

# USAG Jr. Olympic Code of Points - Index Women's Gymnastics 2013 - 2018

Priscilla K. Hickey, Editor, Updated September 15, 2017

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**I. WORKING PROCEDURES OF THE JUDGING PANEL****A. Types of Competitions**

1. JO Compulsory (Level 1 - 5)
2. JO Optional (Level 6 - 10)

**B. Judging Panels Composition**

1. JO East/West and Nationals
  - a. 1 Chief Judge
  - b. 3 Panel Judges
  - c. Assistants (timers, line judges, etc.)
2. JO Regional, State, Local
  - a. 4 Judges OR
  - b. 2 Judges
  - c. 1 Chief Judge (non-affiliated) – State Guidelines
  - d. Assistants (Timers: UB, BB, FX, Line Judges FX)

**C. Affiliation of Judges**

1. Judges are NOT affiliated if they are immediate family member of the following:
  - a. Men's or Rhythmic = Not affiliated
  - b. Recreational = Not affiliated
2. Judges are affiliated with teams competing at a meet:
  - a. Immediate Family Member of a:
    - 1) Competing Gymnast
    - 2) Coach of Competing Club
    - 3) Club Owner/Admin
    - 4) Women's Artistic JO/Xcel Team member
  - b. Person paid for ongoing services for a club (Trainer, Therapist, Psychologist) 1x per month
  - c. Women's Artistic JO/Xcel team member
  - d. Coach of a competing gymnast
  - e. Club Owner of competing gymnast
  - f. Sports Science Professional for competing athlete
3. Affiliated Judges MAY be assigned:
  - a. Qualifying Meets – Panel Judge or MR, One affiliated judge per panel, No CJ assignments.
  - b. Non-Qualifying Meets – CJ / PJ, pre-meet information
  - c. One Judge Panel – only if others are not available, USAG approval or Level 1 or 2.
  - d. When affiliated team is competing in separate: a) per session b) overall Team award

**D. Seating Arrangement of Judges**

1. Unobstructed view
2. Numerical order, clockwise from Chief Judge
3. pace judges apart.

**I. DUTIES & RESPONSIBILITIES – MEET OFFICIALS****A. General Duties of All Officials**

1. Judges according to USAG R&P, membership policies, Code of Ethics.
2. Limited to judging, no contact with Coaches or Gymnasts.
3. Bound to terms of the contract
4. Responsible for financial reporting and payment reimbursements (IRS).
5. Sign and return Contracts
6. Not allowed to accept gifts greater than \$20 value.
7. Not allowed to act in dual capacity (coach/judge, etc).
8. Must act in professional manner
  - a. Must not leave seating area without permission of MR/CJ
  - b. Must remain at event until entire competition is completed
  - c. Must avoid conversations with coaches regarding evaluation of exercises
  - d. Must be willing to compromise when out of range
  - e. Must refrain from using electronic devices for other purposes (cell phones) on Field of Play
9. Must wear correct uniform or contract theme
10. Responsible for flashing SV (Lv 6-10) and provide own SV flashing unit

**B. Meet Referee (MR):**

1. Meet Referee or Acting Meet Referee must be designated at sanctioned meets.
2. No dual compensation allowed for Meet Referee and Acting Meet Referee.
3. Duties and Responsibilities
  - a. Assists with draw for competition order.
  - b. Liaison between coaches and judges (attends coaches meeting).
  - c. Conducts Judges Meeting: base score, logistics, rule changes, equipment issues, meet info, protocol.
  - d. Selects Chief Judges and Panel Judges.
  - e. May observe and/or give opinion during conferences.
  - f. Available for counsel with CJ.
  - g. May counsel CJ.
  - h. May recommend a change of score (but never force).
  - i. Sign and correct change of scores. (Inquiries submitted within 5 minutes after rotation is finished.)
  - j. Give Technical judging information to Meet Director for distribution.
  - k. Final authority in technical matters: (timers, linesmen, scorer, flashers, equipment).
  - l. Notates warnings given by CJ for incorrect attire, notifies other CJs, so deduction may be taken.
  - m. Take deduction for unsportsmanlike behavior of coach and disruptive behavior.(R&P policy)
  - n. Available for questions and answers (5 minutes after last competitor).
  - o. Serve as President of the Jury of Appeals
  - p. May be an affiliated judge.
  - q. Indicates any violations of R&P on Sanction Report, notifies USAG Member Services directly.
  - r. Compiles and checks judges' fees and expenses for the Meet Director.
  - s. Checks that the scores, are recorded properly **and inquiries are resolved.**
  - t. **Issues Warning to Coach / Meet Director, when more than one gymnast on UB during warm-ups.**
  - u. **Monitors the use of Tablets for judging and reference.**
  - v. **Determine w/MD designated time to return after a break (min. 5 min. to end of timed warmups)**

