

MAJOR CHANGES/REMINDERS FOR COMPULSORIES

VAULT

1. Void vault is she leaves board, never achieves vertical, lands back on board or table.
2. L. 4 coach spots -2.0; L. 5 coach spots = void.
3. Failure to land feet first -2.0 (includes the fall).
4. Passes through vertical but lands on table sitting, lying or standing -2.5.

TEXT

1. Total deductions for execution and amplitude on a major element may **not** exceed value of element plus .5.
2. Reversing the 2 elements in a directly connected dance series on FX or BB, -.3.
3. Changing a major element = value of element; substituting or omitting a major element = double value of the element; reversing a ME = half the element; incomplete = up to value; repeating a missed element = no deduction (judge from point of interruption; ME done with an extra turn = up to the value of the element).

SPECIFIC EXECUTION

BARS

1. \wedge .1 for hesitation in jump to HB.
2. .2 for alternate hand grasp or regaining hand grasp without supplemental support.

BEAM & FLOOR

1. -.05 (total) for additional running steps into aerial cartwheel or walkover or front tumbling passes.
2. -.05 failure to mark passed position at the end of a releve turn (may drop heel at end).
3. -.05 failing to cover ears with arms when moving into/out of slow acro elements.
4. \wedge .3 for extra movements to maintain balance on the BB; \wedge .2 for extra movements to maintain balance on the landing.
5. \wedge .2 insufficient quickness off hands in flight elements with hand support (**not** applied to front handsprings on FX).

RHYTHM & DYNAMICS

1. Dance series on BB are either broken or no deduction. Is no deduction for a slow connection.
2. -.3 for stops between ME in acro passes. If there are stops don **not** also take something for lack of acceleration.

TIMING

1. Timing on fall for all events begins when the gymnast gets on her feet after the fall. Fall time is 45 seconds for every event with warnings being given with 20 sec. remaining and 10 seconds remaining.