



# 2021 Xcel Video & Scoring Project

The NAWGJ Education Committee solicited help from the 2021 Xcel Regional judging panels to score these routines. Complete score breakdowns are available in the pdf's that accompany this project. The first 5 routines have been scored and the remaining routines are for your practice. Email Jan Eyman, Education Chairman at [eymanjudge@gmail.com](mailto:eymanjudge@gmail.com) if you have any questions.

**XCEL BRONZE VAULT:** *Note: Some categories are not displayed, but ALL are included in the Total Deductions*

	Vault Performed	Final Score	SV	Total Deductions	(#1A) Height	(#1A) Dynamics	(#1B) Pre Flight Body	(#1B) Alignment	(#1B) Landing	(V#2)Pre Flight Body	(V#2) Support Body	(V#2) Arms	(V#2) Shoulder Alignment	(V#2) Arrive past Vertical	(V#2) Dynamic s
<b>Routine 1</b>															
<b>Judge 1</b>	#1 A/B	7.55	9.00	1.45	.15-30	0.05 - .10	.05-.10	Arch .05-1	0.00	None	None	0.00	0.00	0.00	0.00
<b>Judge 2</b>	#1 A/B	Dropped Low													
<b>Judge 3</b>	#1 A/B	7.00	9.00	2.00	.15-30	.15 - .30	.05-.10	.05-.10	.05-.50	.05-.10	.05-.10	0.00	0.00	0.00	.15-.20
<b>Judge 4</b>	#1 A/B	7.00	9.00	2.00	.35-45	.15 - .30	.05-.10	.05-.10	.05-.50	None	None	0.00	0.00	0.00	0.00
<b>Judge 5</b>	#1 A/B	7.30	9.00	1.70	.35-45	.15 - .30	.05-.10	.15-.30	.05-.50	None	None	0.00	0.00	0.00	0.00
<b>Judge 6</b>	#1 A/B	7.20	9.00	1.80	.35-45	.15 - .30	.05-.20	.10-.25	.05-.50	None	None	0.00	0.00	0.00	0.00
<b>Judge 7</b>	#1 A/B	7.60	9.00	1.40	.15-30	.15 - .30	.15-.30	.05-.15	.05-.50	None	None	0.00	0.00	0.00	0.00
<b>Judge 8</b>	#1 A/B	Dropped High													
<b>Routine 2</b>															
<b>Judge 1</b>	#2	9.40	10.00	0.60	0 - .1	0.00	None	None	0.00	.05-.1	.05-.1	0.00	0.00	.05-.2	.05-.1
<b>Judge 2</b>	#2	9.50	10.00	0.50	0 - .1	0.00	None	None	0.00	.15-.25	.05-.1	0.00	0.00	.05-.2	.05-.1
<b>Judge 3</b>	#2	9.30	10.00	0.70	0 - .1	0.00	None	None	0.00	.15-.25	.05-.1	0.00	0.00	.05-.2	.05-.1
<b>Judge 4</b>	#2	Dropped Low													
<b>Judge 5</b>	#2	9.65	10.00	0.35	0 - .1	0.00	None	None	0.00	.05-.1	None	0.00	.05-.1	.05-.2	.05-.1
<b>Judge 6</b>	#2	9.65	10.00	0.35	0 - .1	0.00	None	None	0.00	.05-.1	.05-.1	0.00	.05-.1	.05-.2	.05-.1
<b>Judge 7</b>	#2	9.60	10.00	0.40	0 - .1	0.00	None	None	0.00	None	.05-.1	0.00	.05-.1	.05-.2	0.00
<b>Judge 8</b>	#2	Dropped High													
<b>Routine 3</b>															
<b>Judge 1</b>	#2	Dropped High													
<b>Judge 2</b>	#2	8.75	10.00	1.25	0 - .1	0.00	None	None	0.00	.15-.25	.15-.25	0.00	.15-.2	.5-1.0	.05-.1
<b>Judge 3</b>	#2	8.70	10.00	1.30	0 - .1	0.00	None	None	0.00	.3-.5	.15-.25	.2-.25	.15-.2	.05-.2	.15-.2
<b>Judge 4</b>	#2	Dropped Low													
<b>Judge 5</b>	#2	8.90	10.00	1.10	0 - .1	0.00	None	None	0.00	.15-.25	.3-.5	.05-.15	.15-.2	.05-.2	.15-.2
<b>Judge 6</b>	#2	8.85	10.00	1.15	0 - .1	0.00	None	None	0.00	.3-.5	.05-.1	.05-.15	.05-.1	0.00	.15-.2
<b>Judge 7</b>	#2	9.00	10.00	1.00	0 - .1	0.00	None	None	0.00	.05-.1	.15-.25	.2-.25	0.00	.25-.45	.15-.2
<b>Judge 8</b>	#2	9.00	10.00	1.00	0 - .1	0.00	None	None	0.00	None	.15-.25	0.00	.15-.2	.25-.45	.15-.2
<b>Routine 4</b>															
<b>Judge 1</b>	#2	8.10	10.00	1.90	0 - .1	0.00	None	None	0.00	.15-.25	.3-.5	0.00	.05-.1	.5-1.0	.15-.2
<b>Judge 2</b>	#2	Dropped Low													
<b>Judge 3</b>	#2	8.10	10.00	1.90	0 - .1	0.00	None	None	0.00	.15-.25	.05-.1	0.00	0.00	.25-.45	.25-.3

