

TEAM		Gymnast	Gymnast	TEAM		Gymnast	Gymnast	TEAM		Gymnast	Gymnast
		Vault #	Vault #			Vault #	Vault #			Vault #	Vault #
		Symbol	Symbol			Symbol	Symbol			Symbol	Symbol
FIRST FLIGHT PHASE			FIRST FLIGHT PHASE			FIRST FLIGHT PHASE			FIRST FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed			> 0.1 Legs - Crossed			> 0.1 Legs - Crossed			> 0.1 Legs - Crossed		
> 0.2 Legs - Separated			> 0.2 Legs - Separated			> 0.2 Legs - Separated			> 0.2 Legs - Separated		
> 0.3 Knees - Bent			> 0.3 Knees - Bent			> 0.3 Knees - Bent			> 0.3 Knees - Bent		
> 0.2 Hips - Angle Poor			> 0.2 Hips - Angle Poor			> 0.2 Hips - Angle Poor			> 0.2 Hips - Angle Poor		
> 0.2 Body - Arched			> 0.2 Body - Arched			> 0.2 Body - Arched			> 0.2 Body - Arched		
> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete		
REPULSION PHASE			REPULSION PHASE			REPULSION PHASE			REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate			> 0.1 Hands - Staggered / Alternate			> 0.1 Hands - Staggered / Alternate			> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion			> 0.2 Hands - Alternate Repulsion			> 0.2 Hands - Alternate Repulsion			> 0.2 Hands - Alternate Repulsion		
> 0.3 Hands - Steps / Hops			> 0.3 Hands - Steps / Hops			> 0.3 Hands - Steps / Hops			> 0.3 Hands - Steps / Hops		
> 0.3 Legs Bent or Early Tuck (Salto Vaults)			> 0.3 Legs Bent or Early Tuck (Salto Vaults)			> 0.3 Legs Bent or Early Tuck (Salto Vaults)			> 0.3 Legs Bent or Early Tuck (Salto Vaults)		
> 0.5 Arms - Bent			> 0.5 Arms - Bent			> 0.5 Arms - Bent			> 0.5 Arms - Bent		
2.0 Head contact in Support (inc. arms)			2.0 Head contact in Support (inc. arms)			2.0 Head contact in Support (inc. arms)			2.0 Head contact in Support (inc. arms)		
> 0.2 Shoulder - Angle Poor			> 0.2 Shoulder - Angle Poor			> 0.2 Shoulder - Angle Poor			> 0.2 Shoulder - Angle Poor		
> 0.2 Body - Arched			> 0.2 Body - Arched			> 0.2 Body - Arched			> 0.2 Body - Arched		
> 0.3 Turn - Begun Too Early			> 0.3 Turn - Begun Too Early			> 0.3 Turn - Begun Too Early			> 0.3 Turn - Begun Too Early		
> 0.3 Failure to Pass through Vertical			> 0.3 Failure to Pass through Vertical			> 0.3 Failure to Pass through Vertical			> 0.3 Failure to Pass through Vertical		
> 0.5 Support - Too Long (Non-Salto)			> 0.5 Support - Too Long (Non-Salto)			> 0.5 Support - Too Long (Non-Salto)			> 0.5 Support - Too Long (Non-Salto)		
> 1.0 Vertical Angle (Non-Salto)			> 1.0 Vertical Angle (Non-Salto)			> 1.0 Vertical Angle (Non-Salto)			> 1.0 Vertical Angle (Non-Salto)		
SECOND FLIGHT PHASE			SECOND FLIGHT PHASE			SECOND FLIGHT PHASE			SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)		
0.1 Legs - Crossed			0.1 Legs - Crossed			0.1 Legs - Crossed			0.1 Legs - Crossed		
0.2 Legs - Separated			0.2 Legs - Separated			0.2 Legs - Separated			0.2 Legs - Separated		
> 0.3 Knees - Bent			> 0.3 Knees - Bent			> 0.3 Knees - Bent			> 0.3 Knees - Bent		
> 0.2 Touch - Brush / Hit vault table			> 0.2 Touch - Brush / Hit vault table			> 0.2 Touch - Brush / Hit vault table			> 0.2 Touch - Brush / Hit vault table		
> 0.1 Turn - Insufficient Exactness			> 0.1 Turn - Insufficient Exactness			> 0.1 Turn - Insufficient Exactness			> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)			> 0.3 Turn - Late Completion (non-saltos)			> 0.3 Turn - Late Completion (non-saltos)			> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun Too Late			> 0.5 Turn - Begun Too Late			> 0.5 Turn - Begun Too Late			> 0.5 Turn - Begun Too Late		
