Level 10 Bars

Value Parts

_____3 A (.10)
_____3 B (.30)
_____2 C (.50)

Special Requirements (.50)

_____Min of 1 C flight*

_____2nd different flight, min B*

_____Min C LA turn (not mt/dismt)

_____C Salto Dismount

*Flight but not SR 1 & 2: straddle cut catch, giant hop 1/1; swing releases 1/1

Connection Value

C + C = .1 with flight/turn
C + C = .1 two dif 3/6/7 no flight/turn required
C + D = .1
D + D = .2

Bonus: .10 if .60 & E

Dynamics > .20

Flat .20

___ < 2 bar change

Flat .10 each

___Direction (not mt/dsmt) 1/1 doesn't count
___> 1 squat (fall ok)
___Uncharacteristic
___ ¾ giant forward

___2 of 3:
___Fwd
___C turn
___3/6/7, min B

9.50

+ CV _____
+ D _____
+ E _____

_____

- VP _____
- SR _____

SV = _____

Exec _____

Comp. _____

Dynam _____

Total _____

Score: _____

Bonus +_____

SCORE _____

↑0.2	*Release Elements 'D' = D or E*
Expected NO Deduction	**D--D** *Minimum of 2 different D or E Elements*
0.05	**D C** *Directly Connected*
0.10	**D--C** *Isolated (NOT connected)*
0.15	**C C** *Directly Connected*
	D--B *Isolated (NOT connected)*
0.20	**C--C** *Isolated (NOT connected)*
	C B *or less*

↑0.1	*Dismount Elements*	
Expected NO Deduction	**D/E**	**D C** *Directly Connected*
0.05	**C C C** *Directly Connected*	**D C C** *Directly Connected*
0.10	**C C** *"C" or less connected to "C" or less dismount*	