	Vault Performed	Final Score	SV	Total Deductions	(#1A) Height	(#1A) Dynamics	(#1B) Pre Flight Body	(#1B) Alignment	(#1B) Landing	(V#2)Pre Flight Body	(V#2) Support Body	(V#2) Arms	(V#2) Shoulder Alignment	(V#2) Arrive past Vertical	(V#2) Dynamics
Judge 4	#2	8.00	10.00	2.00	0 - .1	0.00	None	None	0.00	.15-.25	.15-.3	0.00	.05-.1	.5-1.0	.25-.3
Judge 5	#2	8.20	10.00	1.80	0 - .1	0.00	None	None	0.00	.15-.3	.15-.3	.05-.15	.15-.2	.05-.2	.15-.2
Judge 6	#2	8.25	10.00	1.75	0 - .1	0.00	None	None	0.00	.3-.5	.15-.3	.05-.15	.05-.1	.05-.2	.25-.3
Judge 7	#2	8.70	10.00	1.30	0 - .1	0.00	None	None	0.00	None	.15-.3	.05-.15	.05-.1	.05-.2	.15-.2
Judge 8	#2	Dropped High													
Routine 5															
Judge 1	#1 A/B	3.60	4.50	0.90	0 - .1		.05-.1	.1-.25	.05-.5	None	None	0.00	0.00	0.00	0.00
Judge 2	#1 A/B	3.75	4.50	0.75	0 - .1	0.00	Legs separat	None	0.00	None	None	0.00	0.00	0.00	0.00
Judge 3	#1 A/B	3.50	4.50	1.00	0 - .1	0.00	.05-.1	.05-.1	.05-.5	None	None	0.00	0.00	0.00	0.00
Judge 4	#1 A/B	Dropped Low	4.50	1.35	.35-.45	.15 - .3	Legs separat	.25 - .5	.05-.5	None	None	0.00	0.00	0.00	0.00
Judge 5	#1 A/B	Dropped High													
Judge 6	#1 A/B	3.15													
Judge 7	#1 A/B	3.65	4.50	0.85	0 - .1	0.00	None	.15-.3	0.00	None	None	0.00	0.00	0.00	0.00
Judge 8	#1 A/B	3.65	4.50	0.85	0 - .1		Legs separat	.15-.3	0.00	None	None	0.00	0.00	0.00	0.00