- C. **Chief Judge** (CJ):
1. Prepares judges at meeting prior to competition.
  2. Check apparatus: mats, working materials, signals, watches and devices.
  3. Instruct Judging Assistants:
    - a. Line Judge Signals
    - b. Stop Watches, Time Limitations
    - c. Reporting procedures: line & time violations
    - d. Method of Scoring (Open scoring)
    - e. Procedures for flashing scores.
  4. Responsible for correct working of panel and assistants.
  5. Green flag or hand signal gymnast presentation.
  6. Evaluate and write down score - before reviewing other scores.
  7. Record: VP, BONUS, SR, SV, deductions and neutral deductions.
  8. Verify Range of Score.
  9. Verify proper recording of all scores on score sheet.
  10. Decides with MR whether exercise may be repeated before score is flashed (**camera flash not valid**).
  11. Calls a conference, if an impossible SV has been awarded, finds common basis for scoring:
    - a. Start Value differences clarified
    - b. Meet Referee may be included
    - c. Judges may change score (not obligated) but must come to agreement.
    - d. CJ may mandate that judges come into range, after consultation with the MR. (no base score.)
  12. Take Neutral Deductions
  13. **Exceed Fall Time** (UB **45 sec.**, BB **30 sec.**, bleeding wound info.)...Exercise Ended
  14. Reports to MR or Jury of Appeals (attire, conduct, exceed warmups, technical cues)
  15. Respond to Inquiries in professional manner.
  16. May NOT be affiliated at sanctioned qualifying meets.
- D. **Deductions from the Average Score**..... (Notify the coach)
1. **Overtime**..... 0.1
  2. **Coach standing between the Bars or next to Beam throughout**..... 0.1
  3. **Any part of the body touching outside marking on FX**..... 0.1
  4. **Fail to Present to the Chief Judge before or any Judge after**..... 0.1 each time
  5. **Fail to mark boundary line on additional matting that covers boundary**..... 0.1
  6. **Fail to Begin within 30 sec. of signal** ..... 0.2
  7. **Unsportsmanlike conduct of gymnast** (after warning) ..... 0.2
  8. **Incorrect Padding, bandages permitted** (no warning needed) ..... 0.2
  9. **Incorrect Attire (warm-ups & competition – Off 1st Event only – warning)** ..... 0.2
    - a. Acceptable attire - leotard with or without sleeves, one piece, **unitard**.
    - b. Leg cut may not exceed hip bone
    - c. Backless leotard is not acceptable
    - d. Underwear should not be **intentionally** visible (including sports bra)
    - e. One pair small stud earrings allowed – **others must be removed, not covered with tape**
    - f. Jewelry not allowed, must be removed, not taped (medical bracelet allowed)
    - g. Narrow shoulder straps not allowed (must be > 2 cm)
    - h. Elastic waistbands are not allowed.
    - i. Failure to wear competitive number when required.
    - j. **Hair should be secured away from the face (coaches' responsibility)**.
    - k. **Tennis shoes at NOT considered appropriate footwear.**
  10. **Failure to Observe Specified Warm-up Time limit** (after warning) ..... 0.2
    - Individual event deduction or team deduction (**see VT & FX exceptions**)
    - May touch apparatus, deduct only if element(s) performed (fall, perform skill on mat)
  11. **Technical Verbal Cues by coach or teammates(s)** (after warning) ..... 0.2 (one time only)
    - Coach **Instructs gymnast for next skill, deduct without warning**
  12. **Excessive Use of Chalk or Incorrect Use of Tape**..... 0.2 (**without warning**)
    - a. BB small markings may be placed on the beam.
    - b. FX small markings (X) are permitted, no Velcro or Tape, a single arched chalk line only.
    - c. FX corners allow: tape for two color carpets.
    - d. VT excessive use of chalk not allowed on Table or Runway (tape OK).
    - e. **VT Runway - Tape, Velcro, Small Chalk marks, 2" wide, removed, warning.**
  13. **Additional Mats / Board on unauthorized surface / Hand placement mat**..... 0.3
  14. **Fail to Remove Board after the mount** ..... 0.3
  15. **Fail to Remove Board or authorized Spotting Device**..... 0.3
  16. **Incorrect Apparatus Specifications (incorrect spring configuration)** ..... 0.3
  17. **Starting when Red Light is Lit** (Stop and Repeat – see Vault Rules) .....0.5
  18. **Coach on the Floor (Level 6-10) inside the boundary markings**..... 0.5
    - No deduction to remove object or adjust mats
  19. **Absence of Music, Music with Voice or Song/Speech** (**see FX chapter**) ..... 1.0
  20. **Vault with One-Arm** (if half of panel saw only one hand touch) ..... 1.0
  21. **Short Exercises (complete or incomplete)** ..... 2.0
    - UB = with less than 5 elements
    - BB / FX = less than 30 seconds (**Lv 6 BB**) with 10 SV..... 0.5

