

BARS Connection Values		0.1	0.2	BARS Special Requirements		VP	Level 9	Level 10
Level 9				2 - Bar Changes	0.5	A = 0.1	3	3
One with Flight / Turn		C+C		1 - B Flight	0.5	B = 0.3	4	3
Both without Flight / Turn		C+C (different)		1 - C Flight / Turn	0.5	C = 0.5	1	2
				<i>* different flight</i>		SR	0.5	0.5
Both with Flight / Turn			C+C	B - Dismount	0.5	SV	9.7	9.5
Level 10				1 - B Flight	0.5	Bonus	0.3	0.5
Both with Turn / Flight						Bonus	OK without Fall / Spot	
** Group 3,6,7 - Different		C+C		1 - C Flight	0.5	Level 9 - Bonus		
No Turn or Flight Required				<i>* Different Flight</i>		Maximum (1 Restricted) D/E		
w / without Flight / Turn		C+D	D+D	1 - C Turn	0.5	D/E = C		
				<i>* No Mount / Dismount</i>		Other Restricted Elements		
				C - Dismount	0.5	No VP		
						0.5 off SV		
BEAM Connection Values		0.1	0.2	BEAM Special Requirements		VP	Level 9	Level 10
2 - Acro. Flight		B+C *	B+D	1 Acro Flight Series		A = 0.1	3	3
including Mounts		C = Salto *	C+C	<i>* Min 1-C Flight (L10)</i>	0.5	B = 0.3	4	3
		<i>* No Mt / Dtm, Lv 9 Aerials*</i>		<i>* A (non flight) + E (L10)</i>		C = 0.5	1	2
3 - Acro. Flight		B+B+C	B+C+C	1 - One Leap / Jump		SR	0.5	0.5
including Mounts				<i>* 180o split</i>	0.5	SV	9.7	9.5
including Dismounts				<i>* Cross or Side</i>		Bonus	0.3	0.5
2 Dance / * Mixed		A+D	B+D			Bonus	OK without Fall / Spot	
* Acro Flight + Dance		B+C		1 - Full Turn	0.5	Level 9 - Bonus		
						Maximum (1 Restricted) D/E		
including Mounts			C+C	B - Dismount (L9)		D/E = C		
				C - Dismount (L10)	0.5	Other Restricted Elements		
2 Turns		A+C		<i>C+B - Acro Series = OK</i>		No VP		
				<i>C+B - Dance/Acro = OK</i>		0.5 off SV		
FLOOR Connection Values		0.1	0.2	FLOOR Special Requirements		VP	Level 9	Level 10
		A/B + A/B + C		2 Salto Series or	0.5	A = 0.1	3	3
Acro. Indirect		A/B + A/B + D		2 Direct Saltos		B = 0.3	4	3
(Aerials / Saltos)		A/B+D		3 Different	0.5	C = 0.5	1	2
		C+C	C+D	Saltos		SR	0.5	0.5
		A+C	B+C	Dance Pass		SV	9.7	9.5
Acro. Direct		B+B	C+C	2 Different Elements	0.5	Bonus	0.3	0.5
(Aerials / Saltos)			A/B+D	<i>Group 1 only</i>		Bonus	OK without Fall / Spot	
		A+A+C	A+A+D	<i>Direct or Indirect</i>		Level 9 - Bonus		
				<i>One - 180o Split LEAP</i>		Maximum (1 Restricted) D/E		
* Dance / Mixed		B+D		Last Salto		D/E = C		
* No CV = Turn + Jump		C+C	C+D	B - Salto (L9)	0.5	Other Restricted Elements		
		(same / different)		C - Salto (L10)		No VP		
Mixed		Salto D+A Jump				0.5 off SV		