**XCEL SILVER VAULT: *Note - Some categories are not displayed but All are included in the Total Deduction***

	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Post Flight BP Highlight	Landing Steps & Posture	Dynamics - asked for range	
				"Range"	"Range"		"Range"	
<b><u>Only the 1st 4 Vaults were scored due to video</u></b>								
<b>Routine 1</b>								
Judge 1	9.25	10	0.75	0	0	1	.15-.25	
Judge 2		No Data	entered					
Judge 3	8.9	10	1.1	.15-.25	.05-.1	1	.15-.25	
Judge 4	8.7	10	1.3	0	.05-.1	1	.15-.25	
Judge 5	9.2	10	0.8	0	.05-.1	2	.05-.1	
Judge 6	Dropped High							
Judge 7	9.05	10	0.95	0	.15-.2	1	.15-.25	
Judge 8	Dropped Low							
Judge 9	8.8	10	1.2	0	0	1	.05-.1	
<b>Routine 2</b>								
Judge 1	9.25	10	0.75	0	0	3	.05-.1	
Judge 2	Dropped Low							
Judge 3	9.05	10	0.95	0	.05-.1	3	.05-.1	
Judge 4	9.1	10	0.9	0	0	3	.15-.25	
Judge 5	9.1	10	0.9	0	.05-.1	3	.15-.25	
Judge 6	Dropped High							
Judge 7	9.25	10	0.75	0	.15-.2	2	.05-.1	
Judge 8	8.9	10	1.1	.05-.1	.05-.1	3	.05-.1	
Judge 9	8.7	10	1.3	0	.05-.1	2	.05-.1	

	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Post Flight BP Highlight	Landing Steps & Posture	Dynamics - asked for range	
				"Range"	"Range"		"Range"	
<b>Routine 3</b>								
<b>Judge 1</b>	9.45	10	0.55	0	0	2	.05-.1	
<b>Judge 2</b>	9.15	10	0.85	.05-.1	.05-.1	1	.05-.1	
<b>Judge 3</b>	9.1	10	0.9	0	.05-.1	1	.15-.25	
<b>Judge 4</b>	9.15	10	0.85	0	0	1	0.3	
<b>Judge 5</b>	Dropped High							
<b>Judge 6</b>	9.25	10	0.75	.05-.1	.15-.2	1	.05-.1	
<b>Judge 7</b>	8.9	10	1.1	0	.05-.1	1	.05-.1	
<b>Judge 8</b>	Dropped Low							
<b>Judge 9</b>	8.85	10	1.15	0	.05-.1	1	.05-.1	
<b>Routine 4</b>								
<b>Judge 1</b>	8.65	10	1.35	.15-.25	.05-.1	2	.15-.25	
<b>Judge 2</b>	8.45	10	1.55	.15-.25	.15-.2	2	.15-.25	
<b>Judge 3</b>	8.2	10	1.8	.3-.4	.25-.3	1	.15-.25	
<b>Judge 4</b>	8.2	10	1.8	.05-.1	.15-.2	1	0.3	
<b>Judge 5</b>	8.2	10	1.8	.15-.25	.25-.3	3	0.3	
<b>Judge 6</b>	Dropped High							
<b>Judge 7</b>	8.2	10	1.8	.3-.4	.25-.3	1	.15-.25	
<b>Judge 8</b>	8.3	10	1.7	.15-.25	.25-.3	2	.15-.25	
<b>Judge 9</b>	Dropped Low							



	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landing	Posture on Landing
						"Range"	"Range"	"Range"	"Range"	"Range"			
<b>Routine 4</b>													
<b>Judge 1</b>	Handspring	Dropped Low											
<b>Judge 2</b>	Handspring	8.45	10	1.55	.05-.1	.15-.3	.05-.1	.15-.25	.15-.2	.05-.1	0	1	BP on landing
<b>Judge 3</b>	Handspring	8.4	10	1.6	0	.15-.3	0	.3-.4	.25-.3	.15-.2	0.1	1	None
<b>Judge 4</b>	Handspring	8.6	10	1.4	.05-.1	.15-.3	.25-.3	.15-.25	.15-.2	.05-.1	0.05	2	None
<b>Judge 5</b>		No Data											
<b>Judge 6</b>	Handspring	8.6	10	1.4	.05-.1	.15-.3	.25-.3	.15-.25	.15-.2	.05-.1	0.05	2	None
<b>Judge 7</b>	Handspring	Dropped High											
<b>Judge 8</b>	Handspring	9.15	10	0.85	0	.15-.3	.05-.1	.15-.25	.05-.1	.15-.2	0.05	1	BP on landing
<b>Routine 5</b>													
<b>Judge 1</b>	Handspring	8.35	10	1.65	0	.15-.3	.15-.2	.45-.5	.05-.1	.05-.1	0	2	Deep Squat
<b>Judge 2</b>	Handspring	8.35	10	1.65	0	.15-.3	.15-.2	.15-.25	.15-.2	.05-.1	0	2	BP on landing
<b>Judge 3</b>	Handspring	Dropped Low											
<b>Judge 4</b>	Handspring	9.15	10	0.85	0	.05-.1	.15-.2	.15-.25	.05-.1	.05-.1	0	1	None
<b>Judge 5</b>	Handspring	8.8	10	1.2	0	.15-.3	.15-.2	.15-.25	.15-.2	0	0.1	2	BP on landing
<b>Judge 6</b>	Handspring	9.15	10	0.85	.05-.1	.05-.1	.05-.1	.15-.25	.05-.1	0	0	2	None
<b>Judge 7</b>	Handspring	Dropped High											
<b>Judge 8</b>	Handspring	9.3	10	0.7	0	.15-.3	.15-.2	.05-.1	.05-.1	.05-.1	0	1	BP on landing