- C. **Panel Judge** (PJ):
1. Evaluate without bias.
  2. Record VP, BONUS, SR, SV and deduction errors
  3. Must include on Score Slip
    - a. Initials and Assigned Number.
    - b. Competitor Number, Start Value, Score
    - c. Note Spotting Deduction
    - d. Note FX boundary exceeded (signal by raising hand)
    - e. Must write the European 7
  4. Initial Score Change (cross out old score, record new score).
  5. May be affiliated.
- D. **Judging Assistants:**
1. Does not evaluate or score routine
  2. Signal and record specific penalties, send written notification to the Chief Judge,
  3. Type of Assistants:
    - a. **Line Judges:**(FX) – step/touch outside markings.
      - 1) Must be rated judge,
      - 2) Signal with raised hand or flag,
      - 3) Written note to CJ.
    - b. **Timers:**
      - 1) Vault Fall Timer (60 Seconds)
        - a) Start = 1<sup>st</sup> evaluation completed. Stop = Gymnast leaves area
        - b) Signals: 20 seconds remaining, 10 sec remaining, Time, no 2<sup>nd</sup> VT allowed.
      - 2) Uneven Bars Fall Timer (45 seconds)
        - a) Start = land on the mat. Stop= feet leave the mat.
        - b) Signals: 20 seconds remaining, 10 seconds remaining, Time.
      - 3) Balance Beam Routine Timer
        - a) Start = feet leave the mat, Stop = feet land on mat (fall & dismount).
          - Restart = first movement to continue routine.
        - b) Signals (verbal or instrument):
          - Warning = 10 seconds remaining, Time = end of time.
        - c) Inform Chief Judge of time violation.
      - 4) Balance Beam Fall Timer (30 seconds)
        - a) Start = land on the mat. Stop = feet leave the mat.
        - b) Signals: 20 seconds remaining, 10 seconds remaining, Time.
      - 5) Floor Exercise Timer
        - a) Timing Routine: Start = first movement, Stop = Final movement (not music)
        - b) Inform Chief Judge of time violation, indicating the actual time.
      - 6) Additional Timers / Assistants
        - a) Warm-up Period (30 second touch) not including settings, markings, board.
          - 20 seconds remaining, 10 seconds remaining, Time.
          - Gymnast may continue movement when time is called.
          - Time Exceeded = inform Chief Judge (deduct 0.2).
        - b) Green Light from Chief Judge
        - c) Vault Numbers Flasher:
        - d) Other Assistants: as required.
- E. **Jury of Appeals:**
1. Meet Referee (President of Jury), Meet Director, Chief Judge(s), USAG personnel.
  2. **Regionals and Nationals: Meet Director, Meet Referee, USAG JO or Admin. Officer**
  3. Rights and Duties:
    - a. Govern technical and organizational matters.
    - b. Make final decisions – unusual situations, or if an AA neutral deduction is challenged.
    - c. **Review improperly handled inquires:**
      - 1) Coach may petition Jury of Appeals for review (see time limit)
      - 2) Video reviews should occur before awards are presented.
    - d. **Procedure for Inquiries;**
      - 1) Properly written inquiry form by coach
      - 2) Inquire timely submitted to MR or MD
      - 3) Inquire reviewed/answered by judging panel of event in questions
      - 4) Inquire returned to MR or MD
      - 5) MR of MD returned inquiry form to coach
  4. Method of Settling Petition:
    - a. **Discussion**
    - b. **Vote on a decision**
    - c. **Majority dictates final decision.**

I. **THE AVERAGE SCORE**A. **Four Judge Panel:**

1. Final Score
  - a. Eliminate the highest and lowest scores, when using 4 judges.
  - b. Add 2 (middle) scores, divide by 2.
2. Average Score determines the Range of counting scores.
3. Out of Range = Chief Judge calls conference.

B. **Two Judge Panel:**

1. Final Score
  - a. Add 2 (middle) scores.
  - b. Divide by 2.
2. Average Score determines the Range of counting scores.
3. Out of Range = Chief Judge calls conference.

II. **RANGE OF SCORES**A. **Allowable Difference** between Counting ScoresB. **Average Score Determines the Range** (not Chief Judge's score).

C. <b>Average Score</b>	<b>Range of Scores</b>	<b>NCAA Range of Score</b>
10.000 - 9.50	= 0.2 pt. range	0.2 pt. range
9.475 - 9.00	= 0.5 pt. range	0.3 pt. range
8.975 - 8.00	= 0.7 pt. range	0.5 pt. range
7.975 - 0.00	= 1.0 pt. range	1.0 pt. range

D. **Score Discrepancy:**

1. Start Value discussed (impossible SV)
2. Check accuracy of math
3. Make adjustments for allowable range.
4. Come to agreement in a professional manner.
5. CJ may mandate that scores be brought into range (no base scoring of CJ & MR).

E. **Judges may work with 0.05 increments.**F. **Final Score of 1.00 for Compulsory & Optional exercises: (Complimentary Score: ≤ 0.00)**G. **Opening Scoring:**

1. Required at National Championships, each judge's score and average will be posted.
2. Allowed at State and Regional Championships (determined by committee).
3. Allowed at Open Invitationals (determined by meet director).
4. Not allowed at Compulsory meets or Local Optional meets, only average score posted.
5. Procedures for Open Scoring:
  - a. Score independently.
  - b. Record SV & Score on slip and send to CJ – SV flashed manually with Electronic Scoring.
  - c. After all scores received and reviewed, then Scores and Average are flashed.
  - d. After conferences, re-flash adjusted scores.

