

DP UNEVEN BARS

Level 6: 5A, 1B Start Value: 10.0
Level 7: 5A, 2B Start Value: 10.0
Level 8: 4A, 4B Start Value: 10.0
 ~No Composition deductions for Levels 6/7
 ~**Level 6:** NO flight skills allowed from HB to LB or LB to HB
 ~**Levels 6/7/8:** If circling elements finishes within 11°- 20° of vertical the 0.05 deduction for insufficient amplitude of "C" circles is not applied
 ~**Level 8: SR-flight cannot be in dsmt & LA turn cannot be in mt/dsmt**

Level 6: Only "A" and "B" elements allowed and one "C" element" a clear hip circle to handstand, a back stalder circle to HS, or a back pike sole circle to HS
Level 7/8: Only "A" and "B" elements allowed with the exception of the following allowable "C" skills: Cast handstand ½ , Clear Hip Circle handstand or with ½, Bkwd Stalder Circle handstand or with ½ , Bkwd Pike Sole Circle handstand or with ½
Allowable "C" skills will be awarded "B" VP and SR credit if applicable
Level 8: One restricted "C" element allowed in addition to allowable "C" skills (award "B" VP credit and SR if applicable)
Additional Restricted Skills-if performed/attempted = Deduct 0.50 from SV + no SR or VP awarded: consider in chronological order
NO "A" casts: All casts must be performed within 20° of HS to be awarded a "B" VP, * a horizontal or ** 45° cast may be performed to fulfill the Level 6 & 7 SR
L7/8 apply all appropriate cast deductions **L6** there are no angle deductions for casting at 45° and above, begin taking deductions **below** 45° from vertical

#

_____ VP _____ SV _____ Execution/Amplitude	LEVEL 8
	____ 1 bar change ____ "B" turn or flight ____ 3/6/7 clear circle skill ____ "A" Salto Dismount
____ Precision of HS positions †0.10 ____ Dynamics †0.20	LEVEL 7
Level 8 Composition	____ 1 cast to HS * * SR for cast at 45° ____ "B" 360° clear skill ____ 3/6/7 clear circle skill ____ "A" Salto Dismount
____ Uncharacteristic Element 0.10 ea ____ ¾ Giant Circle Forward 0.10 ____ Lack of Skills thru Vertical †0.20 ____ UTL Dismount †0.10	LEVEL 6
	____ 1 cast to 45° * SR for cast above horizontal ____ 1 bar change ____ 3/6/7 clear circle skill ____ "A" Salto Dismount
Score:	

#

_____ VP _____ SV _____ Execution/Amplitude	LEVEL 8
	____ 1 bar change ____ "B" turn or flight ____ 3/6/7 clear circle skill ____ "A" Salto Dismount
____ Precision of HS positions †0.10 ____ Dynamics †0.20	LEVEL 7
Level 8 Composition	____ 1 cast to HS * * SR for cast at 45° ____ "B" 360° clear skill ____ 3/6/7 clear circle skill ____ "A" Salto Dismount
____ Uncharacteristic Element 0.10 ea ____ ¾ Giant Circle Forward 0.10 ____ Lack of Skills thru Vertical †0.20 ____ UTL Dismount †0.10	LEVEL 6
	____ 1 cast to 45° * SR for cast above horizontal ____ 1 bar change ____ 3/6/7 clear circle skill ____ "A" Salto Dismount
Score:	

DP BALANCE BEAM **OTTERTON/SR/VITALE 2022**

Level 6: 5A, 1B **Start Value:** 10.0 **Time:** 1:15* **Level 6:** Only "A" and "B" elements allowed. **No "C" skills allowed**-if performed or attempted= Deduct 0.50 (from SV), it will not receive VP or SR credit

Level 7: 5A, 2B **Start Value:** 10.0 **Time:** 1:20 **Level 7:** Only "A" and "B" elements plus ONE "C" Dance element allowed. (Award "B" VP and SR credit if applicable)

Level 8: 4A, 4B **Start Value:** 10.0 **Time:** 1:30 **Level 8:** Only "A" and "B" elements plus "C" dance elements allowed. ONE restricted "C" element allowed. (Award "B" VP credit and SR if applicable)

~No Composition deductions for Levels 6/7 **Fall Time :45 sec** **Additional Restricted Skills-attempted or performed** = Deduct 0.50 (from SV) + no SR or VP awarded: consider in chronological order

~**Split Leap/Jump:** Must start and finish on beam, if front leg bent or or switch wolf performed no SR awarded **Level 6:** Non flight Acro series OR Acro flight element/series MUST be from Group 5/6/7 not to include mount or dismount

***Level 6 short exercise** > :30sec CJ deduct 0.50 from avg if 10.0 SV **Level 7:** Acro series on Beam (w/ w/o flight) & Flight skill—Flight skill may be isolated or performed in the series—if missing one or both deduct 0.50 for missing SR

Level 6/7: HS w/o turn must be held 2 sec to award VP. **Level 8:** May not use hold element as 1st skill in acro series

