

Range: 9.80 – 10 = .10 (reg season; .20 PS); 9.5 – 9.775 = .20 9.0 – 9.475 = .30 8.0 – 8.975 = .50 all others: 1.0 Conference ok if out of range, impossible SV, inquiry

BARS

<p>Special Requirements (.20) 9.40</p> <p>2 bar changes 2 different flight elements; Min D and C (not dsmt) 1 element with "C" LA turn (not mount or dismount) C Dismount preceded by minimum C dismount <i>One element may fulfill more than one SR unless specified</i></p> <p>Uprise ! w/ ½ = D Toe on frt pike ½ = D 1 ½ pirouette (not healy) = E Stalder tuck/pike 1/2 = D All healy's = D Clear frt tuck/pike 1/2=D All stalder's = D (incl ½) Front Flyaway 1 ½ = D Stalder fwd 1/1 = E Front Flyaway 2/1 = E Clear Shaposh = E Dbl tuck Flyaway w/ ½ E Stalder LB-HB flt = E Flyaway 2/1 twist D</p>	<p>Connection Value</p> <p>C + C = .1 (with flt/turn) C + C = .1 (2 dif G 3,6,7--no flt/turn req'd) C + D = .1 D + D = .2*</p> <p>Same bar D = +.10 DV Any E release = +.10 DV</p> <p>*Maloney to Pak = +.1 CV *Maloney to Overshoot HS = +.1 CV</p>	<p>UTL: flat .10</p> <p>Single bar release, min D OR E release OR 2 D releases OR 2 E skills excluding dismount</p> <p>MUST have D dismt or C dismt with connection value</p> <p>Choice/variety of elements <u>.05</u> Insufficient distribution <u>.05</u> > 1 squat on except after fall <u>.10</u> each Uncharacteristic elements <u>.10</u> each ¾ giant fwd w/wo hop grip change <u>.10</u> each</p>	
			<p style="text-align: right;">9.40</p> <p>CV _____</p> <p>D/E _____</p> <p>VP _____</p> <p>SR _____</p> <p>SV _____</p> <p>Exec _____</p> <p>UTL _____</p> <p>Comp _____</p> <p>Total _____</p> <p>SCORE _____</p>