H. **Flashing Start Value** (SV) in Optional Competitions:

1. Required at Level 6, 7, 8, 9, 10 competitions
2. SV flashed and / or written on scorecard (must indicated Vault Bonus credit)
3. Judges are responsible for SV flashing units, unless provided by the host club.
4. Procedures for Flashing Start Values:
  - a. Score independently.
  - b. Record SV and Final Score on judging slip and send to CJ via Runner.
  - c. After all scores received, flash Start Values.
  - d. Judges do not have to agree on Start Values.
    - Conference MAY be called to adjust either up or down.
  - e. After conferences, re-flash adjusted Start Values.

I. **Time Frame for Changing Scores**

1. May not be changed unless there is an Inquiry
2. CJ is allowed to apply neutral deductions that were not applied correctly or, If data entry error was made, or mistakenly judged using incorrect rules for the Level. MR may ask for panel review to verify SR fulfilled (State Meet and above).
  - a. Neutral Deductions prior to end of Rotation; Data Entry & Re-evaluation within 5 minutes of Session.
  - b. Must notify coach of the change and display changed scores.

I. **VALUE PARTS**A. **Different Difficulty Values:**

	<b>Element</b>	<b>Value</b>	<b>Number</b>	<b>Level 10</b>	<b>Level 9</b>	<b>Level 8</b>	<b>Level 7</b>	<b>Level 6</b>
Easy.....	<b>A</b> .....	<b>0.1</b> pt.....	100 +	<b>3 - A</b>	<b>3 - A</b>	<b>4 - A</b>	<b>5 - A</b>	<b>5 - A</b>
Medium.....	<b>B</b> .....	<b>0.3</b> pt.....	200 +	<b>3 - B</b>	<b>4 - B</b>	<b>4 - B</b>	<b>2 - B</b>	<b>1 - B</b>
High.....	<b>C</b> .....	<b>0.5</b> pt.....	300 +	<b>2 - C</b>	<b>1 - C</b>			
Very High.....	<b>D</b> .....	<b>+0.1</b> pt.....	400 +					
Highest.....	<b>E</b> .....	<b>+0.2</b> pt.....	500 +					

B. **Replacement:** Higher Value may replace Lower Value (1 for 1), Lv 10 "D/E" replaces "A/B/C" and receives DV

C. **Recognition of VP:** recognized **TWO** times as VP – in different connection.

1. Same "D or E" performed 2nd time in different connection receives VP & D/E credit once (see examples).
2. Same element performed third time or performed second time in exact same connection (see examples).
  - a. Value Part Credit NOT awarded:
    - 1) Element not completed on first or second performance.
    - 2) Element used in the exact same connection a second time.  
(Exception: VP credit not given for previous performance of an element).
  - b. Can NOT be used to fulfill Special Requirements (SR).
  - c. Can NOT be used for Connection Value (CV), no Value Part credit given.
  - d. Execution and Amplitude deductions applied.

**Note: VP awarded 3<sup>rd</sup> time if previous VP was: incomplete, same connection, repeated single element.**

3. Multiple elements with SAME Number may be recognized as different elements (see each event).

D. **New elements:** 1) Evaluated, copy RCC, copy MR / CJ prior to meet; 2) One Quad, post on Reg. website; 3) JO National "C/D/E" named for "one" athlete; 4) Root Skill Dance variation = "A".

