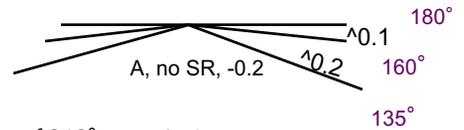


General Optional Deductions

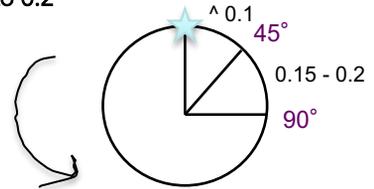
EXECUTION

Legs: each time	crossed	up to 0.1
	separated	up to 0.2
	bent	up to 0.3
not landing with feet together in jumps/leaps		up to 0.1
flexed/sickled feet during value parts		each time 0.05
bent arms in support		up to 0.3
	(VT – up to 0.5)	
insufficient exactness tuck/pike		up to 0.2
insufficient exactness in stretched position (arch, pike >each)		up to 0.2
VT up to 0.5	UB, BB, FX	up to 0.2
failure to maintain stretched body (pike down early)		
	VT up to 0.3	UB, BB, FX up to 0.2
insufficient extension (open) of body on landing		
	UB/BB dismt, BB/FX acro	up to 0.3
Insufficient height (amplitude)		
UB elements, BB/FX acro, J/L/H		up to 0.2
UB/BB salto dismounts, FX saltos		up to 0.3
No UB/BB dismount of value; FX- last salto		--from SV 0.3
(no value= restricted, salto not initiated, 3 rd /2 nd time no VP)		
Spotting during landing, inadvertent touch		no bonus, -0.5
Spotting during VP		no VP,SR, bonus, and -0.5
Coach catch a falling gymnast		no deduction for spot, just fall 0.5

Insuf split (dance, non-flight acro)
up to 0.2



Insuf 360° turn/twist
up to 0.2



Degree of turn within 90° of target angle to get credit, with deduction up to 0.2. If more than 90° from target angle, give credit for closest VP angle

Placement of front foot upon landing (twist) or heel drop (turn) determines angle of completion

Minimum score JO = 1.0; Xcel = 4.0

CHIEF JUDGE DEDUCTIONS (FROM AVG)

Fail to present before/after (not req'd facing judge) each	0.1
Outside FX boundary	each 0.1
not marking add'l mats of FX boundary	0.1
Overtime	0.1
Exceeds warm-up time (after warning)	0.2
Failure to begin routine within 30 sec CJ signal	0.2
Start exercise before signal from CJ (from repeat)	0.5
Excessive use of chalk	0.2
Incorrect attire/jewelry	JO = 0.2
(after warn- take on next event; one time)	Xcel = 0.1
Unsportsmanlike conduct of gymnast (after warning)	0.2
Wearing padding (hip, heels on UB)	0.2
Coaches:	
remains between UB/ next to BB whole routine	0.1
instructs gymnast during routine (one time)	0.2
judge hears vocal cues to gymnast:	
after warning, take one time per routine	0.2
(if coach instructs what is next, no warning)	0.2
on FX during routine (L6-10) (move mats, object ok)	0.5
failure to remove board after mount	0.3
failure to remove spotting device ASAP	0.3
Unauthorized matting	0.3
Incorrect apparatus specs, board spring config	0.3
board on unauthorized surface	0.3
Absence of music on FX (not tech failure)	1.0
Short exercise – UB <5 VP== FX/BB <30 sec	2.0
Level 6 BB under 30 sec but has 10 SV	0.5
One hand touches table in vault (1/2 panel observes)	1.0

LANDING DEDUCTIONS

For dismounts UB/BB, acro on FX
(FX acro allowed to finish in lunge)

feet landing max hip width and do not close	0.05
Slight hop/adjustment of feet/staggered	up to 0.1
feet landing wider than hip width (dismt UB, BB), not close	0.1
Steps--- each: small up to 0.1, large up to 0.2	max 0.4
Deviation from straight direction	up to 0.1
Arm swings to maintain balance	up to 0.1
Brush/touch foot/feet on mat or apparatus	up to 0.1
Incorrect body posture	up to 0.2
Brush/touch of hands (no support)	up to 0.3
Deep squat (hips even/lower than knees)	up to 0.3
Add'l trunk movements upon landing (to avoid steps)	
the dismt UB/BB, FX acro	up to 0.2
Add'l trunk movements to balance on BB	up to 0.3
Grasp apparatus to avoid fall (UB, BB)	up to 0.3
Fall on mat to knees/hips, hands with support	0.5
Fall on or against apparatus	0.5
Land element not on bottom of feet first	no VP, no SR
>>if also no initiation of salto (dismt, last FX salto) = 0.3 SV	