**XCEL PLATINUM VAULT: *NOTE: Some categories are not displayed but ALL are included in the TOTAL***

	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landin	Posture on Landing
					"Range"	"Range"	"Range"	"Range"	"Range"	"Range"			
<b>Routine 1</b>													
<b>Judge 1</b>	Handspring	Dropped High											
<b>Judge 2</b>	Handspring	8.55	9.8	1.25	0	.15-.3	.15-.2	.45-.5	.05-.1	.05-.1	0	1	None
<b>Judge 3</b>	Handspring	Dropped Low											
<b>Judge 4</b>	Handspring	8.85	9.8	9.5	.05-.1	.15-.3	.15-.2	.05-.1	.05-.1	0	0	2	None
<b>Judge 5</b>	Handspring	8.65	9.8	1.15	0	.15-.3	0	.15-.25	.15-.2	.05-.1	0.1	1	None
<b>Judge 6</b>	Handspring	8.6	9.8	1.2	0	.05-.1	.25-.3	.15-.25	.15-.2	.15-.2	0	1	None
<b>Judge 7</b>	Handspring	8.4	9.8	1.4	.05-.1	.35-.5	.25-.3	.15-.25	.15-.2	.05-.1	0.05	1	None
<b>Judge 8</b>	Handspring	8.6	9.8	10	.05-.1	.15-.3	.15-.2	.15-.25	.05-.1	0	0	1	None
<b>Judge 9</b>	Handspring	8.9	9.8	0.9	0	.15-.3	0	.05-.1	.05-.1	.05-.1	0	1	BP on Land.
<b>Judge 10</b>	Handspring	8.65	9.8	1.15	.05-.1	.15-.3	.15-.2	.15-.25	.15-.2	0	0	1	None
<b>Routine 2</b>													
<b>Judge 1</b>	LA Tum	9.25	10	0.75	0	.05-.1	0	.05-.1	.05-.1	0	0	2	None
<b>Judge 2</b>	LA Tum	Dropped Low											
<b>Judge 3</b>	LA Tum	8.5	10	1.5	0	.15-.3	.15-.2	.15-.25	.05-.1	.05-.1	0	2	None
<b>Judge 4</b>	LA Tum	9	10	1	.05-.1	.15-.3	.15-.2	.05-.1	.05-.1	0	0	3	Trunk Mov.
<b>Judge 5</b>	LA Tum	8.3	10	1.7	.05-.1	.35-.5	0	.3-.4	.25-.3	.15-.2	0.1	1	None
<b>Judge 6</b>	LA Tum	8.8	10	1.2	.15-.25	.15-.3	.15-.2	.15-.25	.05-.1	.15-.2	0	2	None
<b>Judge 7</b>	LA Tum	8.7	10	1.3	.05-.1	.15-.3	.15-.2	.15-.25	.15-.2	.05-.1	0.1	2	BP on Land.
<b>Judge 8</b>	LA Tum	8.8	10	12	.15-.25	.15-.3	.15-.2	.15-.25	.05-.1	0	0	1	None
<b>Judge 9</b>	LA Tum	Dropped High											
<b>Judge 10</b>	LA Tum	8.5	10	1.5	0	.15-.3	.15-.2	.15-.25	.15-.2	0	0.1	1	None
<b>Routine 3</b>													
<b>Judge 1</b>	Handspring	9.2	9.8	0.6	0	.05-.1	0	0	0	.05-.1	0.1	1	None
<b>Judge 2</b>	Handspring	8.9	9.8	0.9	0	.05-.1	.05-.1	.3-.4	.05-.1	.05-.1	0	1	BP on Land.
<b>Judge 3</b>	Handspring	8.9	9.8	0.9	0	.05-.1	0	.15-.25	.05-.1	.05-.1	0	2	BP on Land.
<b>Judge 4</b>	Handspring	9.2	9.8	0.6	0	.05-.1	.05-.1	.05-.1	.05-.1	0	0	2	Trunk Mov.