E. **Technical Execution:** if element not executed correctly, it may be recognized as another element.

F. **NOT Landing on Any Part of the Bottom of Feet First** = No VP, No SR credit

G. **Value Part Requirements:** (see list above in the box).

H. **Difficulty Restrictions:**

1. **Level 10** has no difficulty restrictions
2. **Level 9** Restrictions:
  - a. ONLY A's, B's, C's and Any Allowable "D/E" (Dance "D/E", Bars with root "B/C" + 1/1t.)
  - b. Allowed ONE other Restricted "D/E" element.
  - c. Performance of Allowable and/or ONE Restricted "D/E" element
    1. Receives "C" value part.
    2. May fulfill SR.
    3. May fulfill CV.
    4. Restricted Elements VP credit in chronological order (only 1<sup>st</sup> Restricted VP allowed).
    5. **Additional Restricted "D/E" attempted or performed** = No VP, No SR, – 0.5 each, off SV
  - d. Execution and Amplitude applied to additional "D/E" elements.
3. **Level 8** Restrictions:
  - a. ONLY A's, B's and C-Dance (BB/FX); exceptions:  
Allowable C's on Bars = Cast 1/2t., Clear Hip & 1/2t., Stalder & 1/2t., Toe Hst & 1/2t.
  - b. Allowed One other Restricted "C" element.
  - c. Performance of Allowable and/or ONE Restricted "C" element
    1. Receives "B" value part.
    2. May fulfill SR.
    3. Restricted Elements VP credit in chronological order (only 1<sup>st</sup> Restricted VP allowed).
    4. **Additional Restricted "C" attempted or performed** = No VP, No SR, – 0.5 each, off SV
  - d. Execution and Amplitude applied to additional "D/E" elements.
4. **Level 7** Restrictions
  - a. ONLY A's & B's and ONE "C" Dance and receive "B" VP Credit:  
Allowable C's on Bars = Cast 1/2t., Clear Hip & 1/2t., Stalder & 1/2t., Toe Hst & 1/2t..  
**NEW in 2014 - Allowable C's on Beam & Floor = One Restricted "C" Dance.**
  - b. All other "C" elements **attempted or performed** = No VP, No SR, – 0.5 each, off SV
  - c. Execution and Amplitude applied to additional "D/E" elements.
5. **Level 6** Restrictions
  - a. ONLY A's & B's and exceptions and receive "B" VP Credit:  
**ONE** Allowable C's on Bars = Clear Hip, Stalder or Toe-on Handstand.
  - b. Bars: Flight (release) elements: HB → LB or LB → HB are NOT allowed.
  - c. All other "C" elements **attempted or performed** = No VP, No SR, – 0.5 each, off SV
  - d. Execution and Amplitude applied to additional "D/E" elements.

I. **Calculation of Difficulty** – always give advantage to gymnast (see examples).

I. **SPECIAL REQUIREMENTS** (SR)

- A. **SR = 0.5 each**: each event has 4 Special Requirements. (**NCAA = 0.2 each**)
- B. **Level 6, 7, 8, and 9**: may NOT receive SR for unallowable elements performed (- 0.5 each, off SV).
- C. **No VP = No SR**: No Value Part credit – No Special Requirement awarded.
- D. **One element may fulfill more than one SR**: unless specified.

## GENERAL – CHAPTER 2.3 – COMPOSITION

I. **COMPOSITION**A. **Construction of Exercise**:

- 1. Distribution of Elements
- 2. Diversified, Creative and Artistic Composition throughout.
  - a. Various Connections
  - b. Different Value Part Groups
- 3. Use Entire Apparatus (space and direction)

B. **Good Composition**:

- 1. Change in Direction
- 2. Change in Tempo and Rhythm
- 3. Change in Body Positions in relation to the apparatus
- 4. High Points (Peaks)
  - a. Performance of Value Parts for that Specific Level.  
No additional consideration should be given for exceeding the VP required at that level.
  - b. Movement contrasts
  - c. Distribution of elements

C. **Specific Composition Requirements**: see each eventD. **Level 6 & 7** – Composition is not evaluated.II. **Guidelines for Specific Compositional Deductions**

## A. Appendix 15

## GENERAL – CHAPTER 2.4 – EXECUTION &amp; ARTISTRY

I. **EXECUTION & ARTISTRY**A. **Good Execution and Amplitude**:

- 1. Maximum amplitude
  - a. Externally – body to apparatus
  - b. Internally – range of motion within the body
- 2. Turns in saltos completed at highest point
- 3. Optimal body lines, extension and posture.

B. **Artistry Characteristics**:

- 1. Original creative choreography in elements and connections – “How well did she move?”
- 2. Quality of gymnast’s movements to reflect her personal style – “The way she moved – unique?”
- 3. Quality of expression (i.e., projections, emotion, focus) – “What does her face express?”

C. **General Deductions**: (see page 11 – General Execution Faults)

- 1. Slight / Small Faults: 0.05 – 0.1
  - 2. Medium Faults: → 0.2
  - 3. Large Faults: → 0.3
  - 4. Very Large Faults: 0.5
- Clarification on Steps on Landing.



I. **BONUS**A. **CONNECTION VALUE** (CV)

1. Unique and difficult combinations.
2. Only Dance Elements **listed in the JO Code/Updates may be used.**
3. Only Acrobatic Flight Elements **listed in the JO Code/Updates may be used.**
4. Directly connected elements, (only Floor can use indirect connections).
  - a. Without stop, extra steps, repositioning foot, extra swings (UB) between elements
  - b. Floor Indirect (acrobatic elements with flight and hand support between aerials and saltos).
5. Only elements that receive Value Part credit may used for Connection Value (No VP = No CV).
6. Value Parts may be placed in any order within a Connection unless specified.
7. Exact same connection may be used only one time for CV.
  - a. Same elements may be used again for CV, if performed in a different order.
8. "D/E" elements may for used for both DV and CV Bonus (Level 10).
  - a. Level 9 – "D/E" = C Value Part Credit in CV formulas.
9. "E" element may replace "D" element in connection, but will receive same CV.
10. Three or more elements series, elements may belong to two separate CV series (if VP awarded).
  - a. First time as the last element of the connection.
  - b. Second time last the first element of the next connection.
11. Connection Value = +0.1 or +0.2 (see event principles).
12. Awarded only for good technical presentation – CV only if performed without Fall or Spot.
13. Maximum Awarded for CV:
  - a. Level 10 0.4 pt.
  - b. Level 9 0.3 pt.
  - c. Level 6/7/8 not eligible for CV
14. Level 9, **ONE Restricted and Allowable** "D/E" elements performed **or attempted** = "C" Value Part.
  - a. **Any** additional **Restricted** "D/E" = No VP, No SR, - 0.5 off SV for each.