Levels 6 & 7 Vaulting

45 (1:30)
 $\wedge 1.5$
 $\wedge 1.0$

when hands leave the table, angle of hands through hips . If there is a shoulder angle, then shoulder through hips

- bent legs $\wedge 0.3$
- shoulder angle $\wedge 0.2$
- arms bent $\wedge 0.5$ (except Tsuk lead arm)
- head touch 2.0 (includes arms ded.)
- neutral head $\wedge 0.1$
- arched $\wedge 0.2$
- step/hop hands ea 0.1 max 0.3
- staggered/alt hand $\wedge 0.1$
- alt repulsion $\wedge 0.2$
- Failure to pass thru vertical $\wedge 0.3$
- ang of repulsion $\wedge 1.0$
- too long support $\wedge 0.5$

Except Tsuk entry

- legs crossed $\wedge 0.1$
- legs separation $\wedge 0.2$
- legs bent $\wedge 0.3$
- foot form $\wedge 0.1$
- neutral head $\wedge 0.1$
- piked, arched ea $\wedge 0.2$

- Height** $\wedge 0.5$
- Length** $\wedge 0.2$ (center of mass at initial contact on mat stack)
- Failure to create **rotation** $\wedge 0.3$
-
- legs crossed $\wedge 0.1$
- legs separation $\wedge 0.2$
- legs bent $\wedge 0.3$
- foot form $\wedge 0.1$
-
- neutral head $\wedge 0.1$
- maintain prescribed body position (excessive arch/pike) $\wedge 0.5$

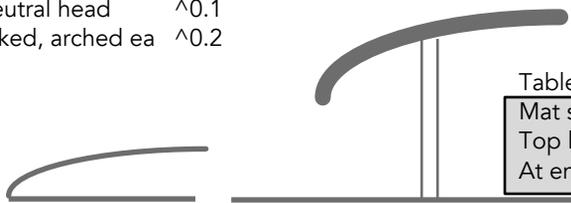


Table height – up to 135 cm
 Mat stack – 32 in – 60 in height, include base mat.
 Top layer must be minimum 4-inch skill cushion.
 At end of mat stack, 8-inch skill cushion

Direction $\wedge 0.3$ (at initial contact of mat)
Dynamics $\wedge 0.3$

- One hand on table (at least 1/2 panel see) --1.0 CJ
- Brush/touch vault table $\wedge 0.2$
- No contact of hands on table = VOID
- Coach between board and table -0.5 (except RO vaults)
- Coach aid landing -0.5 (no deduction after landing)
- Coach aiding vault = VOID
- Perform vault w/o judge prior signal – take 0.5 off repeated vault (CJ)
- Salto performed any phase, landing = VOID
- Not performing allowable choice of vault = VOID
- Unauthorized matting, unauthorized spring config - 0.3 CJ
- Use of alternate springboard = VOID
- Failure to use safety zone (RO vaults) = VOID
- Failure to use mat stack = VOID
- Incorrect tape/excessive chalk on table or runway - 0.2 CJ

Landing

- Slight hop/small adj feet **towards** table $\wedge 0.1$
- Steps **towards** table, each:
 - small 0.1
 - large 0.2
 - Max 0.4
- Lands on mat and falls/support **against** table 0.5
- Body posture on landing $\wedge 0.5$
- Lands on feet alternately, or only one foot (=LS) 0.2
- Failure to land on top of mat stack 1.0
- Failure to land on bottom of feet first = VOID handspr =NO ded – Yurc & Tsuk
- Land standing/sitting/lying on table = VOID

(allowed continued steps/rolls direction of momentum of the vault; finish optional)