	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landing	Posture on Landing
					"Range"	"Range"	"Range"	"Range"	"Range"	"Range"			
Judge 5	Handspring	9	9.8	0.8	0	.05-.1	0	.15-.25	.05-.1	.15-.2	0.1	1	None
Judge 6	Handspring	9	9.8	0.8	0	.05-.1	.15-.2	.05-.1	.05-.1	.05-.1	0	1	None
Judge 7	Handspring	9.1	9.8	0.7	0	.05-.1	.05-.1	.05-.1	.05-.1	.15-.2	0.1	1	None
Judge 8	Handspring	Dropped High											
Judge 9	Handspring	9	9.8	0.8	0	.15-.3	.05-.1	.15-.25	.05-.1	.05-.1	0	1	None
Judge 10	Handspring	Dropped Low											
Routine 4													
Judge 1	LA Tum	9.6	10	0.4	0	.05-.1	0	.05-.1	.05-.1	.05-.1	0.1	1	BP on Land.
Judge 2	LA Tum	8.9	10	1.1	0	.05-.1	.05-.1	.3-.4	.05-.1	.05-.1	0	1	None
Judge 3	LA Tum	9.2	10	0.8	0	.05-.1	.05-.1	.15-.25	.05-.1	.05-.1	0	1	None
Judge 4	LA Tum	9.35	10	6.5	.05-.1	.05-.1	0	.05-.1	.05-.1	0	0.05	1	None
Judge 5	LA Tum	8.85	10	1.15	0	.05-.1	0	.3-.4	.15-.2	.05-.1	0.1	1	None
Judge 6	LA Tum	9.1	10	0.9	0	.15-.3	.15-.2	.15-.25	.05-.1	.05-.1	0	1	None
Judge 7	LA Tum	9.5	10	0.5	0	.05-.1	.05-.1	.05-.1	.05-.1	.05-.1	0.05	1	None
Judge 8	LA Tum	Dropped Low											
Judge 9	LA Tum	Dropped High											
Judge 10	LA Tum	9.25	10	0.75	0	.05-.1	.05-.1	.05-.1	.05-.1	0	0.05	1	None
Routine 5													
Judge 1	LA Tum	9.1	10	0.9	0	.15-.3	0	.05-.1	.05-.1	.05-.1	0.1	1	BP on Land.
Judge 2	LA Tum	9.25	10	0.75	0	.05-.1	.05-.1	.3-.4	.05-.1	.05-.1	0	1	BP on Land.
Judge 3	LA Tum	8.7	10	1.3	0	.15-.3	.05-.1	.15-.25	.15-.2	.05-.1	0	1	BP on Land.
Judge 4	LA Tum	9.3	10	0.7	0	.05-.1	.05-.1	.05-.1	0	0	0	2	Trunk Mov.
Judge 5	LA Tum	8.8	10	1.2	0	.05-.1	0	.3-.4	.15-.2	.05-.1	0.1	1	Trunk Mov.
Judge 6	LA Tum	8.9	10	1.1	.05-.1	.15-.3	.15-.2	.15-.25	.05-.1	.15-.2	0	1	BP on Land.
Judge 7	LA Tum	9	10	1	.05-.1	.15-.3	.15-.2	.15-.25	.05-.1	.05-.1	0.05	1	None
Judge 8	LA Tum	Dropped Low											
Judge 9	LA Tum	Dropped High											
Judge 10	LA Tum	8.7	10	1.3	.05-.1	.15-.3	.15-.2	.15-.25	.15-.2	0	0.1	1	None