#	_____ VP	LEVEL 8
	_____ SV	____ Acro Series (1 flight)
	_____ Execution/Amplitude	____ 180° Leap/Jump
		____ Full Turn
		____ "A" Salto/Aerial Dsmt
	_____ Concentration Pause 2 sec 0.10 ea	LEVEL 7
	More than 2 sec 0.20 ea	____ Acro Series (w/ w/o flight)
	_____ Artistry ↑0.30 _____ Dynamics ↑0.20	& Acro Flight (Iso or Series)
	_____ Rhythm ↑0.20 _____ Footwork ↑0.20	____ 180° Leap/Jump
		____ Full Turn
	____ "A" Salto/Aerial Dsmt	
	LEVEL 6	
	____ Non flight Acro Series	
	OR Acro Flight (Iso or Series)	
	____ 180° Leap/Jump	
	____ Full Turn	
	____ "A" Salto/Aerial Dsmt	
	Score:	

#	_____ VP	LEVEL 8
	_____ SV	____ Acro Series (1 flight)
	_____ Execution/Amplitude	____ 180° Leap/Jump
		____ Full Turn
		____ "A" Salto/Aerial Dsmt
	_____ Concentration Pause 2 sec 0.10 ea	LEVEL 7
	More than 2 sec 0.20 ea	____ Acro Series (w/ w/o flight)
	_____ Artistry ↑0.30 _____ Dynamics ↑0.20	& Acro Flight (Iso or Series)
	_____ Rhythm ↑0.20 _____ Footwork ↑0.20	____ 180° Leap/Jump
		____ Full Turn
	____ "A" Salto/Aerial Dsmt	
	LEVEL 6	
	____ Non flight Acro Series	
	OR Acro Flight (Iso or Series)	
	____ 180° Leap/Jump	
	____ Full Turn	
	____ "A" Salto/Aerial Dsmt	
	Score:	

DP FLOOR EXERCISE

Level 6: 5A, 1B Start Value: 10.0 Time 1:15
 Level 7: 5A, 2B Start Value: 10.0 Time 1:30
 Level 8: 4A, 4B Start Value: 10.0 Time 1:30
 ~No Composition deductions for Levels 6/7
 ~L6 Acro Pass: 3 directly connected acro elements, min 2 with flight
 ~L6 *Salto/Aerial: can be isolated or in a different connection

Level 6: Only "A" and "B" elements allowed. No "C" skills allowed-if performed or attempted= Deduct 0.50 (from SV), it will not receive VP or SR credit
 Level 7: Only "A" and "B" elements plus ONE "C" Dance element allowed. (Award "B" VP and SR credit if applicable)
 Level 8: Only "A" and "B" elements plus "C" dance elements allowed. ONE restricted "C" element allowed. (Award "B" VP credit and SR if applicable)
 Additional Restricted Skills-attempted or performed = Deduct 0.50 (from SV) + no SR or VP awarded: consider in chronological order
 Dance passage: minimum of 2 different Group 1 elements directly or indirectly connected one of which is a leap (one foot takeoff) requiring 180° split in side or cross position (fwd leg extended). Allows for running steps, small leaps, hops, chassés, assemblés, or any turn between 2 dance elements

#

_____ VP _____ SV _____ Execution/Amplitude	LEVEL 8
	_____ Acro Pass w/ 2 saltos _____ 3 different saltos _____ Dance pass 180° Leap _____ "A" Salto Dsmt
Concentration Pause 2 sec 0.10 ea Artistry ↑0.30 _____ Dynamics ↑0.20 Rhythm ↑0.20 _____ Footwork ↑0.20	LEVEL 7
L8 Composition	
_____ Insuff Use of FX spatially ↑ 0.10 _____ No Salto/Aerial in 2 diff direction bkwd and fwd/side 0.10 _____ >2 wolf/tuck 0.1 or > 2 straddle 0.1 _____ Lack of B turn 0.20 _____ UTL Acro ↑0.20 _____ UTL Dance ↑0.20 _____ UTL Dismount (Last Salto) ↑0.10 _____ Lack of 3 "A" Saltos 0.30	LEVEL 6
	_____ Acro Pass (min 3 ele) _____ 2nd AP (iso/diff conn) (1 salto/aerial required) _____ Dance pass 180° Leap _____ 360° Turn
Score:	

#

_____ VP _____ SV _____ Execution/Amplitude	LEVEL 8
	_____ Acro Pass w/ 2 saltos _____ 3 different saltos _____ Dance pass 180° Leap _____ "A" Salto Dsmt
Concentration Pause 2 sec 0.10 ea Artistry ↑0.30 _____ Dynamics ↑0.20 Rhythm ↑0.20 _____ Footwork ↑0.20	LEVEL 7
L8 Composition	
_____ Insuff Use of FX spatially ↑ 0.10 _____ No Salto/Aerial in 2 diff direction bkwd and fwd/side 0.10 _____ >2 wolf/tuck 0.1 or > 2 straddle 0.1 _____ Lack of B turn 0.20 _____ UTL Acro ↑0.20 _____ UTL Dance ↑0.20 _____ UTL Dismount (Last Salto) ↑0.10 _____ Lack of 3 "A" Saltos 0.30	LEVEL 6
	_____ Acro Pass (min 3 ele) _____ 2nd AP (iso/diff conn) (1 salto/aerial required) _____ Dance pass 180° Leap _____ 360° Turn
Score:	

