OPTIONAL REQUIREMENTS - JR. OLYMPIC LEVEL 6, 7, 8, 9, 10

Value Parts	Level 6	Level 7	Level 8	Level 9	Level 10
A = 0.1	5 - A	5 - A	4 - A	3 - A	3 - A
B = 0.3	1 - B	2 - B	4 - B	4 - B	3 - B
C = 0.5	0 - C	0 - C	0 - C	1 - C	2 - C
Start Value	**10.0**	**10.0**	**10.0**	**9.7**	**9.5**
BONUS	BONUS = not eligible at Level 6	BONUS = not eligible at Level 7	BONUS = not eligible at Level 8	BONUS = Maximum 0.3	BONUS = Maximum 0.5
without				Connections Value only	CV = Minimum 0.1
Fall or Spot					DV = Minimum 0.1
Restrictions	**Only A/B elements with Exceptions**	**Only A & B elements with Exceptions**	**Only A & B elements;**	**Only A, B & C elements allowed**	No Restrictions
	UB - Choice of "ONE" Allowable "C"	**ONE "C" Dance Allowed**	**Any "C" Dance Allowed**	**Dance "D/E" Allowed**	**Additional Bonus**
BARS		#2.301 (UB) Cast Handstand 1/2t.	#2.301 (UB) Cast Handstand 1/2t.		10.0 Start Value
BEAM	#3.304 (UB) Clear Hip Handstand	#3.304 (UB) Clear Hip Handstand	#3.304 (UB) Clear Hip Handstand		0.6 or more Bonus, min. (1) ("E")
FLOOR		#3.305 (UB) Clear Hip Handstand 1/2t.	#3.305 (UB) Clear Hip Handstand 1/2t.	Bars: B & C Root Skill with 1/1t.	0.1 Bonus
	#6.304 (UB) Back Stalder Handstand	#6.304 (UB) Back Stalder Handstand / 1/2t.	#6.304 (UB) Back Stalder Handstand / 1/2t.		not included in the SV
	#7.309 (UB) Back Pike Sole Cir Hst.	#7.309 (UB) Back Pike Sole Cir Hst. / 1/2t.	#7.309 (UB) Back Pike Sole Cir Hst. / 1/2t.		
	UB Flight LB=HB, Other "C" Elements	**All Other "C" Elements - Restricted**	**One Restricted "C" Allowed**	**One Restricted "D/E" Allowed**	
	Restricted elements = - 0.5 off SV	**Restricted elements = - 0.5 off SV**	**Restricted elements = - 0.5 off SV**	**Restricted elements = - 0.5 off SV**	
VAULTS	**Vault: Lv 6**	**Vault: Lv 7**	**Vault: Lv 8**	**Vault: Lv 9**	**Vault: Lv 10**
Allowed	**Choice # 1 Handspring to Mat Stack**	**Choice # 1 Handspring to Mat Stack**	Vault Groups 1 & 3, 4, 5	Vault Groups 1, 2, 3, 4, 5	Vault Groups 1, 2, 3, 4, 5
	Choice # 2 Tsukahara to Mat Stack	Choice # 2 Tsukahara to Mat Stack	See List of allowable vaults	See List of allowable vaults	See List of 10.0 vaults = +0.1 Bonus
	Choice # 3 Roundoff to Mat Stack	Choice # 3 Roundoff to Mat Stack			if performed successfully
	Other Vaults = VOID	Other Vaults = VOID	**Unallowable vaults = VOID**	**Unallowable vaults = VOID**	
Special	**Bars: Lv 6**	**Bars: Lv 7**	**Bars: Lv 8**	**Bars: Lv 9**	**Bars: Lv 10**
Requirements	1. One Cast - Above Horizontal to 45o	1. One Cast - 45o to Vertical	1. Bar Change - 1 required	1. Bar Changes - 2 required	1. "B" Flight Element
(0.5 each)	2. Bar Change - 1 required	2. 360o Clear Circle (same/different, one "B")	2. "B" Flight OR Turn	2. "B" Flight Element	2. "C" Flight Element (different)
	3. 360o Clear Circle (one Group 3,6,7)	3. 360o Clear Circle (one Group 3,6,7)	3. "B" Group 3,6,7 Circle	3. "C" Flight (different) OR "B" Turn	3. "C" Turn (no mount / dismount)
	4. "A" Salto Dismount	4. "A" Salto Dismount	4. "A" Salto Dismount	4. "B" Salto Dismount	4. "C" Salto Dismount
Special	**Beam: Lv 6**	**Beam: Lv 7**	**Beam: Lv 8**	**Beam: Lv 9**	**Beam: Lv 10**
Requirements	1. Acro Series w/o Flight	1-a. Acro Series (2) elements, w/ or w/o flight	1. Acro. Flight Series (2) elements, (1) Flight	1. Acro. Flight Series (2) flight elements	1. Acro. Flight Series, (2) elements (1) C
(0.5 each)	or One (1) Acro Flight Element	1-b. One (1) Flight Element (isolated or series)	(series on the beam)	(series on the beam)	(series on the beam)
	2. One Split Leap / Jump with 180o split	2. One Split Leap / Jump with 180o split	2. One Leap / Jump with 180o split	2. One Leap / Jump with 180o split	2. One Leap / Jump with 180o split
	(cross or side, isolated or series)	(cross or side, isolated or series)	(cross or side, isolated or series)	(cross or side, isolated or series)	(cross or side, isolated or series)
	3. Full Turn (isolated or series)	3. Full Turn (isolated or series)	3. Full Turn	3. Full Turn	3. Full Turn
	4. Aerial / Salto Dismount - "A"	4. Aerial / Salto Dismount - "A"	4. Aerial / Salto Dismount - "A"	4. Aerial / Salto Dismount - "B"	4. Aerial / Salto Dismount - "C"
					Acro Flight Series with "C" --> "B"
					Acro Flight "C" / Dance "C" --> "B"
Special	**Floor: Lv 6**	**Floor: Lv 7**	**Floor: Lv 8**	**Floor: Lv 9**	**Floor: Lv 10**
Requirements	1. Acro Pass (3) Direct with (2) Flight	1. Acro Pass (3 flight with Back Layout 2 ft.)	1. Pass with 2 Saltos (same/different)	1. Pass with 2 Saltos (same/different)	1. Pass with 2 Saltos (same/different)
(0.5 each)	Group 5, 6, 7, 8		**OR** - Two Saltos Direct (same/different)	**OR** - Two Saltos Direct (same/different)	**OR** - Two Saltos Direct (same/different)
	2. One Salto/Aerial (Single, 2nd Series)	2. Forward Flight (2) direct, (1) Salto / Aerial)	2. Three Different Saltos (solo/series)	2. Three Different Saltos (solo/series)	2. Three Different Saltos (solo/series)
	3. Dance Pass (2 different elements)	3. Dance Pass (2 different elements)	3. Dance Pass (2 different elements)	3. Dance Pass (2 different elements)	3. Dance Pass (2 different elements)
	Group 1 only, direct or indirect	Group 1 only, direct or indirect	Group 1 only, direct or indirect	Group 1 only, direct or indirect	Group 1 only, direct or indirect
	One - 180o (cross or side) Split LEAP	One - 180o (cross or side) Split LEAP	One - 180o (cross or side) Split LEAP	One - 180o (cross or side) Split LEAP	One - 180o (cross or side) Split LEAP
	4. Full Turn	4. Full Turn	4. Last Salto "A" (solo/series)	4. Last Salto "B" (solo/series)	4. Last Salto "C" (solo/series)

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