Balk = run approach that does NOT come to a rest or support on top of the table. 2nd /3rd balk = VOID
 -- allowed 3 approaches to do 1 OR 2 vaults

Averages trick

if **both w/.05** - drop .05 from high, add to low score...then avg the score

if **one w/.05** - drop .05 out, avg score...then add .025 to average

All levels: 45 sec fall time starts once gymnast on her feet...if exceeds time, no 2nd vault attempt allowed

Quick symbols

sh		
arm	L	
arc	V	
L	stag	H
LS	alt	D
LCr	step	Rot
ft	h	ft
h	sup	LCr
pk	ang	h
arc		B
		La - step
		BP
	Dir	
	Dy	

Range -- Avg

9.5 - 10.0	0.2
9.0 - 9.475	0.5
8.0 - 8.975	0.7
below 8.0	1.0

Timed warmup – amount determined by **largest squad** in meet.

Timing not includes run back/drills/run past table on runway.

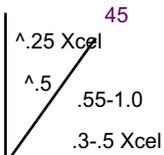
Start time: a mount onto table for jump off table or with run/touch springboard.

No blocked time.

Can run on runway between vaulters (not touch equipment), but NOT in front of judges

Touch warm-up = 3 vaults, L 6-10. Allow ONE stand on table to jump off per gymnast before time; ONE run back after present to judges..

Levels 8-10 & XG,XP, XD -- Optional Vaulting



angle = hands to body part furthest past the vertical when leaving the table
 L8-10 ^1.0
 XG, XP, XD ^0.5

Height ^0.5
Distance ^0.3

legs crossed ^0.1
 legs separation ^0.2
 legs bent ^0.3
 foot form ^0.1

body shape –
 insuf Tuck, Pike ^0.3
 stretch – arch or pike ea ^ 0.5
 pike down of stretched ^ 0.3
 lack of opening ^0.25 absence 0.3
 (stretch prior to landing)

Twists -
 start twist late ^0.5 (after peak)
 exact twist ^0.1 (crisp)
 complete twist late ^0.3 (on mat)
 (Gps 1, 4&5 w/o salto)
 incomplete turn ^0.3
 under rotate salto 0.1

Landing
 steps each 0.1 sm/ 0.2 lg, max 0.4
 (entire foot/feet slide or lift off floor to join = sm step)
 feet land max hip width and not close 0.05
 feet land wider than hip width, not close 0.1
 staggered feet, small hop, adjust ^0.1
 add'l trunk movements to maintain balance ^0.2
 arm swings to maintain balance ^0.1
 body posture (when feet land) ^0.2
 squat (hips lower than knees) ^0.3
 brush/hit body on table ^0.2
 brush/touch floor ^0.3
 falls against table = 0.5
 falls to hand(s)/knee(s)/hips on floor 0.5
 failure to land feet first = VOID

All levels: 45 sec fall time starts once gymnast on her feet...if exceeds time, no 2nd vault attempt allowed

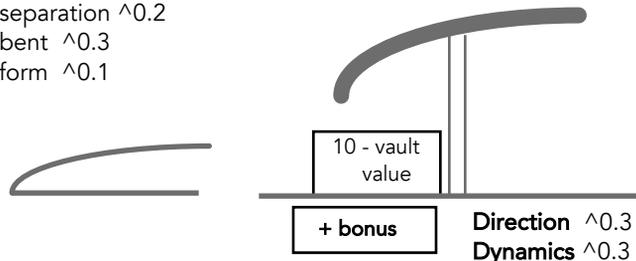
Range -- Avg	
9.5 - 10.0	0.2
9.0 - 9.475	0.5
8.0 - 8.975	0.7
below 8.0	1.0

Averages trick
 if **both w/.05** - drop .05 from high, add to low score...then avg the score
 if **one w/.05** - drop .05 out, avg score...then add .025 to average

bent legs (early tuck salto vaults) ^0.3
 shoulder angle ^0.2
 arms bent ^0.5 (except Tsuk lead arm)
 head touch 2.0 (includes arms)
 arched ^0.2
 step/hop hands ea 0.1, max 0.3
 early twist ^0.3 (on table)
 not achieve vertical ^0.3 (twist-on vaults)

staggered/alt hand) ^0.1
 alt repulsion ^0.2

non-salto: too long support ^ 0.5
 ang of repulsion (L8-10) ^ 1.0
 (Xcel ^ 0.5)



