**DP UNEVEN BARS OTTERSON/VITALE 2022**

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| **Level 6: 5A, 1B Start Value: 10.0**  **Level 7: 5A, 2B Start Value: 10.0**  **Level 8: 4A, 4B Start Value: 10.0**  ~No Composition deductions for Levels 6/7  **~Level 6:** *NO flight skills allowed from HB to LB or LB to HB*  **~Levels 6/7/8:** If circling elements finishes within 11°- 20° of vertical  the 0.05 deduction for insufficient amplitude of “C” circles is not applied  **~Level 8: SR-flight cannot be in dsmt & LA turn cannot be in mt/dsmt** | **Level 6:** Only “A” and “B” elements allowed and one “C” element”: a clear hip circle to handstand, a back stalder circle to HS, or a back pike sole circle to HS  **Level 7/8:** Only “A” and “B” elements allowed and the following allowable “C” skills: Cast handstand ½, Clear Hip Circle handstand or with ½,  Bkwd Stalder Cirlce handstand or with ½ , Bkwd Pike Sole Circle handstand or with ½  Allowable “C” skills will be awarded “B” VP and SR credit if applicable  **Level 8**: One restricted “C” element allowed **in addition** to allowable “C” skills (award “B” VP credit and SR if applicable)  Additional Restricted Skills-if performed/attempted = Deduct 0.50 from SV + no SR or VP awarded: consider in chronological order  **NO “A” casts**: All casts must be performed within 20° of HS to be awarded a “B” VP, \* a horizontal or \*\* 45° cast may be performed to fulfill the Level 6 & 7 SR  **L7/8** apply all appropriate cast deductions L**6** there are no angle deductions for casting at 45° and above, begin taking deductions **below** 45° from vertical  **Level 7/8:** No cast amplitude deduction prior to Overshoot ½ (HB to LB) skills and Peach Salto. | | |
| # | | \_\_\_\_\_\_\_\_VP  \_\_\_\_\_\_\_**SV**  \_\_\_\_\_\_\_\_\_\_ Execution/Amplitude | **LEVEL 8** |
| \_\_\_\_1 bar change  \_\_\_\_”B” turn or flight  \_\_\_\_3/6/7 clear circle skill  \_\_\_\_”A” Salto Dismount |
| \_\_\_\_\_Precision of HS positions ↑0.10  \_\_\_\_\_Dynamics ↑0.20 |
| **LEVEL 7** |
| \_\_\_\_1 cast to HS  \* \* SR for cast at 45°  \_\_\_\_”B” 360° clear skill  \_\_\_\_3/6/7 clear circle skill  \_\_\_\_”A” Salto Dismount |
| **Level 8 Composition** |
| \_\_\_\_\_ Uncharacteristic Element 0.10 ea.  \_\_\_­\_\_ ¾ Giant Circle Forward 0.10  \_\_\_\_\_ Lack of Skills thru Vertical ↑0.20  \_\_\_\_\_ UTL Dismount ↑0.10 |
| **LEVEL 6** |
| \_\_\_\_1 cast to 45°  \* SR for cast above horizontal  \_\_\_\_1 bar change  \_\_\_\_3/6/7 clear circle skill  \_\_\_\_”A” Salto Dismount |
| **Score:** | |
| # | | \_\_\_\_\_\_\_\_VP  \_\_\_\_\_\_\_**SV**  \_\_\_\_\_\_\_\_\_\_ Execution/Amplitude | **LEVEL 8** |
| \_\_\_\_1 bar change  \_\_\_\_”B” turn or flight  \_\_\_\_3/6/7 clear circle skill  \_\_\_\_”A” Salto Dismount |
| \_\_\_\_\_Precision of HS positions ↑0.10  \_\_\_\_\_Dynamics ↑0.20 |
| **LEVEL 7** |
| \_\_\_\_1 cast to HS  \* \* SR for cast at 45°  \_\_\_\_”B” 360° clear skill  \_\_\_\_3/6/7 clear circle skill  \_\_\_\_”A” Salto Dismount |
| **Level 8 Composition** |
| \_\_\_\_\_ Uncharacteristic Element 0.10 ea.  \_\_\_­\_\_ ¾ Giant Circle Forward 0.10  \_\_\_\_\_ Lack of Skills thru Vertical ↑0.20  \_\_\_\_\_ UTL Dismount ↑0.10 |
| **LEVEL 6** |
| \_\_\_\_1 cast to 45°  \* SR for cast above horizontal  \_\_\_\_1 bar change  \_\_\_\_3/6/7 clear circle skill  \_\_\_\_”A” Salto Dismount |
| **Score:** | |