

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, (VT # Flasher)
 - 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 1st athlete’s signal, after 1st 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)
 - Hand Placement Mat (no sting mat); Safety Collar (Round-off, Handspring-ON 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 (with tape).
 - (-0.1 CJ) boundaries must be marked clearly, before raising the flag.
 - (-0.3 CJ) more than one mat per pass (Sting on 4” mat = 2 mats OK), 2 mats on FX allowed.
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 #, non-identical team leotard.
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.