

BARS Composition Deductions			BARS Execution Deductions			BARS Execution Deductions			BARS Connection Values		0.1	0.2	BARS Special Requirements		VP	Level 9	Level 10
Lack of Handstands or Pass thru Hst. (Lv 8)	→ 0.2		3rd Run to approach mount (each judge)	0.5		Insufficient Dynamics (thruout)	→ 0.2		Level 9				2 - Bar Changes	A = 0.1	3	3	
Uncharacteristic Elements	each 0.1		Swing Forward / Backward Under Horizontal	→ 0.1		Trunk Movements to Control Landing	→ 0.2		One with Flight / Turn	C+C			1 - B Flight	B = 0.3	4	3	
3/4 Forward Giant w/wo grip change	each 0.1		Under-Rotation of Release Elements	→ 0.1		Insufficient Amplitude of Elements (each)	→ 0.2							C = 0.5	1	2	
Dismount – Not up to Comp Level	→ 0.1		Precision of Handstand Positions (thruout)	→ 0.1		Insufficient Stretch (Arch or Pike)	→ 0.2		Both w/o Flight / Turn	C+C			1 - C Flight / B Turn * different flight	SR	0.5	0.5	
Facing Same Direction throughout (L9,10)	0.1		Insufficient Extension of Glide/Swing to Kip	→ 0.1		Insufficient Ext. (Open) prior to Landing	→ 0.3			(different)			SV	9.7	9.5		
Choice of Elements: Requirements (L9,10)			Poor Rhythm in Elements	→ 0.1		Insufficient Height of Salto Dismounts	→ 0.3		Both with Flight / Turn		C+C		B - Dismount	Bonus	0.3	0.5	
1. Forward Elem. (Circle/release), min. "D"	0 / 3 = 0.2		Hesitation in Jump, Swing to Handstand	→ 0.1		Insufficient Amplitude "B" Clear Hip Circles	→ 0.4		Level 10				1 - B Flight	Bonus	OK without fall / spot		
2. Element from Groups 3 / 6 / 7), min. "B"	1 / 3 = 0.1		Landing Too Close to Bars Dismount	0.1		Grasp Apparatus to Avoid a Fall	0.3		Both with Turn / Flight				1 - C Flight * Different Flight	Level 9 - Bonus			
3. Min. "C" 1/2 Turn w / wo Flight	2 / 3 = 0.0		Angle of Flight to LB Handstand (11° - 20°)	0.05		Intermediate (Extra) Swing (max. 0.6)	0.3		** Group 3,6,7 - Different	C+C			1 - C Turn	Max (1 Restricted) D/E = C			
Squat-on LB w/wo sole, more than 1 (L10)	each 0.1		Angle of Circle to Handstand	→ 0.2		Touch / Brush Foot on Apparatus or Mat	→ 0.1		No Turn or Flight Required				* No Mount / Dismount	Other Restricted Elements			
Releases - Not up to Comp. Level (L10)	→ 0.2		Angle of Cast to Handstand	→ 0.3		Hit Foot on Apparatus	0.2							No VP	0.5 off SV		
Lack of 2 Bar Changes (L10)	0.2		Angle of Turn Deviation (Healy + 1-1/2t.)	→ 0.3		Hit Foot on Mat	0.3		w / without Flight / Turn	C+D	D+D		C - Dismount	Additional Bonus - Level 10			
			Angle of Turn Deviation (1/2 t. - 1/1 t. IN)	→ 0.3		Full Support on foot/feet on mat in routine	0.5							0.1 Bonus with 0.6 and E			
														Bonus + _____	SV	S.V. _____	
														Exec. - _____	LV:	Ded. - _____	
														Comp. - _____	VP - _____	J1 Score _____	
														A - _____	SR - _____	J2 Score _____	
														B - _____	RE - _____	Average _____	
														C - _____	CV+ _____	Off Ave. - _____	
														D + _____	DE+ _____	Score _____	
														E + _____			
														Bonus + _____	SV	S.V. _____	
														Exec. - _____	LV:	Ded. - _____	
														Comp. - _____	VP - _____	J1 Score _____	
														A - _____	SR - _____	J2 Score _____	
														B - _____	RE - _____	Average _____	
														C - _____	CV+ _____	Off Ave. - _____	
														D + _____	DE+ _____	Score _____	
														E + _____			
														Bonus + _____	SV	S.V. _____	
														Exec. - _____	LV:	Ded. - _____	
														Comp. - _____	VP - _____	J1 Score _____	
														A - _____	SR - _____	J2 Score _____	
														B - _____	RE - _____	Average _____	
														C - _____	CV+ _____	Off Ave. - _____	
														D + _____	DE+ _____	Score _____	
														E + _____			