

	6	7	8	9	10
Value Parts	5A 1B one allowed C = B other C = 0.5, no VP no rel HB⇔LB	5A 2B allowed C = B other C = 0.5, no VP	4A 4B allowed C = B one Rst C = B other C = 0.5, no VP	3A 4B 1C full pir B/C root allowed one Rst D/E = C other D/E = -0.5, no VP	3A 3B 2 C
Special Reqmts 0.5 each	one cast 45 + (above horiz = SR) one bar change one Gp 3/6/7	one cast hdst (45° fulfills SR) Two clear circles: =one Gp 3/6/7 =B circle (same or diff) A salto dismt	one bar change B circle (3/6/7) B elem flight (not dsmt) or LA turn (not mt/dsmt) A salto dismt	2 bar change B flight elem C flight elem (diff) -OR- B LA turn elem (not mt/dsmt) B salto dismt	C flight element min B flight elem(diff) C LA turn (not mt/dsmt) C salto dismt
No VP = no SR	360 clear cir A salto dismt				
Bonus	none no composition	none no composition	none	max 0.3 CV allowed D/E = C	max 0.4 CV/DV +0.1 D +0.2 E
SV Deduct=	10.0 C, VP, SR, no dismt	10.0 C, VP, SR, no dismt	10.0 Rst C, VP, SR, no dismt	9.7 (+0.3 bonus) Rst D/E, VP, SR, no dismt	9.5 (+0.5 bonus) VP, SR, no dismt

GENERAL COMPOSITION (8-10)

- L 8 Lack elements achieve vertical up to 0.2
- L8-10 dismount up to the level of comp up to 0.1
- L9/10 facing same direction throughout (ex mt/dsmt) 0.1
- L9/10 Choice of Elements - 2 out of 3, min B
 - 1. Fwd circle/release (except dismt) } 2 elem 0.0
 - 2. 3/6/7 element } 1 elem 0.1
 - 3. Pirouette thru hdst, min 180° LA turn } 0 elem 0.2
- L10- choice of release elem up to level comp (two diff D/E releases for no deduction) up to 0.2
- L10- lack of 2nd bar change 0.2
- L10- more than one squat/stoop LB jump to HB each 0.1
- ¼ giant with/without grip change 0.1
- Uncharacteristic elem (and breaks series) ea 0.1
- fwd on HB feet on LB, stand, w/w/o 1/2 turn; climb/crawl onto LB; squat on LB, 1/2 turn on feet to HB

vert
UTL→
dir

var

UTL

bchg

N

Connection Value (CV)


(includes mt/dsmt)

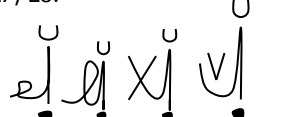
L10	C + C = 0.1 Both elem must have LA or flight However, if both Gp 3/6/7, no LA/ft needed, but must be different	C + D = 0.1 <hr/> D + D = 0.2
L 9	C + C = 0.1 one/both elem w/o LA/ft. If none have LA/ft, must be different	C + C = 0.2 If both elem have LA/flight

Range (avg)	
9.5 - 10.0	0.2
9.0 - 9.475	0.5
8.0 - 8.975	0.7
below 8.0	1.0


ADDITIONAL BONUS: +0.1 must have 10 SV, 0.6+ bonus, 1 E elem (no fall/spot). Not in SV-add to score and visibly indicate

Exceptions:

B for L6, L 7, L8: 

B for L7, L8: 

L6/7 allowed extra tap swing before fwd salto dismt

L7,8 no cast deduction before-- 

APPARATUS DEDUCTIONS

- precision of hdst positions up to 0.1 | hdst
- dynamics** (energy, swingful, effortless) up to 0.2 | dy
- extra swing/cast (max 0.6 for 1 elem) ea 0.3
- swing fwd/bwd under horiz ea 0.1
- amplitude of bar elements, releases up to 0.2
- amplitude of salto dismounts up to 0.3
- under rotation of release/flight elem up to 0.1
- incomplete turn/twist salto dismt up to 0.2
- rhythm in element/conn up to 0.1
- hesitation in hdst or jump to HB up to 0.1
- bent arms in support or legs up to 0.3
- insuf extension of glides/sw to kip up to 0.1
- insuf exact stretch (w arch or pike) up to 0.2
- third run approach 0.5
- landing too close to bars on dismt 0.1
- failure to maintain stretched body in dismt (pikes down) up to 0.2
- insuf extension (open) of N/V prior to land up to 0.3
- no dismount of value (from SV) 0.3
- brush foot on apparatus/mat up to 0.1
- hit foot on apparatus----- 0.2 on mat----- 0.3
- grasp to avoid fall ----- 0.3
- add'l trunk movements on landing up to 0.2
- Coach between bars throughout exercise 0.1 CJ
- failure to remove bd/spot block 0.3 CJ
- exercise fewer than 5 VP elem 2.0 CJ

Dismount UTL - no ded

- L10 D/E + C dismt or D/E dismt
- L9 C dismt
- L8 B + A dismt or B dismt

