

**XCEL BARS**

<b>BRONZE</b>	<b>SILVER</b>	<b>GOLD</b>	<b>PLATINUM</b>	<b>DIAMOND</b>	<b>GENERAL</b>
<p><b>4 As</b></p> <p>1. Mount - Min. "A"                      2. Cast - hips leave                      3. Circle - no mt/dis                      4. Dismount</p> <p><b>NO</b> High Bar  <b>NO</b> Salto Dism.  <b>NO</b> "B"s</p> <p><b>NO X swing ded.</b></p>	<p><b>5 As</b></p> <p>1. Mount - Min. "A"                      2. Cast - <b>45°</b> ↓ horiz.                      3. Circle - no mt/dis                      4. Dismount</p> <p><b>NO</b> Salto Dism.  <b>NO</b> "B"s  <b>NO</b> giants LB/HB</p> <p><b>NO X swing ded.</b></p>	<p><b>5 As</b></p> <p>1. Cast/Clear support -  <b>Min. Horz.</b>                      2. Circle - no mt/dis                      3. 2<sup>nd</sup> Circle - same/diff.                      4. Dismount - HB</p> <p><b>NO</b> "C"  <b>NO</b> release w/Bar chg  <b>NO</b> Giants                      Clear hips - <b>NO angle ded.</b></p> <p><b>NO X swing ded.</b></p>	<p><b>6 As 1 B</b></p> <p>1. Cast/Clear support -  <b>Above Horz.</b>                      2. Circle skill - no mt/dis                      3. Kip                      4. Dismount - HB. Min. A</p> <p><b>1</b> Tap-Counter <b>OR</b>                      Uswing-Counter = "A"  <b>No "C"s Except</b>                      Clear Hip!, Sole !, Stalder !</p>	<p><b>5 As 2 Bs</b></p> <p>1. Cast/clear support -                      min. <b>45° from vertical</b>                      2. Min. "B" circle skill                      no mt/dismt                      3. Min. B - Release/                      Turn, or Second "B"                      circle (same or diff.)                      4. Salto/Hecht/or B Dsmt.</p> <p>One "D" allowed</p>	<p>- DP cast angle deductions do not apply</p> <p>Casts/skill to angle SR                      - within 10°. - <b>0.1</b>                      -Only apply to SR                      -not in Mt. or Dismt</p> <p>Circle SR = 360  <b>DYNAMICS ↑.2</b></p>