**XCEL DIAMOND VAULT:** *Some categories are not displayed but ALL are included in the total.*

	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	Ext/open from shape	HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landing	Posture on Landing
					"Range"	"Range"	"Range"	"Range"	"Range"	"Range"	"Range"			
<b>Routine 1</b>														
<b>Judge 1</b>	Handspring	9	9.4	0.4	0	.15-.3	0	0	.05-.1	.05-.1	0	0.1	1	None
<b>Judge 2</b>	Handspring	8.7	9.4	0.7	0	0	.05-.1	0	.3-.4	.05-.1	.05-.1	0	2	BP on land.
<b>Judge 3</b>	Handspring	8.8	9.4	0.6	0	.05-.1	0	0	.15-.25	.05-.1	0	0	2	None
<b>Judge 4</b>	Handspring	8.8	9.4	0.6	0	0	0	0	.15-.25	.15-.2	.05-.1	0.1	1	None
<b>Judge 5</b>	Handspring	Dropped Low												
<b>Judge 6</b>	Handspring	8.9	9.4	0.5	0	.05-.1	0	0	.05-.1	.05-.1	.15-.2	0.05	1	None
<b>Judge 7</b>	Handspring	9	9.4	0.04	0	.05-.1	0	0	.05-.1	.05-.1	0	0	2	None
<b>Judge 8</b>	Handspring	Dropped High												
<b>Judge 9</b>	Handspring	8.9	9.4	0.5	0	.05-.1	0	0	.05-.1	.05-.1	0	0.05	1	None
<b>Judge 10</b>	Handspring	8.6	9.4	0.8	0	.15-.3	.15-.2	0	.05-.1	.05-.1	0	0.1	1	BP on land.
<b>Judge 11</b>	Handspring	8.9	9.4	0.5	0	.05-.1	0	0	.05-.1	.05-.1	.05-.1	0	1	None
<b>Routine 2</b>														
<b>Judge 1</b>	Somersault	Dropped High												
<b>Judge 2</b>	Somersault	8.15	10	1.85	0	.05-.1	.05-.1	.15-.2	.15-.25	.15-.2	.05-.1	0	3	Under Rot/BP landing/Add. Trunk
<b>Judge 3</b>	Somersault	8.4	10	1.6	0	0	0	.2-.25	.3-.4	.05-.1	0	0	2	Under Rot/BP landing
<b>Judge 4</b>	Somersault	8.2	10	1.8	.05-.1	0	0	.3 (total lack)	.45-.5	.25-.3	0	0.1	2	Under Rot/BP landing
<b>Judge 5</b>	Somersault	8.8	10	1.2	.05-.1	.15-.3	.15-.2	.15-.2	.15-.25	.05-.1	.15-.2	0.1	2	Under Rot/BP landing
<b>Judge 6</b>	Somersault	Dropped Low												
<b>Judge 7</b>	Somersault	8.7	10	1.3	0	0	.05-.1	.15-.2	.15-.25	.05-.1	0	0	5	BP on land.