B. **D/E BONUS** – Level 10 only

1. May replace required value parts (A, B, C) and still earn D/E bonus.
2. Performed successfully without Fall or Spot.
3. Maximum Awarded for D/E bonus: + 0.4
  - a. "D" elements + 0.1 each
  - b. "E" elements + 0.2 each
4. Same "D/E" element is eligible for D/E bonus– one time only.
  - a. 1<sup>st</sup> performance not successful = No D/E bonus
  - b. 2<sup>nd</sup> performance successful = OK D/E bonus (see examples in the Code, pg 22).

C. **BONUS NOT AWARDED**

1. Fall or Spot occurs during any one element ("D/E" or CV element).
2. Exact same CV is repeated = No CV.
3. Same "D/E" element is repeated – D/E bonus only one time.
  - a. 1<sup>st</sup> performance not successful = No D/E bonus
  - b. 2<sup>nd</sup> performance successful = OK D/E bonus
4. Level 6, 7, 8 are not eligible to receive D/E bonus.
5. Level 9 - "D/E" element performed = "C", no D/E bonus (maximum of one "D/E" per event).
6. Level 10 - exceeds maximum Bonus (+ 0.4) in either CV or D/E bonus category.
7. Level 9 - exceeds maximum CV (+ 0.3) category.

D. **GUIDELINES FOR ADDITIVE VALUES** – see each event chapter.

I. **OPTIONAL FORMULAS**

	<u>NCAA</u>	<u>Level 10</u>	<u>Level 9</u>	<u>Level 8</u>	<u>Level 7</u>	<u>Level 6</u>
A. <b>VP</b> – Value Parts	2.2	2.2	2.0	1.6	1.1	0.8
B. <b>SR</b> – Special Requirements	0.8	2.0	2.0	2.0	2.0	2.0
C. <b>BONUS</b> – D/E & CV		0.5	0.5	0.3		
D. <b>Execution / Composition / Artistry</b>	<u>6.0</u>	<u>5.3</u>	<u>5.7</u>	<u>6.4</u>	<u>6.9</u>	<u>7.2</u>
<b>SV</b> – Start Value	<b>10.0</b>	<b>10.0</b>	<b>10.0</b>	<b>10.0</b>	<b>10.0</b>	<b>10.0</b>

II. **CALCULATING START VALUES**

A. **Each Judge determines the SV.**

B. **Not mandatory that Start Values agree** – if impossible SV, a Conference **MUST** be held.

C. **Determining Start Value:**

1. Level 10 = 9.5

Level 9 = 9.7

Level 8 = 10.0

Level 7 = 10.0

Level 6 = 10.0

2. ADD any BONUS

a. Level 6 = No BONUS

b. Level 7 = No BONUS

Level 8 = No BONUS

c. Level 9 = Maximum + 0.3 CV

d. Level 10 = Maximum + 0.5 BONUS  
 = Minimum + 0.1 CV  
 = Minimum + 0.1 D/E  
 = Remainder + 0.3 CV or D/E

3. DEDUCT missing parts

a. Value Parts (VP)

- 0.1 = A
- 0.3 = B
- 0.5 = C

b. Special Requirements (SR)

- 0.5 each

c. Exercises without dismounts / last salto (FX)

- 0.3

d. Perform **or Attempt additional Restricted** elements (Level 6, 7, 8, 9)

- 0.5 each

D. **Examples of Determining Start Values:** (see examples in the Code, page 23)

- I. **COMPLETE OR INCOMPLETE EXERCISE** = - 2.0 off Ave., determine SV, take deductions
- A. **Bars** = less than 5 Value Parts – minimum Score = 1.0
  - B. **Beam** = less than 30 seconds – minimum Score = 1.0
  - Floor** = less than 30 seconds – minimum Score = 1.0
- II. **EQUIPMENT FAILURE**: occurs through no fault of the gymnast or coach. Choices:
- A. **Stop and Repeat**:
    1. Repeat whole routine or continue from the point of interruption.
    2. No score will be given for the partial routine.
  - B. **Continue and Complete**:
    1. Decide whether to repeat or accept score given.
    2. Score will not be posted until decision.
    3. No deduction for music failure, if decision to accept the scores.
    4. Does not include: unfastening of bandages, or handgrips, or loss of footwear, incorrect bar settings, failure to tighten cables or handles.
  - C. **Decision to Repeat made by CJ and MR**: camera flash not a valid reason to repeat.
- III. **INQUIRIES**
- A. **Coach entitled**: to see all of the scores
  - B. **Advise Coach to submit inquiry form**, no casual conversation between coach and judge.
  - C. **Limited to Questions Regarding**:
 

