



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	CD+
ACRO INDIRECT							AD+ CC AAC	BD+ AAD+	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)

General Clarifications

1. "D" Elements = 0.1 / "E" Elements = 0.2
2. VPs are allowed in any order w/in connection.
3. Only salto and aerials may be used to receive connection value (CV) bonus on Floor.
4. Bonus not awarded if Fall or Spot occurs.
5. Skill Level 9 - "D" value parts are awarded "C" value part credit for CV bonus.
6. Connection value bonus may be given twice for the same skills, provided they are in a different order.
7. Turns connected to jumps or hops (either two or one foot take off) may be used for connection value, jumps connected to turns from two feet may not

Difficulty & Connective Value Clarifications

1. Skill Level 9 Maximum **Connection Value** Bonus Awarded = 0.3
2. **Skill Level 9 Maximum Difficulty Value** Bonus Awarded = 0.1
3. Skill Level 10 Maximum Difficulty Bonus Awarded = 0.4
4. Skill Level 10 Routine with 3 "D" or "E" **ACRO elements** = additional 0.1 (10.0 SV required).
5. Difficulty Value bonus may be awarded to a value part only one time, regardless of number of times performed.

Maximum Routine Score 10.0

Skill Level 9 or 10 Maximum Start Value 10.1

¹ Turn & flight only

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