

# Level 5/6

## L5 = Handspring

Handspring Base 9.9 + Stick 0.1 = 10.0 Max

## L6 = Handspring or Yamashita

Handspring Base 9.6 + Stick 0.1 = 9.7 Max

Yamashita Base 9.9 + Stick 0.1 = 10.0 Max

## Run and Hurdle

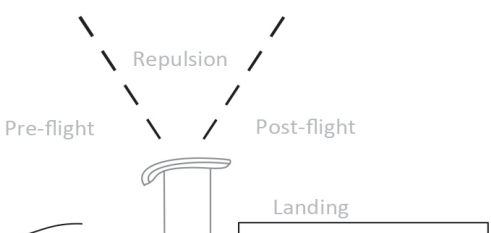
Small & Medium 0.1/0.2

# \_\_\_\_\_

SV + Stick \_\_\_\_\_

(minus) Ex & ND \_\_\_\_\_

Score \_\_\_\_\_



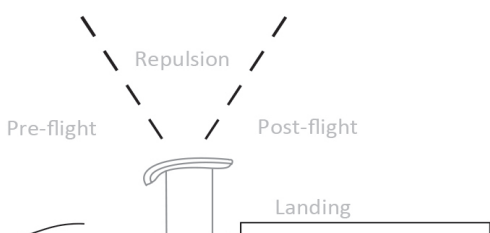
Vault \_\_\_\_\_ SV \_\_\_\_\_

# \_\_\_\_\_

SV + Stick \_\_\_\_\_

(minus) Ex & ND \_\_\_\_\_

Score \_\_\_\_\_



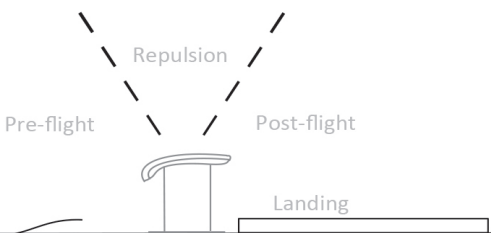
Vault \_\_\_\_\_ SV \_\_\_\_\_

# \_\_\_\_\_

SV + Stick \_\_\_\_\_

(minus) Ex & ND \_\_\_\_\_

Score \_\_\_\_\_



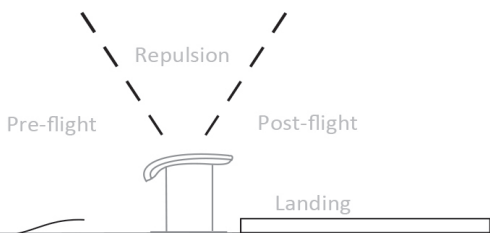
Vault \_\_\_\_\_ SV \_\_\_\_\_

# \_\_\_\_\_

SV + Stick \_\_\_\_\_

(minus) Ex & ND \_\_\_\_\_

Score \_\_\_\_\_



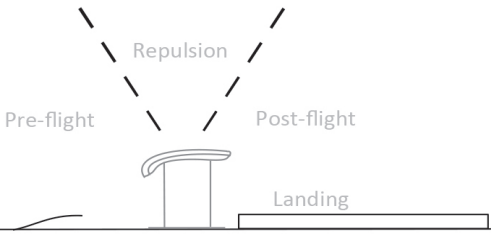
Vault \_\_\_\_\_ SV \_\_\_\_\_

# \_\_\_\_\_

SV + Stick \_\_\_\_\_

(minus) Ex & ND \_\_\_\_\_

Score \_\_\_\_\_



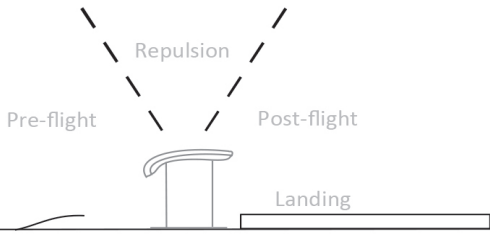
Vault \_\_\_\_\_ SV \_\_\_\_\_

# \_\_\_\_\_

SV + Stick \_\_\_\_\_

(minus) Ex & ND \_\_\_\_\_

Score \_\_\_\_\_



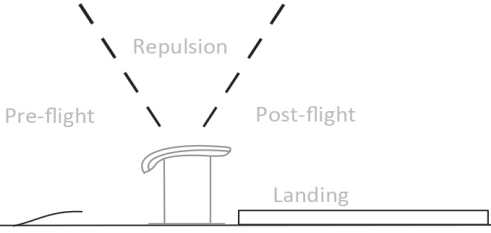
Vault \_\_\_\_\_ SV \_\_\_\_\_

# \_\_\_\_\_

SV + Stick \_\_\_\_\_

(minus) Ex & ND \_\_\_\_\_

Score \_\_\_\_\_



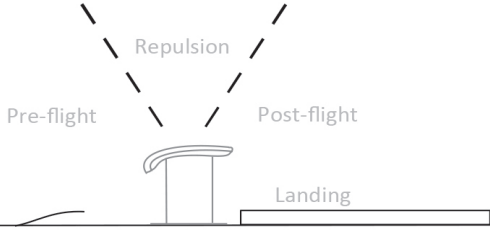
Vault \_\_\_\_\_ SV \_\_\_\_\_

# \_\_\_\_\_

SV + Stick \_\_\_\_\_

(minus) Ex & ND \_\_\_\_\_

Score \_\_\_\_\_



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Score \_\_\_\_\_

Vault \_\_\_\_\_ SV \_\_\_\_\_

# \_\_\_\_\_

SV + Stick \_\_\_\_\_

(minus) Ex & ND \_\_\_\_\_

Score \_\_\_\_\_

Vault \_\_\_\_\_ SV \_\_\_\_\_

# \_\_\_\_\_

SV + Stick \_\_\_\_\_

(minus) Ex & ND \_\_\_\_\_

Score \_\_\_\_\_

Vault \_\_\_\_\_ SV \_\_\_\_\_

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(minus) Ex & ND \_\_\_\_\_

Score \_\_\_\_\_

Vault \_\_\_\_\_ SV \_\_\_\_\_

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SV + Stick \_\_\_\_\_

(minus) Ex & ND \_\_\_\_\_

Score \_\_\_\_\_

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# \_\_\_\_\_

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Score \_\_\_\_\_

Vault \_\_\_\_\_ SV \_\_\_\_\_

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SV + Stick \_\_\_\_\_

(minus) Ex & ND \_\_\_\_\_

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Score \_\_\_\_\_

Vault \_\_\_\_\_ SV \_\_\_\_\_