Except Gp 3 Tsuk or Gp 5 full on- salto off

incomplete twist ^0.3
 (1/1+ or -1/4)
 piked, arched ea ^0.2
 legs crossed ^0.1
 legs separation ^0.2
 legs bent ^0.3
 foot form ^0.1

One hand on table (at least 1/2 panel see) - -1.0 CJ
 No contact of hands on table = VOID
 Land standing/sitting/lying on table = VOID
 Coach between board and table -0.5 (except RO vaults)
 >> XG, XP, XD = NO deduction

Coach aid landing -0.5 >> if also fall, additional -0.5
 Coach catching falling gymnast = fall -0.5 ONLY
 Coach aiding vault = VOID >> **XG, XP, XD = -1.0**
L8 only: coach spot **post** flight = -1.0
 Perform vault w/o judge prior signal – take 0.5 off repeated vault (CJ)
 Either vault not on appropriate chart (restricted) = VOID
 Unauthorized matting, unauthorized spring config = 0.3 CJ
 No safety zone for RO & Hdsp-r-onto-bd vaults = VOID
 Use of alternate springboard = VOID **XG = 9.5 SV**
 Incorrect tape/excessive chalk on table or runway = 0.2 CJ

Balk = run approach that does NOT come to a rest or support on top of the table. 2nd /3rd balk = VOID
 -- allowed 3 approaches to do 1 OR 2 vaults

Quick symbols

sh	arm/h	v		
arc				
L	Tw	L	L	
LS	stag		LS	
LCr	alt	H	LCr	Tw - L
ft	hop	D	ft	-ex
pk	sup		B (T/P/S)	-C
arc	ang		op	
Tw			rot	
			La - step	
			BP	
			Dir	
			Dy	

Timed warm-up – amount determined by **largest squad** in meet. Timing not includes run back/drills/run past table on runway. Start time: a mount onto table/mat stack for jump/salto off table or with run/touch springboard.
 No blocked time.
 Can run on runway between vaulters (not touch equipment), but NOT in front of judges
Touch warm-up = #vaults : XG,XP = 2; XD = 3 L8-10=3
 Allow ONE stand on table to jump/salto off per gymnast before time starts, ONE run back after present to judges.

	6	7	8	9	10
Value Parts	5A 1B one allowed C = B other C = 0.5, no VP no rel HB↔LB	5A 2B allowed C = B other C = 0.5, no VP	4A 4B allowed C = B one Rst C = B other C = 0.5, no VP	3A 4B 1C full pir B/C root allowed one Rst D/E = C other D/E = -0.5, no VP	3A 3B 2 C
Special Reqmts 0.5 each	one cast 45 + (above horiz = SR) one bar change one Gp 3/6/7 360 clear cir A salto dismt	one cast hdst (45° fulfills SR) Two clear circles: =one Gp 3/6/7 =B circle (same or diff) A salto dismt	one bar change B circle (3/6/7) B elem flight (not dsmt) or LA turn (not mt/dsmt) A salto dismt	2 bar change B flight elem C flight elem (diff) -OR- B LA turn elem (not mt/dsmt) B salto dismt	C flight element min B flight elem(diff) C LA turn (not mt/dsmt) C salto dismt
No VP = no SR					
Bonus	none no composition	none no composition	none	max 0.3 CV allowed D/E = C	max 0.4 CV/DV +0.1 D +0.2 E
SV Deduct=	10.0 C, VP, SR, no dismt	10.0 C, VP, SR, no dismt	10.0 Rst C, VP, SR, no dismt	9.7 (+0.3 bonus) Rst D/E, VP, SR, no dismt	9.5 (+0.5 bonus) VP, SR, no dismt

GENERAL COMPOSITION (8-10)