	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	Ext/open from shape	HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landing	Posture on Landing
					"Range"	"Range"	"Range"	"Range"	"Range"	"Range"	"Range"			
Judge 4	Vault with LA	8.65	9.9	1.25	0	.15-.3	0	0	.3-.4	.15-.2	.05-.1	0.1	1	None
Judge 5	Vault with LA	9.1	9.9	0.8	.05-.1	.05-.1	.15-.2	0	.05-.1	.05-.1	.05-.1	0	1	None
Judge 6	Vault with LA	9.35	9.9	0.55	0	.05-.1	.05-.1	0	.05-.1	.05-.1		0.05	1	None
Judge 7	Vault with LA	9.4	9.9	0.5	0	0	0	0	.05-.1	.15-.2	0	0.05	1	BP on land.
Judge 8	Vault with LA	9	9.9	9	0	.15-.3	.15-.2	0	.15-.25	.05-.1	0	0	1	BP on land.
Judge 9	Vault with LA	9.2	9.9	0.7	0	.15-.3	0	0	.05-.1	.05-.1	.05-.1	0	1	None
Judge 10	Vault with LA	9	9.9	0.9	0	.15-.3	.15-.2	0	.15-.25	.15-.2	.05-.1	0.1	1	None
Judge 11	Vault with LA	9.2	9.9	0.7	0	.15-.3	0	0	.05-.1	.05-.1	.05-.1	0	1	None
Routine 5														
Judge 1	#4.102	8	9.6	1.6	.05-.1	.15-.3	.15-.2	0	.15-.25	.15-.2	.15-.2	0.1	1	None
Judge 2	#4.102	7.75	9.6	1.85	0	.15-.3	.25-.3	0	.45-.5	.15-.2	.15-.2	0	1	BP on land.
Judge 3	#4.102	8.05	9.6	1.55	.05-.1	.15-.3	.15-.2	0	.15-.25	.15-.2	.15-.2	0	1	BP on land.
Judge 4	#4.102	7.9	9.6	1.7	.15-.25	.35-.5	.05-.1	0	.45-.5	.15-.2	.15-.2	0.1	1	None
Judge 5	#4.102	8.6	9.6	1	0	.05-.1	.15-.2	0	.15-.25	.05-.1	.15-.2	0	1	BP on land.
Judge 6	#4.102	Dropped Low												
Judge 7	#4.102	Dropped High												
Judge 8	#4.102	8.2	9.6	1.4	0	.15-.3	.15-.2	0	.15-.25	.15-.2	0	0	1	None
Judge 9	#4.102	8	9.6	1.6	.05-.1	.35-.5	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None
Judge 10	#4.102	7.8	9.6	1.8	.05-.1	.35-.5	.35-.5	0	.3-.4	.25-.3	.15-.2	0.1	1	BP on land.
Judge 11	#4.102	8	9.6	1.6	0	.35-.5	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None

## Bronze Bars

	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhythm	Dynamic
				4 A's	Cast	Circle Skill	LB Dsmt.		
<b>Routine 1</b>									
<b>Judge 1</b>	9.4	10	0.5	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 2</b>	Dropped High								
<b>Judge 3</b>	9.45	10	0.55	Yes	Yes	Yes	Yes	0	0
<b>Judge 4</b>	9.3	9.3	0.7	Yes	Yes	Yes	Yes	0	0
<b>Judge 5</b>	9.25	10	0.75	Yes	Yes	Yes	Yes	0	0
<b>Judge 6</b>	9.35	10	0.65	Yes	Yes	Yes	Yes	0	0
<b>Judge 7</b>	no data	no data	no data	no data	no data	no data	no data	no data	no data
<b>Judge 8</b>	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
<b>Judge 9</b>	Dropped Low								
<b>Judge 10</b>	9.4	10	0.6	Yes	Yes	Yes	Yes	0	0
<b>Judge 11</b>	no data	no data	no data	no data	no data	no data	no data	no data	no data
<b>Routine 2</b>									
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	8.9	10	0.9	Yes	Yes	Yes	Yes	0.05	0.15
<b>Judge 3</b>	8.95	10	0.9	Yes	Yes	Yes	Yes	0.1	0.05
<b>Judge 4</b>	8.8	10	1.1	Yes	Yes	Yes	Yes	0.1	0
<b>Judge 5</b>	8.8	10	1.2	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 6</b>	8.35	10	1.65	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 7</b>	8.9	10	0.85	Yes	Yes	Yes	Yes	0.1	0.15
<b>Judge 8</b>	8.75	10	1.25	Yes	Yes	Yes	Yes	0	0
<b>Judge 9</b>	8.7	10	1.2	Yes	Yes	Yes	Yes	0	0.1
<b>Judge 10</b>	9.2	10	0.75	Yes	Yes	Yes	Yes	0.05	0
<b>Judge 11</b>	Dropped Low								
<b>Routine 3</b>									
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	9.05	10	0.75	Yes	Yes	Yes	Yes	0.1	0.15
<b>Judge 3</b>	8.8	10	1	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 4</b>	8.7	10	1.2	Yes	Yes	Yes	Yes	0.1	0
<b>Judge 5</b>	8.6	10	1.4	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 6</b>	8.7	10	1.3	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 7</b>	9	10	0.75	Yes	Yes	Yes	Yes	0.05	0.15

