

**Level 6 Bars**

5 A's 1 B's  
 \_\_\_\_\_ Cast Horiz.  
 \_\_\_\_\_ Bar Change  
 \_\_\_\_\_ 3,6,7 Elmnt  
 \_\_\_\_\_ "A" Dsmt.

**10.0 SV****Level 7 Bars**

5 A's 2 B's  
 \_\_\_\_\_ Cast to 45°  
 \_\_\_\_\_ Two 360° Clr Elmnts  
 \_\_\_\_\_ (One "B"/ 3,6,7)  
 \_\_\_\_\_ "A" Slto/Hcht Dmt.

**10.0 SV****Level 8 Bars**

4 A's 4 B's  
 \_\_\_\_\_ 1 Bar Change  
 \_\_\_\_\_ 1 Flt "B" / 180° trn  
 \_\_\_\_\_ 1 "B" 3,6,7  
 \_\_\_\_\_ A Slto/Hcht Dsmt.

**10.0 SV**

Dynamics → .2  
 Distrib → .1  
 Variety → .1  
 Vert. Elem → .2

**Level 9 Bars**

3 A's 4 B's 1 C  
 \_\_\_\_\_ 2 bar changes  
 \_\_\_\_\_ Flight B  
 \_\_\_\_\_ Flight C (dif.) /C turn  
 \_\_\_\_\_ "B" Salto/Hcht Dmt.

**9.7 SV**

Dynamics → .2  
 Distribution → .1  
 Direction → .1  
 Variety → .1  
 Balance → .1  
 Fw/bk circ/rel .05

**Level 10 Bars**

3 A's 3 B's 2 C's  
 \_\_\_\_\_ Turn C  
 \_\_\_\_\_ Flight C  
 \_\_\_\_\_ Flight B (dif.)  
 \_\_\_\_\_ C Dsmt.

**9.5 SV**

2 bar changes .2  
 Distribution → .1  
 Rel. Choice → .2  
 Direction → .1  
 Balance → .1  
 Dynamics → .2  
 Fw/bk circ/rel .05  
 Variety → .1  
 >1squat ea .1

**UNEVEN BARS**