L 8 Lack elements achieve vertical	up to 0.2	vert						
L8-10 dismount up to the level of comp	up to 0.1	UTL→						
L9/10 facing same direction throughout (ex mt/dsmt)	0.1	dir						
L9/10 Choice of Elements - 2 out of 3								
1. Fwd circle/release (except dismt) B+	<table border="0"> <tr><td>2 elem</td><td>0.0</td></tr> <tr><td>1 elem</td><td>0.1</td></tr> <tr><td>0 elem</td><td>0.2</td></tr> </table>	2 elem	0.0	1 elem	0.1	0 elem	0.2	FGT
2 elem		0.0						
1 elem		0.1						
0 elem	0.2							
2. 3/6/7 element B +								
3. LA Turn w/wo flt min 180° C +								
L10- choice of release elem up to level comp (two diff D/E releases for no deduction)	up to 0.2	UTL						
L10- lack of 2 nd bar change	0.2	bchg						
L10- more than one squat/stoop LB jump to HB each 0.1		N						
¼ giant with/without grip change	0.1							
Uncharacteristic elem (and breaks series)	ea 0.1							
-fwd on HB feet on LB, stand, w/w/o 1/2 turn; climb/crawl onto LB; squat on LB, 1/2 turn on feet to HB								

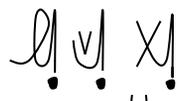
Connection Value (CV)

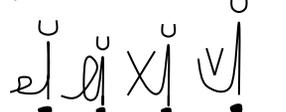
	Connection Value (CV)	(includes mt/dsmt)
L10	C + C = 0.1 Both elem must have LA or flight However, if both Gp 3/6/7, no LA/flt needed, but must be different	C + D = 0.1 <hr/> D + D = 0.2
L 9	C + C = 0.1 one/both elem w/o LA/flt. If none have LA/flt, must be different	C + C = 0.2 If both elem have LA/flight

ADDITIONAL BONUS: +0.1 must have 10 SV, 0.6+ bonus, 1 E elem (no fall/spot). Not in SV-add to score and visibly indicate

Range (avg)	
9.5 - 10.0	0.2
9.0 - 9.475	0.5
8.0 - 8.975	0.7
below 8.0	1.0

Exceptions:

B for L6, L 7, L8: 

B for L7, L8: 

L6/7 allowed extra tap swing before fwd salto dismt

L7,8 no cast deduction before-- 

APPARATUS DEDUCTIONS

dynamics (energy, swingful, effortless) up to **0.2 dy**

rhythm in element/conn	up to 0.1
extra swing/cast (max 0.5 for 1 elem)	ea 0.3
hesitation in hdst or jump to HB	up to 0.1
precision of hdst positions	up to 0.1
insuf extension of glides/sw to kip	up to 0.1
amplitude of bar elements, releases	up to 0.2
amplitude of salto dismounts	up to 0.3
under rotation of release/flight elem	up to 0.1
swing fwd/bwd under horiz	ea 0.1
bent arms in support or legs	up to 0.3
insuf exact stretch (w arch or pike)	up to 0.2
incomplete turn/twist salto dismt	up to 0.2
failure to maintain stretched body in dismt (pikes down)	up to 0.2
insuf extension/open of tk/pk prior to land	up to 0.3
landing too close to bars on dismt	0.1
no dismount of value (from SV)	0.3
brush foot on apparatus/mat	up to 0.1
hit foot on apparatus----- 0.2 on mat-----	0.3
grasp to avoid fall ----- 0.3	
third run approach	0.5
Coach between bars throughout exercise	0.1 CJ
failure to remove bd/spot block	0.3 CJ
exercise fewer than 5 VP elem	2.0 CJ

