













## COMPULSORY UNEVEN BARS











### Level 1 Bars

MOUNT:	Back Hip Pullover	Cast	Back Hip Circle	Underswing DISMOUNT or Cast Straddle-on, Sole circle Dismount
				 or  
	0.6	0.4	0.4	0.6













### Level 2 Bars

MOUNT	Back Hip Pullover	Cast	Cast	Back Hip Circle	Underswing DISMOUNT
Glide & Return					
					
0.2	0.4	0.4	0.4	0.4	0.4
















### Level 3 Bars

MOUNT:	Back Hip Pullover	Straddle or Glide Kip	Cast	Back Hip Circle	Back Hip Circle	Front Hip Circle, <i>Small Cast, return</i>	Cast Squat-on, Stretch Jump DISMOUNT
Glide & Return		OR 				 	 
							
0.2	0.4	0.6	0.4	0.4	0.4	0.4	0.6

### Level 4 Bars

MOUNT: Straddle or Glide Kip	Cast horizontal <i>return to bar</i>	Cast Squat-on, Pike-on or Bwd Sole Circle	Long Hang Kip	Cast Horizontal	Back Hip Circle	Underswing 1st Counterswing 30°	Tap Swing, 2nd Counterswing 30°	Tap Swing ½ Turn DISMOUNT
		  						
								
0.6	0.4	0.2	0.6	0.4	0.4	0.6	0.6	0.6

### Level 5 Bars

MOUNT: Straddle or Glide Kip	Cast Above Horizontal	Clear Hip ↑ horizontal	Stalder clear Sole circle clear 45°	Straddle or Glide Kip	Cast Squat or Pike-on or Bwd Sole Circle	Long Hang	Cast Above Horizontal	Long Hang Pullover	Underswing 1st Counterswing 15°	Tap Swing, 2nd Counterswing 15°	Tap Swing Flyaway DISMOUNT (Tuck, Pike, Layout)
			 		 						
											
0.6	0.4	0.6	0.6	0.6	0.2	0.6	0.4	0.6	0.6	0.6	0.6