

1. Viewing Warm-ups: prior to the competition
  - Judges may **NOT** view the pre-meet warm-ups.
2. Judges Meeting: 30 minutes prior to competition, Review Checklist and procedures
  - Take deductions that you can verify and be consistent
3. Hand Scoring Sheet & Order of Competition for each judge, prior to the competition
  - Score slips delivered to the event, sign and double check the order
4. Paper Trail for the competition (J2 to J1), communicate deficiencies, OB, etc., need runners
  - 4 runners needed (one per event).
5. Timers: UB (Falls), BB (Falls & Routine), FX (Routine) give instructions prior to the meet
  - 4 stop watches are needed for a quad meet
6. Line Judges: (2-FX) on opposite corners of the judges, give instructions prior to the meet
  - Yellow flags for each Line judge. Paper and pen to record out of bounds for CJ
7. FX Music: coaches responsible for checking the “timing” of routines
  - Timer for FX may also be a Line Judge
8. SV / Score / UTL Flashers: simultaneously display both the SV, Score, UTL
  - Give instructions to helpers, CJ helper is the “captain” of the event
9. Conferences: Out of Range, Impossible SV, or Inquiry.
  - Pro Score – display scores before the conference, then change scores, if needed
10. Inquiries: taken directly to CJ after the rotation has been completed
  - Inquiries should be completed before next rotation warm-ups begin
11. Neutral Deductions: may be corrected if mistake is made and deduction not taken
  - Display neutral deductions (signs for OB or OT)
12. Out of Order: (-0.1 TEAM) submit deduction to the meet director
  - May change order before 1<sup>st</sup> athlete’s signal, after 1<sup>st</sup> athlete - must replace in same order.
  - After an athlete signals CJ – may not substitute for another athlete.
13. Mounting Distances: (-0.1 CJ)
  - UB / BB Mounts = 27’6” length of manufactured mats, exceed matting = deduction.
14. Vaulting Hand Placement Mat & Safety Collar: (-0.3 CJ)
  - Manufactured Hand Placement Mat (no sting mat); Safety Collar for Round-off entry.
15. Excessive Use of Chalk (-0.2 CJ)
  - Vault runway, Beam side surfaces, Floor corners.
16. Plywood Board (-0.3 CJ) for beam and bars
  - Non-skid surface on both sides of the board, must move plywood/board.
17. FX matting: Coach is responsible to place the mat and clearly mark the lines (chalk/towel)
  - (-0.1 CJ) boundaries must be marked clearly, before raising the flag
  - (-0.3 CJ) using more than one allowable matting surface per pass
18. Unsportsmanlike Coaching Conduct: “Did behavior distract you from judging”
  - (Yellow Card) warning for first offense; given by panel judge, CJ or MR
  - (-0.1 Team) each time after a Yellow Card warning
19. Uniform Deductions & Warnings: inform the MR, if warning has been issued
  - Jewelry (-0.2 CJ) after warning, each event; must remove jewelry, OK one stud per ear.
  - Out of Uniform (-0.3 TEAM) after warning, comp #, no briefs, non-identical team leo.
20. Warm-up Time Exceeded: (-0.2 off TEAM) after warning; OK if preparing to perform skill
21. Video Review Process: Meet Dir. facilitator (not coaches); 5 min. after the meet (**note End Time**).
  - **Reviewed on the Field of Play**
  - Reviewed only by the Event Panel + MR or next highest rated judge (majority rules)
  - Video Camera / TV, Slow Motion OK, Specific to Value Part or Neutral Deductions.
  - (- 0.1 off TEAM) if not honored. Scores may be adjusted after honored review.
22. Check Scores off the floor in judge’s room, check individual scores and sign score sheets
  - Summary Review forms completed after the score sheets are checked and signed