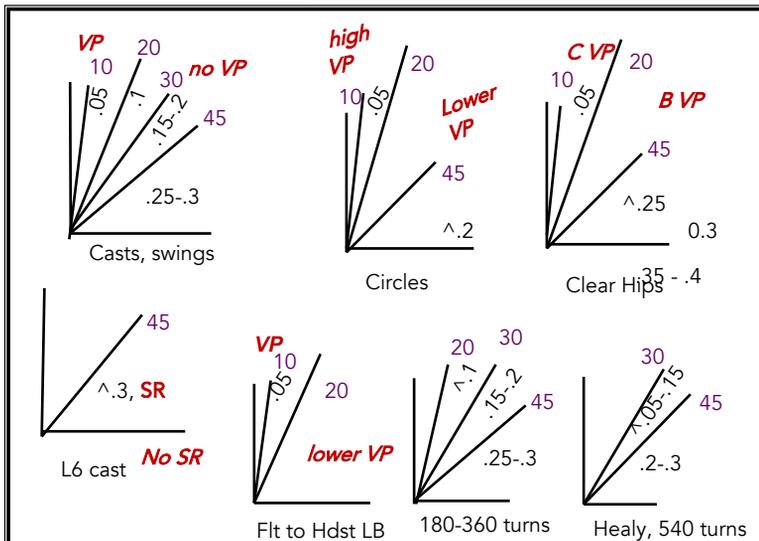
Dismount UTL - no ded

L10 D/E + C dismt **or**

D/E dismt

L9 C dismt

L8 B + A dismt **or** B dismt



	6	7	8	9	10
Value Parts	5A 1B any C = -0.5, no VP	5A 2B one dance C = B Rst C = -0.5, no VP	4A 4B dance C = B one acro C = B Rst C = -0.5, no VP	3A 4B 1C Dance D/E = C one acro D/E = C Rst D/E = -0.5, no VP	3A 3B 2C
Special Reqmts 0.5 each	acro series w/o flt OR one acro flt elem (iso or in series)	acro series w/wo flt AND acro flight element	Acro series, 1 flt elem Leap/jump 180 split	Acro Series, 2 flt Leap/jump 180° split	Acro Series , 2 flt with one min C (or E flt and A non-flt) Leap/jump 180° split 360° turn C dismount (or a B dismt dir conn to a C acro flight/dance elem or C acro series)
No VP = no SR	Leap/jump 180 split 360° turn A salto/aerial dismt	Leap/jump 180 split 360° turn A salto/aerial dismt	360° turn A salto/aerial dismt	360° turn B salto/aerial dismt	
Bonus	none no composition	none no composition	none	Max 0.3 CV Allowed D/E = C	Max 0.4 CV/DV +0.1 D +0.2 E
SV Deduct=>	10.0 C, VP, SR, no dismt	10.0 C, VP, SR, no dismt	10.0 Rst C, VP, SR, no dismt	9.7 (+0.3 bonus) Rst D/E, VP, SR, no dismt	9.5 (+0.5 bonus) VP, SR, no dismt

Connection Value (CV)	2 acro flight no dismt	3 acro flight (try 2-acro bonus)	dance/mixed (acro flt, no dismt)	turns	
+ 0.1	B + C (salto) no mount	B + B + C	A + D B + C	A + C	ADDITIONAL BONUS: +0.1 must have 10 SV, 0.6+ bonus, 1 E acro (no fall/spot). Not in SV- add to score and visibly indicate
+ 0.2	C + C B + D/E C + D/E D + D	B + C + C B + B + D B + C + D	C + C B + D C + D		

Range (avg decides)	
9.5 - 10.0	0.2
9.0 - 9.475	0.5
8.0 - 8.975	0.7
below 8.0	1.0

3-elem series CV BONUS: +0.1 land on beam (mount, but no dsmt), with min C salto/aerial or D/E flt w/wo hand support. In SV.

GENERAL COMPOSITION (8-10)	
Lack of dance series	0.2
more than 2 dance of same shape	ea 0.1
more than 2 pivot (1/2) turns in exercise	0.1
Fail to perform acro in 2 diff dir (Fw/Sw and Bw)	0.1
if only Fw/Sw or Bw in dismt	0.05
choice of acro up to level of competition	up to 0.2
choice of dance up to level of comp	up to 0.2
choice of dismount up to level of comp	up to 0.1
Level changes	up to 0.1
Spatially (whole beam)	up to 0.1
Directionally (F/S/B choreg, movement)	up to 0.1

