- C	0.15	CC D -- B	0.20	C -- C CB	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="2">1. Forward circle/release (B)</td> </tr> <tr> <td colspan="2">2. 3/6/7 element (B)</td> </tr> <tr> <td colspan="2">3. Minimum 180° LA turn (C)</td> </tr> <tr> <td>expected</td> <td>2 of 3</td> </tr> <tr> <td>0.10</td> <td>1 of 3</td> </tr> <tr> <td>0.20</td> <td>0 of 3</td> </tr> <tr> <td colspan="2" style="text-align: center;"><b>DISMOUNT UP TO LEVEL</b></td> </tr> <tr> <td>expected</td> <td>D/E or DC</td> </tr> <tr> <td>0.05</td> <td>CCC</td> </tr> <tr> <td>0.10</td> <td>CC</td> </tr> </table>	1. Forward circle/release (B)		2. 3/6/7 element (B)		3. Minimum 180° LA turn (C)		expected	2 of 3	0.10	1 of 3	0.20	0 of 3	<b>DISMOUNT UP TO LEVEL</b>		expected	D/E or DC	0.05	CCC	0.10	CC	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">&gt;1 squat on (except after fall)</td> <td style="width: 50%;">0.1 each</td> </tr> <tr> <td>Lack of 2 bar Δs</td> <td>0.2</td> </tr> <tr> <td>No direction Δ</td> <td>0.1</td> </tr> <tr> <td>Uncharacteristic elements</td> <td>0.1 each</td> </tr> <tr> <td>3/4 giant forward</td> <td>0.1</td> </tr> </table>	>1 squat on (except after fall)	0.1 each	Lack of 2 bar Δs	0.2	No direction Δ	0.1	Uncharacteristic elements	0.1 each	3/4 giant forward	0.1
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	<b>9.5</b>
VP (-)	
SR (-)	
CV (+)	
D/E (+)	
<b>SV</b>	□+0.1
execution	
composition	
score	
<b>AVERAGE</b>	