0.1 Salto - Under Rotation of Salto Vault			0.1 Salto - Under Rotation of Salto Vault			0.1 Salto - Under Rotation of Salto Vault			0.1 Salto - Under Rotation of Salto Vault		
> 0.3 Body - Insufficient Tuck / Pike			> 0.3 Body - Insufficient Tuck / Pike			> 0.3 Body - Insufficient Tuck / Pike			> 0.3 Body - Insufficient Tuck / Pike		
> 0.3 Body - Insufficient Stretch (arch/pike)			> 0.3 Body - Insufficient Stretch (arch/pike)			> 0.3 Body - Insufficient Stretch (arch/pike)			> 0.3 Body - Insufficient Stretch (arch/pike)		
> 0.3 Maintain Stretch (Pike Down)			> 0.3 Maintain Stretch (Pike Down)			> 0.3 Maintain Stretch (Pike Down)			> 0.3 Maintain Stretch (Pike Down)		
> 0.3 Insufficient Opening (tuck/pike)			> 0.3 Insufficient Opening (tuck/pike)			> 0.3 Insufficient Opening (tuck/pike)			> 0.3 Insufficient Opening (tuck/pike)		
> 0.5 Height			> 0.5 Height			> 0.5 Height			> 0.5 Height		
> 0.3 Length			> 0.3 Length			> 0.3 Length			> 0.3 Length		
LANDING / GENERAL			LANDING / GENERAL			LANDING / GENERAL			LANDING / GENERAL		
> 0.1 Arms - Extra Swings			> 0.1 Arms - Extra Swings			> 0.1 Arms - Extra Swings			> 0.1 Arms - Extra Swings		
> 0.2 Body - Incorrect Body Posture			> 0.2 Body - Incorrect Body Posture			> 0.2 Body - Incorrect Body Posture			> 0.2 Body - Incorrect Body Posture		
> 0.2 Trunk - Additional Movements			> 0.2 Trunk - Additional Movements			> 0.2 Trunk - Additional Movements			> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete		
> 0.3 Squat on Landing			> 0.3 Squat on Landing			> 0.3 Squat on Landing			> 0.3 Squat on Landing		
0.1 Land - Feet more than hip-width apart			0.1 Land - Feet more than hip-width apart			0.1 Land - Feet more than hip-width apart			0.1 Land - Feet more than hip-width apart		
> 0.4 Steps (0.1 each) Large (0.2) Max (0.4)			> 0.4 Steps (0.1 each) Large (0.2) Max (0.4)			> 0.4 Steps (0.1 each) Large (0.2) Max (0.4)			> 0.4 Steps (0.1 each) Large (0.2) Max (0.4)		
> 0.3 Direction (mat contact)			> 0.3 Direction (mat contact)			> 0.3 Direction (mat contact)			> 0.3 Direction (mat contact)		
> 0.3 Dynamics (power / speed)			> 0.3 Dynamics (power / speed)			> 0.3 Dynamics (power / speed)			> 0.3 Dynamics (power / speed)		
> 0.3 Brush / Touch Mat (no support)			> 0.3 Brush / Touch Mat (no support)			> 0.3 Brush / Touch Mat (no support)			> 0.3 Brush / Touch Mat (no support)		
0.5 Fall (to support, against table)			0.5 Fall (to support, against table)			0.5 Fall (to support, against table)			0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table			0.5 Coach - Between Board-Table			0.5 Coach - Between Board-Table			0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing			0.5 Coach - Spot Landing			0.5 Coach - Spot Landing			0.5 Coach - Spot Landing		
1.0 One Arm, No Hands, Not to Feet, Spot			1.0 One Arm, No Hands, Not to Feet, Spot			1.0 One Arm, No Hands, Not to Feet, Spot			1.0 One Arm, No Hands, Not to Feet, Spot		
START VALUE				START VALUE				START VALUE			
DEDUCTIONS				DEDUCTIONS				DEDUCTIONS			
JUDGE #1				JUDGE #1				JUDGE #1			
JUDGE #2				JUDGE #2				JUDGE #2			
CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5				CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5				CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5			
AVERAGE				AVERAGE				AVERAGE			