APPARATUS DEDUCTIONS		
relaxed body/leg posture, flexibility throughout	up to 0.3	B/L
relaxed/incorr footwork in non-VP	up to 0.2	ft
variation of rhythm and tempo throughout	up to 0.2	R
insuff sureness of performance throughout	up to 0.2	sure
dynamic performance (energy, effortless)	up to 0.2	dy
artistry of presentation		art
• quality of expression	up to 0.1	ex
• originality of choreography	up to 0.1	ch
• quality of movement	up to 0.1	mv
rhythm during acro conn.(fwd/bkw, fwd/side, non-flt)	up to 0.2	
rhythm during dance/mix conn.	up to 0.2	
height of acro/dance/saltos	ea up to 0.2	
salto dismount	up to 0.3	
Insufficient leg split in L/J (less than 135 = A)	up to 0.2	
legs not parallel to beam in split/strad L/J	ea up to 0.2	
failure to land feet together in L/J (land side)	ea up to 0.1	
incomplete turn/twist	ea up to 0.2	
failure to perform turns in high relevé	ea up to 0.1	
lack of precision in VP dance	ea up to 0.1	
incorrect body position in VP dance	ea up to 0.1	
insuf exactness of tuck/pike/stretch position	up to 0.2	
hesitation in jump/press/swing to hdst	up to 0.1	
concentration pause 2 sec = ea.1 >> more than 2 sec = ea	0.2	
support of leg against beam, hit	ea 0.2	
balance ----- up to 0.3 grasp to prevent fall-----0.3		
use supplement support (feet on floor or base)	0.3	
landing too close to beam on dismt	0.1	
direction of gainer dismount off end	up to 0.3	
Insuf extension of body (open) prior to land	up to 0.3	
Failure to maintain stretch body (pk down dsmt)	up to 0.2	
lands dismount on solid/loose foam pit - no VP and	0.3 CJ	
third run approach	0.5	

Up To Level of Competition – for no deduction:

L10: UTL 3-C ser or 2-Csal ser plus Csal and D/E flight (Csal can be a 2nd salto in 2-Csal ser)
-or- D/E ser plus D/E
UTLd C C C -or- C C D/E
UTL→ B flt + C dismt -or- D/E flt + B dsmt -or- D/E dismt

L9: UTL 2-C ser plus C sal or D/E flt -or- Csal/aer ser plus C flight
UTLd C C or C D/E
UTL→ B flight + B dismt -or- C dismt

L8: UTL B + B plus A, B across
UTLd B B A
UTL→ B acro + A dismt -or- B dismt

Overtime deduction 0.1 CJ

L 8-10 - 1:30 -- warning 1:20 **shorter than 30 sec = - 2.0 CJ**

L7 - 1:20 -- warning 1:10

L6 - 1:15 -- warning 1:05 → **shorter than 30 sec, 10 SV = -0.5 CJ**

Optional Floor Exercise

	6	7	8	9	10
Value Parts	5A 1B any C = -0.5, no VP	5A 2B one dance C = B Rst C = -0.5, no VP	4A 4B dance C = B one acro C = B Rst C = -0.5, no VP	3A 4B 1C dance D/E = C one acro D/E = C Rst D/E = -0.5, no VP	3A 3B 2C
Special Reqmts 0.5 each	Acro pass (3 elem, 2 w/flight, no rolls) one salto/aerial (iso, or in separate pass)	layout acro pass (3) fwd acro pass (2 ft, dir conn, one elem salto/aerial)	Acro pass with 2 saltos (2 elem or more) 3 different saltos	Acro pass with 2 saltos (2 elem or more) 3 different saltos	Acro pass with 2 saltos (2 elem or more) 3 different saltos
No VP = no SR	Dance passage (2 diff Gp 1 elem, one 180° leap) 360° turn	Dance passage (2 diff Gp 1 elem, one 180° leap) 360° turn	Dance passage (2 diff Gp 1 elem, one 180° leap) A last salto	Dance passage (2 diff Gp 1 elem, one 180° leap) B last salto	Dance passage (2 diff Gp 1 elem, one 180° leap) C last salto
Bonus	none no composition	none no composition	none	max 0.3 CV Allowed D/E = C	max 0.4 CV/DV +0.1 D +0.2 E
SV	10.0	10.0	10.0	9.7 (+0.3 bonus)	9.5 (+0.5 bonus)
Deduct=	Rstr C, VP, SR	Rstr C, VP, SR	Rstr C, VP, SR, no last salto (0.3)	Rst D/E, VP, SR, no last salto (0.3)	VP, SR, no last salto (0.3)

