



CONNECTION VALUE BONUS - SKILL LEVELS 9 & 10 ONLY

	BARS			BEAM			FLOOR		
	0.1	0.2	0.3	0.1	0.2	0.3	0.1	0.2	0.3
ACRO DIRECT	CC	CC ¹ CD+	DD+	AD+ BC	CC+ BD+ BBC	DD+ BCC+ BBD+	AC BB ²	AD+ BC+	CC+
ACRO INDIRECT							AD+ AAC	BD+ AAD+ CC	CD+
DANCE/ MIXED (excluding BB dismounts)				AD+ BC	BD+ CC	CD+ DD+	BD+ CC	CD+	DD+

VP+ indicates the bonus additionally applies to more difficult VP (ex: CC+ = CC / CD / CE)

Maximum Routine Score 10.0

Skill Level 9 Maximum Start Value 10.0

Skill Level 10 Maximum Start Value 10.1

General Clarifications

1. "D" Elements = 0.1 / "E" Elements = 0.20 (L10 only)
2. VPs are allowed in any order w/in connection.
3. Bonus not awarded if Fall or Spot occurs.
4. Skill Level 9 - "D" value parts are awarded "C" value part credit for CV bonus but note that .10 Difficulty Value will be awarded for one (1) "D".
5. Connection value bonus may be given twice for the same skills, provided they are in a different order.

Difficulty & Connective Value Clarifications

1. Skill Level 9 Maximum Connection Value Bonus Awarded = 0.30
2. Skill Level 9 Maximum Difficulty Value Bonus Awarded = 0.10
3. Skill Level 10 Maximum Connective Value Bonus Awarded = 0.40
4. Skill Level 10 Maximum Difficulty Bonus Awarded = 0.40

¹ Turn & flight only

² B+B Direct Floor bonus only given when both skills are SALTOS

5. Skill Level 10 Routine with 1 "E" ACRO element = additional 0.10 (10.0 SV required).
6. Difficulty Value bonus may be awarded to a value part only one time, regardless of number of times performed.

Balance Beam Clarifications & Exceptions

1. B or higher acro skill + C or higher valued dismount = + 0.1 CV (connection value).
2. C or higher dance skill + C or higher valued dismount = + 0.1 CV (connection value).
*Bonus principles will not apply in the case of a B dismount. (In order for a dismount to add Connection Value to an acro series, the dismount must be a C value).
3. B+D Acro Flight, BHS + Layout, stretched then pike down with feet together = +0.1 CV (not +0.2 CV)
4. B+D Acro Flight, BHS + Layout Step-out = +0.1 CV (not +0.2 CV)
5. **Back Salto Stretched with Step-out** AND Aerial Walkover will receive "D" bonus but will be considered as "C" value for purposes of awarding Connection Value in Back Handspring Series only (Step-out BHS, BHS to 2 Feet, Gainer BHS or BHS Swing down to cross straddle sit; in any order).

Examples:

- a. BHS + Layout Step-out, B+D, receives +0.1 D & NO CV (B+C)
- b. Split Jump + Layout Step-out, B+D, receives +0.1 D & +0.2 CV (B+D, not a BHS Series)
- c. Round-off + Layout Step-out, B+D, receives +0.1 D & +0.2 CV (B+D, not a BHS Series)
- d. Aerial Walkover + BHS, D+B, receives +0.1 D & NO CV (B+C)
- e. Aerial Walkover + Back Tuck, D+C, receives +0.1 D, + 0.2 CV

*Connection of at least 3 acro flight elements (excluding dismount connections) that includes a minimum of one C element will receive an additional +.1 CV.

Examples:

- a. BHS + BHS + Layout-Step-out, B+B+D receives +0.1 D, +0.1 CV, & +0.1 additional
- b. RO BHS Mount + BHS + Layout-Step-out, C+B+D, +0.1 D, +0.2 CV & +1 additional
- c. BHS + Layout Step-out + Layout Step-out, B+D+D, +0.1 D, +0.2 CV & +0.1 additional
- d. Aerial Walkover + BHS + BHS, D+B+B, +0.1 D, +0.1 CV, & +0.1 additional
- e. Aerial Walkover + BHS + Layout Step-out, D+B+D, +0.2 D, +0.2 CV & +0.1 additional

Floor Exercise Clarifications & Exceptions

1. Double flipping salto OR E Acro in the last pass would receive additional + 0.1 DV (Difficulty Value).
2. Turns connected to jumps or hops (either two or one foot take off) may be used for connection value if directly connected with no stop, extra steps, hops or repositioning of the foot. Example: 2/1 turn + Popa, C + C = + 0.1 CV.
3. Only salto and aerials may be used to receive connection value (CV) bonus.