<p>Special Requirement (.20) 9.40</p> <p>Acro series 2 flights; one C w/ or w/o hand; mount ok; A+E ok Must stop on the beam; May not be connected to dsmt</p> <p>Dance/Dance or Dance/Acro series Min of 2 elements; dance must be C Series may not be connected to dismount 180 leap/jump (ok as part of dance or D/A series) 360 turn from Group 3; no hand support permitted C Dismount</p> <p>Elements 3A (.1) 3B (.3) 2C (.5)</p>	<p>Acro Flight B + C salto No Bonus B + D/E .20* C/D + C/D .20 B + B + C .10* B + C + C .20 B + B/C + D .20 3 acro w 1C +.10 CV except dsmt</p> <p>Dismount Bonus B acro + C dsmt .10 CV C dance + C dsmt .10 CV</p> <p>Turns A+C; C+A .10</p> <p>Dance/Mixed A + D .10 B + D .20 B + C .10 C + D .20 C + C .20 (same/dif)</p>	<p>Composition No back acro (min A gp 1,6,7,8) .1 No fwd/side acro (min A gp 1,6,7,8) .1 RO = side; BHS ¼ or ½=back; Arabian = fwd; tic toc=B or fwd <u>UTL*</u> .1 CV acro series OR Additional D acro or E dance OK if mounts and dismounts D/E acro connected to dsmt doesn't count</p> <p>Distribution .05 Level changes (touch not req) .05 Space .05 Choreography F/S/B .05</p> <p>*UTL ok if AS completed but no CV due to fall</p>	<p>9.40</p> <p>CV _____ UTL _____ CV acro or D/E _____ Add D/E acro OR _____ Add E dance VP _____ Other Back acro SR _____ F/S acro Comp</p> <p>Exec SCORE</p>	<table border="1"> <tr><td>Straddle ¼</td><td>C</td></tr> <tr><td>Ring/Stag ring</td><td>D</td></tr> <tr><td>Tour jete ¼</td><td>E</td></tr> <tr><td>Switch side ¼</td><td>E</td></tr> <tr><td>2/1 turn or 2/1 wolf</td><td>E</td></tr> <tr><td>Front salto to sit</td><td>D</td></tr> <tr><td>Back LOSO</td><td>D</td></tr> <tr><td>Bk LO stretch/pike down</td><td>D</td></tr> <tr><td>Swing front 1/1 Stretch</td><td>C</td></tr> <tr><td>Rudi</td><td>D</td></tr> <tr><td>Double full dsmt</td><td>D</td></tr> <tr><td>Gainer 1 ½ side</td><td>D</td></tr> <tr><td>Gainer 1/1 tuck end</td><td>D</td></tr> <tr><td>Front salto 2/1</td><td>E</td></tr> <tr><td>Gainer 2/1 or + side</td><td>E</td></tr> </table>	Straddle ¼	C	Ring/Stag ring	D	Tour jete ¼	E	Switch side ¼	E	2/1 turn or 2/1 wolf	E	Front salto to sit	D	Back LOSO	D	Bk LO stretch/pike down	D	Swing front 1/1 Stretch	C	Rudi	D	Double full dsmt	D	Gainer 1 ½ side	D	Gainer 1/1 tuck end	D	Front salto 2/1	E	Gainer 2/1 or + side	E	<table border="1"> <thead> <tr> <th></th> <th>DV</th> <th>CV</th> <th>+1</th> </tr> </thead> <tbody> <tr><td>net</td><td>1</td><td>0</td><td>0</td></tr> <tr><td>net/vb</td><td>1</td><td>1</td><td>0</td></tr> <tr><td>net</td><td>1</td><td>1</td><td>1</td></tr> <tr><td>net/el</td><td>1</td><td>2</td><td>1</td></tr> <tr><td>rf/n</td><td>1</td><td>0</td><td>0</td></tr> <tr><td>rf/n/n</td><td>1</td><td>1</td><td>1</td></tr> <tr><td>rf/n/el</td><td>2</td><td>2</td><td>1</td></tr> <tr><td>rf/w</td><td>1</td><td>2</td><td>0</td></tr> <tr><td>t/el</td><td>1</td><td>2</td><td>0</td></tr> <tr><td>k/el</td><td>1</td><td>2</td><td>0</td></tr> <tr><td>kn/n/el</td><td>2</td><td>2</td><td>1</td></tr> </tbody> </table>		DV	CV	+1	net	1	0	0	net/vb	1	1	0	net	1	1	1	net/el	1	2	1	rf/n	1	0	0	rf/n/n	1	1	1	rf/n/el	2	2	1	rf/w	1	2	0	t/el	1	2	0	k/el	1	2	0	kn/n/el	2	2	1
Straddle ¼	C																																																																																		
Ring/Stag ring	D																																																																																		
Tour jete ¼	E																																																																																		
Switch side ¼	E																																																																																		
2/1 turn or 2/1 wolf	E																																																																																		
Front salto to sit	D																																																																																		
Back LOSO	D																																																																																		
Bk LO stretch/pike down	D																																																																																		
Swing front 1/1 Stretch	C																																																																																		
Rudi	D																																																																																		
Double full dsmt	D																																																																																		
Gainer 1 ½ side	D																																																																																		
Gainer 1/1 tuck end	D																																																																																		
Front salto 2/1	E																																																																																		
Gainer 2/1 or + side	E																																																																																		
	DV	CV	+1																																																																																
net	1	0	0																																																																																
net/vb	1	1	0																																																																																
net	1	1	1																																																																																
net/el	1	2	1																																																																																
rf/n	1	0	0																																																																																
rf/n/n	1	1	1																																																																																
rf/n/el	2	2	1																																																																																
rf/w	1	2	0																																																																																
t/el	1	2	0																																																																																
k/el	1	2	0																																																																																
kn/n/el	2	2	1																																																																																

