

XCEL BARS

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