Conn Value (CV)	Indirect Acro	Direct Acro	Dance/mixed (no turn to jump)
+ 0.1	C + C A/B + D A/B + A/B + C A/B + A/B + D	A + C A + A + C B + B	B + D C + C D salto + A jump
+ 0.2	C + D	B + C A/B + D C + C A + A + D	C + D

Dance passage: look for root skills

Range (avg decides)	
9.5 - 10.0	0.2
9.0 - 9.475	0.5
8.0 - 8.975	0.7
below 8.0	1.0

ADDITIONAL BONUS: +0.1 must have 10 SV, 0.6+ bonus, 1 E acro (no fall/spot). Not in SV-add to score and visibly indicate

→bonus: possible to connect L-H-J to 1 foot => turn or turn => hop

GENERAL COMPOSITION (L8-10)			
overuse of dance of same shape \wedge or \vee or \cap	ea	0.1	shp
one side acro F/S & B		0.1	acrodir
lack min 3A salto (L8) /B salto (L9) /C salto (L10)		0.3	-sal
lack of B turn, one foot		0.2	Bo
choice of acro up to level of competition		up to 0.2	UTL
choice of dance up to level of comp		up to 0.2	UTLd
choice of last salto (dismt) up to level of comp		up to 0.1	UTL→
fail to perform last salto of value (from SV)		0.3	last s

Up To Level of Competition – for no deduction:

L10: UTL 3 acro passes: D/E in each **–or–** D/E D/E B+C-CV
2 acro passes: E E or E and D-CV
 UTLd C C C or C C D/E
 UTL→ D/E dismt or C + B direct conn

L9: UTL 3 acro passes: C C C or C C B+B-CV
2 acro passes: C with CV in each pass
 UTLd C C or C D/E
 UTL→ C or B+B direct conn

L8: UTL 3 acro passes: B B B or B B A+A direct conn
2 acro passes: B + A/B direct conn in each
 UTLd B B A
 UTL→ B

APPARATUS DEDUCTIONS	
relaxed body/leg posture, flex throughout	up to 0.3 B/L
relax/incorrect footwork on non-VP	up to 0.2 ft
rhythm and tempo (whole exercise)	up to 0.2 R
dynamic performance (energy, effortless)	up to 0.2 dy
artistry of presentation	ant
• quality of expression	up to 0.1 ex
• originality of choreography	up to 0.1 ch
• quality of movement	up to 0.1 mv
rhythm during direct connection	ea up to 0.1
Insuf height – dance, acro w/hands, aerials	ea up to 0.2
salto (not apply to accel fwd elem)	up to 0.3
Insuff leg split in leaps/jumps	up to 0.2
legs not parallel to the floor in split/straddle	up to 0.2
failure to land feet together in L/J	ea up to 0.1
turns not in high relevé	ea up to 0.1
incomplete turn/twist	ea up to 0.2
incorrect body posture in VP dance	ea up to 0.1
lack of precision in VP dance	ea up to 0.1
Insuf exactness of tuck/pike/layout positions	up to 0.2
Legs crossed in twisting saltos	up to 0.1
Insuf opening prior to landing (saltos)	up to 0.3
not in sync with music-- parts	ea 0.05
throughout exercise ----up to 0.3 not ended with music ---	0.1
poor relationship of music and movement	up to 0.2
absence of music (not technical failure)	1.0 CJ
concentration pauses (2 sec or more)	ea 0.1

Overtime deduction
0.1 CJ
 L7- 10 1:30 L6 1:15
 Exercise less than 30 sec – 2.0 CJ

Averages trick

if **both w/.05** - drop .05 from high, add to low score...then avg the score

if **one w/.05** - drop .05 out, avg score...then add .025 to average

Failure to mark boundary on mat – 0.1 CJ
 Unauthorized matting 0.3 CJ -- Incorrect attire 0.2 (warn, next event)
 Coach on Floor – 0.5 CJ (one time)
 Coach/teammate touch/push to prevent run/fall out of bounds = -.5 spot, -.1 out of bounds (CJ), no bonus