<ol style="list-style-type: none"> <li>1. Compulsory Routines               <ol style="list-style-type: none"> <li>a. Text</li> <li>b. Major Element Evaluation</li> <li>c. Neutral Deductions</li> <li>d. Falls</li> <li>e. Unusual Occurrences</li> </ol> </li> </ol>	<ol style="list-style-type: none"> <li>2. Optional Routines               <ol style="list-style-type: none"> <li>a. Start Value</li> <li>b. Neutral Deductions</li> <li>c. Falls</li> <li>d. Unusual Occurrences</li> <li>e. Specific (flat) Composition Deductions</li> </ol> </li> </ol>
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  - D. **Submitted in Legible Writing**: to MR on official inquiry form, within 5 minutes after rotation, MR → CJ.
    - No Fee to Submit Inquiry
    - Inquiry Results: scores can be raised, lowered or remain the same.
  - E. **Score Review**: after last event, AA score is 0.1 from qualifying, may submit inquiry on lowest scoring event.
    - Judges used incorrect rules for Level; review based on shorthand, within 5 minutes of end of session.
  - F. **CJ and Panel will Respond**: providing only the information requested
    - Return Form to Coach, Coach may not approach judge(s) about the Inquiry.
  - G. **No Video Review**, unless Jury of Appeals and /or Meet Referee is involved, 2 highest Non-affiliated Judges.
    - State Level and above: video Review by MR for SR missed OR feet first landing on VT
  - H. **Petition to Jury of Appeals** within 5 minutes of Rotation or the return of Inquiry.
    1. Video Review may be considered
    2. Must be completed 15 minutes after conclusion of competition and before awards.
- IV. **JUDGE INADVERTENTLY MISSES THE EXERCISE** (rare occurrence - one judge misses routine)
- A. **Two Judge Panel**:
    1. Coach advised of the score of the judge who evaluated the whole routine.
    2. Option 1: Accept the score OR
    3. Option 2: Repeat the exercise, score of the second routine will count.
  - B. **Four Judge Panel**:
    1. Enter a “substitute” score for the judge who misses the routine.
    2. Use the highest score of the other three judges.
    3. Average the two middle scores.
    4. No need to repeat the routine.
  - C. **Decision made**: by the CJ consulting with the MR, who will then notify the coach of the options.
- V. **PROCEDURES FOR INJURIES / FALLS RESULTING IN BLEEDING**
- A. Take immediate action to cover wound.
  - B. Injury does not give right to repeat routine.
  - C. If fall time exceeded, exercise terminated.
  - D. Blood must be removed before next gymnast.
  - E. Coach & athlete have the right to choose to continue within fall time limits.

**GENERAL DEDUCTIONS – UB, BB, FX:**

Feet Flexed / Sickled during VP elements.....	(each)	0.05
<u>Brush / Touch of Foot / Feet on Apparatus or Mat.....</u>	<u>→</u>	<u>0.1</u>
Legs Crossed (during VP with twists).....	<u>→</u>	<u>0.1</u>
Legs Separated.....	<u>→</u>	<u>0.2</u>
Knees Bent (90°+ bend = maximum).....	<u>→</u>	<u>0.3</u>
<u>Arms Bent (90°+ bend in support = maximum.).....</u>	<u>→</u>	<u>0.3</u>
Insufficient Exactness of Tuck / Pike .....	<u>→</u>	<u>0.2</u>
Insufficient Exactness of Stretch (arch).....	<u>→</u>	<u>0.2</u>
Insufficient Exactness of Stretch (pike).....	<u>→</u>	<u>0.2</u>
<u>Failure to maintain Stretch (pike down early).....</u>	<u>→</u>	<u>0.2</u>
Insufficient split required in VP ... <b>1° - 20°</b> .....		0.05 - 0.1
Insufficient split required in VP... <b>21° - 45°</b> .....		0.15 - 0.2
<u>Insufficient split required in VP... <b>46° +</b>.....</u>		<u>Lower VP</u>
Turns: incomplete..... <b>1° - 44°</b> .....		0.05 - 0.1
Turns: incomplete..... <b>45° - 89°</b> .....		0.15 - 0.2
<u>Turns: incomplete..... <b>90° +</b>.....</u>		<u>Lower VP</u>
Acro: under rotated twist... <b>1° - 44°</b> .....		0.05 - 0.1
Acro: under rotated twist... <b>45° - 89°</b> .....		0.15 - 0.2
<u>Acro: under rotated twist... <b>90° +</b>.....</u>		<u>Lower VP</u>

