

BARS COMPOSITION

LEVEL 10 RELEASES not up to competitive level
consider: value / type / connections / total number

↑0.2	Release Elements 'D' = D or E
Expected NO Deduction	D--D <i>Minimum of 2 different D or E Elements</i>
0.05	D C <i>Directly Connected</i>
0.10	D--C <i>Isolated (NOT connected)</i>
0.15	C C <i>Directly Connected</i>
	D--B <i>Isolated (NOT connected)</i>
0.20	C--C <i>Isolated (NOT connected)</i>
	C B <i>or less</i>

LEVEL 10 DISMOUNT not up to competitive level

↑0.1	Dismount Elements	
Expected NO Deduction	D/E	D C <i>Directly Connected</i>
0.05	C C C <i>Directly Connected</i>	D C C <i>Directly Connected</i>
0.10	C C <i>"C" or less connected to "C" or less dismount</i>	

LEVEL 9 - 8 DISMOUNT not up to competitive level

↑0.1	LEVEL 9	LEVEL 8
Expected NO Deduction	C	B or B A
0.05	C B	
0.10	B B	A <i>or No VP</i>

LEVELS 9-10 CHOICE of elements ↑0.2

Failure to perform 2 elements (min of "B") that fulfill 2 of the 4 requirements (*excludes dismount*)

- 1) **Forward element (circle or release) min B**
- 2) **Group 3/6/7 element, min. B**
- 3) **Min 180° LA turn 'C' element, w/wo flight**
includes cast handstand ½, giant ½, other elements to handstand ½, all pirouettes, Healy's, overshoot ½ to or from handstand, Giengers, other C,D,E twisting releases.
- 4) **One single bar release, min. D**

	Element choices performed
Expected NO Deduction	2 <i>Two out of the four choices</i>
0.10	1 <i>One out of the four choices</i>
0.20	0 <i>None of the 4 choices performed</i>

0.10 Uncharacteristic Element (*each time*)

- Squat-on LB ½ turn
- Climbing onto LB within exercise
- Swing fwd from HB place feet on LB w/wo ½ turn

0.10 ¾ Giant Circle Fwd, w/wo grip change (*each time*)

- Not horizontal also ↑0.1
- Breaks connection

0.10 Facing same direction throughout exercise

- Not in Mount / Dismount
- 1/1 turn will NOT fulfill (Levels 9 & 10 only)

0.10 More than 1 Squat / Stoop on LB (*Level 10 only*)

- W/wo Sole Circle, jump to HB
- After fall OK to squat on

0.20 Lack of two bar changes (*Level 10 only*)

↑ 0.20 Lack of Elements that Achieve Vertical or pass through vertical (*Level 8 only*)