BARS Connection Values	0.1	0.2	BARS - SR 0.2 each	BARS Composition			VP	NCAA
Group 367 + Group 367 Both with flight/turn w/without flight/turn w/without flight/turn	C+C C+C C+D	D+D	2 - Bar Changes	0.05	Insufficient Distribution of Elements	difficulty not maintained or place in same section	A B C SV AV SR	3 3 2 9.4 0.6 0.2
				0.05	Lack of Variety	in Choice of Elements and Connections		
			1 - C Turn	0.1	Squat or Stoop on LB to grasp HB	more than one = 0.1 each		
				0.1	Uncharacteristic Elements:	squat on LB 1/2 t. on feet, HB swing LB feet w/o circle		
				0.1	Forward 3/4 Giant Circle	less than 200, breaks connection		
Additional Bonus Same Bar "D" or Any "E" Release	D / E		C-Salto Dismount	0.1	ONE Single Bar ("D") Release	Or ONE ("E") Release		
			A + A + C = - 0.1	(UTL)	Or Minimum (2) two ("D") Releases	Or Minimum (2) two ("E") Elements		
			B + B + C = - 0.1		AND ("D") Dismount or ("C") with CV			

					Exec. - _____	Comp. - _____	A -	SV Level: 9.4	S.V. + _____
							B -	VP - _____	Ded. - _____
							C -	SR - _____	J1 Score _____
							D -		J2 Score _____
							E -	Sub: _____	Average _____
							CV+ _____	BONUS + _____	Off Ave. - _____
							DE+ _____		Score _____
					Exec. - _____	Comp. - _____	A -	SV Level: 9.4	S.V. + _____
							B -	VP - _____	Ded. - _____
							C -	SR - _____	J1 Score _____
							D -		J2 Score _____
							E -	Sub: _____	Average _____
							CV+ _____	BONUS + _____	Off Ave. - _____
							DE+ _____		Score _____
					Exec. - _____	Comp. - _____	A -	SV Level: 9.4	S.V. + _____
							B -	VP - _____	Ded. - _____
							C -	SR - _____	J1 Score _____
							D -		J2 Score _____
							E -	Sub: _____	Average _____
							CV+ _____	BONUS + _____	Off Ave. - _____
							DE+ _____		Score _____

BEAM Connection Values	0.1	0.2	Beam - SR 0.2 each	BEAM Composition		VP	NCAA
Acro Flight - 2 elements <i>(including mounts)</i>	B acro > C** C dance > C** Dismounts**	B+D* C+C	1 Acro Flight Series	0.05	Insufficient Distribution of Elements Insufficient Use of Entire Beam	difficulty not maintained or placed in same section <i>Spatially</i> <i>Directionally</i> <i>Level Changes</i>	A B C
			* 1 - ("C") Flight	0.05			
			1 Dance / Mixed Series	0.05			
Acro Flight - 3 elements <i>Bonus (3 Acro Series) +0.1 CV</i> <i>Dismount Must be "C" for CV</i>	B+B+C	B+B+D* B+C+C B+C+D	* 1 - ("C") Dance - <i>On the Beam</i>	0.05	Lack of Variety in Acro	<i>Minimum ("A") Backward Acro element</i> <i>Minimum ("A") Forward/Sideward Acro element</i>	SV AV
			1 Leap / Jump	0.1			
			* 180o split	0.1			
Dance or Mixed <i>(including mounts)</i>	A+D B+C	B+D* C+C	1 Full turn	0.1 (UTL)	Choice of Acro Elements Acro Flight Series <u>on</u> the Beam <i>Not Up to Competitive Level</i>	<i>(mount / dismount included)</i> <i>Series without CV must have Additional "D" Acro or "E" Dance skill</i> Additional "D/E" Acro into Dismount = Not UTL Additional "D"	SR
			C - Aerial/Salto Dismount D (Acro) --> B dismount = OK				
Turns	A+C						0.2

	Artistry - _____ Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
	Artistry - _____ Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
	Artistry - _____ Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____

FLOOR	0.1	0.2	FLOOR - SR 0.2 each	FLOOR Composition Deductions			VP	NCAA
Acro. Indirect <i>(Aerials / Saltos)</i>	A+A/B+C/D A/B+D	C+C C+D	2 Saltos Direct or 2 Salto Pass	0.05	Insufficient Use of Floor Area	<i>Spatial use</i>		
Acro. Direct <i>(Aerials / Saltos)</i>	A+C B+B A+A+C	B+C C+C +0.3 A/B+D	3 Different Saltos 1 Dance Pass 2 Different - Group 1 <i>Direct or Indirect</i> One 180° Split Leap C - Last Salto	0.05	Insufficient Distribution of Elements	<i>Difficulty not maintained or placed in same section</i>	A	3
Dance / Mixed <i>(Turn + Jump = OK)</i>	B+D C+C (C+A) + A-Dance + A	C+D D+D		0.1	Lack of Variety in Acro	<i>Minimum ("A") Backward Salto</i>	B	3
Mixed	Salto D+A Jump		DS or E-Acro +0.1 DE	0.1	Lack of Variety in Acro	<i>Minimum ("A") Forward/Sideward Salto</i>	C	2
				0.1	Lack of Variety in Dance	<i>Dance Bonus CV or D/E element</i>	SV	9.4
				0.1	Choice of Elements: #1 #2 #3 if only Two (2) Acro Passes	<i>One 3-Acro Pass with ("C/D/E") Salto</i>	AV	0.6
				(UTL)		<i>One ("E") element (Dance/Acro) OR 2 Different ("D") elements (1) Acro</i>		
						<i>Dismount ("C") Salto with +0.1 CV OR ("D/E") Salto</i>	SR	0.2
						<i>One Pass with ("D/E") and Other Pass with ("D/E") OR +0.2 CV</i>		

	Artistry - _____ Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
	Artistry - _____ Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
	Artistry - _____ Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____