III. “D/E” BONUS (D/E) – LEVEL 10 ONLY

A. (“D”) / (“E”) ELEMENTS MAY REPLACE
   1. Required Value Part of (“A”) / (“B”) / (“C”) and
   2. Awarded “D/E” Bonus (D/E).

B. “D/E” BONUS (D/E) AWARDED
   1. (“D”) and (“E”) elements performed successfully.
   2. Without Fall.
   3. Without Spot.

C. MAXIMUM OF + 0.40 AWARDED for “D/E” Bonus (D/E).
   1. (“D”) elements each receive + 0.10 Bonus.
   2. (“E”) elements each receive + 0.20 Bonus.

D. SAME (“D”) / (“E”) ELEMENT eligible for “D/E” Bonus (D/E) One (1) Time Only.
   EXCEPTION: Same “D/E” element performed Two (2) Times,
   1. First Time not performed successfully,
   2. Second Time with successful performance,
   3. Value-Part credit awarded,
   4. “D/E” Bonus (D/) awarded.

E. (“D”) / (“E”) ELEMENT PERFORMED AT LEVEL 9
   1. Not eligible for “D/E” Bonus (D/E).

IV. ADDITIONAL BONUS + 0.10 – LEVEL 10 ONLY

A. ELIGIBLE TO EARN BONUS POINTS
   1. Both Connection Value Bonus (CV) and “D/E” Bonus (D/E),
      a. Minimum of + 0.10 for (D/E)
      b. Minimum of + 0.10 for (CV).
   2. Remaining 0.30 may be earned
      a. (D/E) Bonus or (CV) Bonus.
      b. Maximum Start Value = 10.00.
   3. Eligible for Additional Bonus + 0.10 (not included in Start Value).
      a. Must have 10.0 SV
      b. Total Bonus = +0.60 or more, and
      c. Minimum of One (“E”) Acro element (no fall / spot).

B. ADDITIONAL BONUS – NOT INCLUDED IN START VALUE
   1. Each Judge adds the Bonus to her / his score and must visibly indicate, by means
      of a placard or other signage, that the Bonus was awarded.
   2. If using paper score slips, the Judge should also indicate in writing any Bonus awarded.
V. BONUS RESTRICTIONS

A. FALLS or SPOT:
   1. During (“D”) / (“E”) element – No (D/E)
   2. In Connection Value element – No (CV)

   **EXCEPTION**: Connection of Three (3) or Four (4) Value Parts, Fall on Last Element:
   a. First Two (2) or Three (3) elements eligible for Connection Value (CV) Bonus.
   b. Award (CV) Bonus for successfully completed connections.

   **EXAMPLE**:
   Round-off, Flic-Flac
   Whip Salto (“A”)
   Flic-Flac
   Double Salto Backward Tucked (“D”) 
   Front Salto (“A”) – Falls on Front Salto.

   (“A”) \rightarrow (“D”) (“A”) FALL 
   Award + 0.10 (CV) Indirect connection
   Whip Salto (“A”) \rightarrow Double Salto Backward Tuck (“D”)

B. REPEATED (“D”) / (“E”) ELEMENT:
   1. “D/E” Bonus (D/E) awarded One (1) Time.
   2. Different Connection before / after – No “D/E” Bonus (D/E) a Second Time.

   **EXCEPTION**: Same “D/E” element performed Two (2) Times,
   1. First Time not performed successfully.
   2. Second Time with successful performance.
   3. Value-Part credit awarded.
   4. “D/E” Bonus (D/E) awarded.

C. EXACT SAME CONNECTION REPEATED, (CV) BONUS NOT AWARDED.

D. LEVEL 10 ELIGIBLE for MAXIMUM BONUS CREDIT:
   1. Maximum + 0.40 may be awarded for (CV).
   2. Maximum + 0.40 may be awarded for (D/E).

E. LEVEL 9 ELIGIBLE for 0.30 MAXIMUM CONNECTION VALUE (CV) BONUS.

F. LEVEL 9 NOT ELIGIBLE for “D/E” BONUS (D/E):
   1. Allowed or Restricted,
   2. No “D/E” Bonus (D/E).
   3. Connection Value (CV) Bonus using (“D”) or (“E”)
      a. Receives (“C”) Value-Part credit
      b. (CV) possible with principle using (“C”) instead of (“D”) or (“E”).

   **EXAMPLE**: FLOOR
   Double Front Salto Tucked (“E”) + Pike Jump (“B”)
   - LEVEL 10 awarded + 0.10 (CV) Bonus AND + 0.20 for (D/E) Bonus.
   - LEVEL 9 – Not eligible for (CV) due to no (“C”) + (“B”) CV principle.
     Not eligible for (D/E) Bonus.

G. LEVEL 6 / 7 / 8 NOT ELIGIBLE for CONNECTION VALUE (CV) BONUS.