**GENERAL LANDING FAULTS:** (Elements and Dismounts)

<b>Feet land Hip Width apart or closer, but never close</b>		<b>0.05</b>
Deviation from straight direction on landing.....	<u>→</u>	<u>0.1</u>
<u>Extra arm swings.....</u>	<u>→</u>	<u>0.1</u>
Slight Hop, Adjustment, <b>Staggered, &gt; Hip Width (0.1)</b> .....	<u>→</u>	<u>0.1</u>
Extra Steps ( <b>max.0.4</b> ) (step-close or step-together) each		0.1
Very large step or jump on landing (3 feet) ..... ( <b>Max. 0.4</b> )		0.2
<u>Incorrect Body Posture on landing.....</u>	<u>→</u>	<u>0.2</u>
<u>Trunk Movements to control (UB/BB Dism. &amp; FX Acro)</u>	<u>→</u>	<u>0.2</u>
<u>Trunk Movements to control (Elements on BB).....</u>	<u>→</u>	<u>0.3</u>
Insufficient Height of <del>Salto</del> Dismounts (UB/BB).....	<u>→</u>	<u>0.3</u>
Insufficient Extension (Open) prior to landings.....	<u>→</u>	<u>0.3</u>
<u>Squat on Landing (hips even with or lower than knees)</u>	<u>→</u>	<u>0.3</u>
<u>Brush / Touch Landing with 1 or 2 hands (no support)..</u>	<u>→</u>	<u>0.3</u>
Support on mat with 1 or 2 hands.....		0.5
Fall on mat with knees or hips.....		0.5
Fall on or against apparatus.....		0.5
<u>Fall on hands &amp; bottom of feet simultaneously (OK VP)...</u>		<u>0.5</u>
Fail to Land on <b>Bottom</b> of Feet First (No VP, SR, Bonus).		0.5
Spot Element (No VP, No SR, No Bonus).....		0.5
Spot upon Landing (OK VP, OK SR, No Bonus).....		0.5

**START VALUE DEDUCTIONS**

Value Parts Missing.....	A = 0.1
	B = 0.3
	C = 0.5
Exercise without Dismount (UB, BB).....	0.3
Special Requirements missing (4 per event).....	each 0.5
	NCAA... each 0.2

**TIME JUDGE**

(off Event Average by CJ) – Notify Coach

BB – Overtime.....	event 0.1
FX – Overtime.....	event 0.1
Warm-up skill on mat (BB) after a fall.....	event 0.2
Exceed warm-up time <u>after warning</u> (team).....	team 0.2
Exceed warm-up time <u>after warning</u> (individual).....	event 0.2
Exceed 30 second fall time (BB).....	Terminate
Exceed 45 second fall time (UB).....	Terminate

**LINE JUDGE**

(off Event Average by CJ) – Notify Coach

FX – Boundary Lines not marked on additional mats. event	0.1
FX – <b>Touch outside</b> the border marking (each time).. event	0.1

**CHIEF JUDGE**

(off Event Average by CJ) – (After Warning\*\*)

<u>Competing out of order..... (NCAA only)....</u>	<u>Team 0.1</u>
<u>Coach stands between Bars / by Beam throughout..</u>	<u>event 0.1</u>

Failure to present before to <b>CJ</b> / after to <b>Judge</b> .....	event 0.1
Failure to start when signaled (30 sec.).....	event 0.2

Excessive use of Chalk <b>or Incorrect Use of Tape</b> .....	event 0.2
<b>Technical</b> Verbal cues from Coach / Teammate.....	event 0.2**
Instruction from Coach..... (no warning)....	event 0.2

Unsportsmanlike conduct Gymnast... (NCAA 0.1).....	event 0.2**
<u>Failure to Wear Competition Number.....</u>	<u>event 0.2</u>

Incorrect Heel / Hip Pads..... (no warning UB).....	event 0.2
Incorrect Jewelry.... (one stud earring / each ear).....	event 0.2**
<u>Incorrect attire (ex. <b>Waist Bands</b>)..... (NCAA 0.1).....</u>	<u>event 0.2**</u>

Exposed <b>Underwear</b> ..... (NCAA OK).....	event 0.2**
Backless leotard..... (NCAA OK).....	event 0.2**
<u>Hair not Secured.....</u>	<u>event 0.2**</u>

Out of Uniform..... (NCAA only)....	Team 0.3
Board on plywood surface..... (NCAA OK).....	event 0.3
Failure to remove board after mount / spot.....	event 0.3

Use <b>Additional Mats</b> .....	event 0.3
<u>Incorrect Apparatus (ex: <b>hand placement mat</b>).....</u>	<u>event 0.3</u>

Start exercise before signal (repeat / deduct).....	event 0.5
VT – Vault / Attempt without signal from CJ (off next vault)	0.5
VT – Use of one-arm only (half of panel agree).....	vault 1.0
FX – Coach on Mat (OK remove objects, <b>adjust mat</b> )	event 0.5
FX – Absence of music or music with <b>words</b> .....	event 1.0

Short Exercise..... UB < 5 elements.....	event 2.0
( <b>Complete or</b> BB < 30 seconds ( <b>Lv 6 w/ 10 SV = 0.5</b> )	
<b>Incomplete</b> ) FX < 30 seconds	

**MEET REFEREE**

Unsportsmanlike conduct - Coach (1 <sup>st</sup> offense)....	<b>Warning**</b>
( <b>See Rules &amp; Policies</b> ) (2 <sup>nd</sup> offense)....	<b>Removal</b>
	(NCAA 2 <sup>nd</sup> offense).... <b>Team 0.1</b>