	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhythm	Dynamic
				4 A's	Cast	Circle Skill	LB Dsmt.		
<b>Judge 8</b>	8.9	10	1.1	Yes	Yes	Yes	Yes	0	0
<b>Judge 9</b>	Dropped Low								
<b>Judge 10</b>	9.1	10	0.7	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 11</b>	8.8	10	0.9	Yes	Yes	Yes	Yes	0.05	0.05
<b>Routine 4</b>									
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	9.2	10	0.65	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 3</b>	9	10	0.9	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 4</b>	8.9	10	1	Yes	Yes	Yes	Yes	0.1	0
<b>Judge 5</b>	Dropped Low								
<b>Judge 6</b>	9	10	1	Yes	Yes	Yes	Yes	0	0
<b>Judge 7</b>	9.35	10	0.5	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 8</b>	8.9	10	1.1	Yes	Yes	Yes	Yes	0	0
<b>Judge 9</b>	8.8	10	1.1	Yes	Yes	Yes	Yes	0	0.1
<b>Judge 10</b>	9.15	10	0.75	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 11</b>	8.85	10	1	Yes	Yes	Yes	Yes	0.1	0.05
<b>Routine 5</b>									
<b>Judge 1</b>	8.9	10	1	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 2</b>	Dropped High								
<b>Judge 3</b>	8.9	10	1	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 4</b>	9	10	1	Yes	Yes	Yes	Yes	0	0
<b>Judge 5</b>	8.45	10	1.55	Yes	Yes	Yes	Yes	0	0.05
<b>Judge 6</b>	8.4	10	1.6	Yes	Yes	Yes	Yes	0.1	0.15
<b>Judge 7</b>	no data	no data	no data	no data	no data	no data	no data	no data	no data
<b>Judge 8</b>	8.55	10	1.45	Yes	Yes	Yes	Yes	0	0
<b>Judge 9</b>	Dropped Low								
<b>Judge 10</b>	8.55	10	1.4	Yes	Yes	Yes	Yes	0.05	0
<b>Judge 11</b>	8.5	10	1.3	Yes	Yes	Yes	Yes	0.1	0.1

## Silver Bars

	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhythm	Dynamics
				5 A's	45° cast	360° circle	Dismount		
<b>Routine 1</b>									
<b>Judge 1</b>	9.75	10	0.25	Yes	Yes	Yes	Yes	0	0
<b>Judge 2</b>	Dropped								
<b>Judge 3</b>	9.8	10	0.2	Yes	Yes	Yes	Yes	0	0
<b>Judge 4</b>	9.6	10	0.4	Yes	Yes	Yes	Yes	0	0
<b>Judge 5</b>	9.55	10	0.45	Yes	Yes	Yes	Yes	0	0
<b>Judge 6</b>	9.4	10	0.6	Yes	Yes	Yes	Yes	0	0
<b>Judge 7</b>	9.4	10	0.6	Yes	Yes	Yes	Yes	0	0
<b>Judge 8</b>	9.45	10	0.45	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 9</b>	Dropped								
<b>Judge 10</b>	9.5	10	0.5	Yes	Yes	Yes	Yes	0	0
<b>Judge 11</b>	9.55	10	0.45	Yes	Yes	Yes	Yes	0	0
<b>Routine 2</b>									
<b>Judge 1</b>	Dropped								
<b>Judge 2</b>	9.35	10	0.45	Yes	Yes	Yes	Yes	0.05	0.15
<b>Judge 3</b>	9.5	10	0.45	Yes	Yes	Yes	Yes	0.05	0
<b>Judge 4</b>	9.5	10	0.4	Yes	Yes	Yes	Yes	0.1	0
<b>Judge 5</b>	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
<b>Judge 6</b>	9.25	10	0.7	Yes	Yes	Yes	Yes	0.05	0
<b>Judge 7</b>	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
<b>Judge 8</b>	9.1	10	0.7	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 9</b>	Dropped								
<b>Judge 10</b>	9.5	10	0.45	Yes	Yes	Yes	Yes	0.05	0
<b>Judge 11</b>	9.45	10	0.55	Yes	Yes	Yes	Yes	0	0
<b>Routine 3</b>									
<b>Judge 1</b>	Dropped								
<b>Judge 2</b>	7.2	9.5	2	No	Yes	Yes	Yes	0.1	0.2
<b>Judge 3</b>	7.15	9.5	2.05	No	Yes	Yes	Yes	0.1	0.2
<b>Judge 4</b>	7.5	9.5	2	No	Yes	Yes	Yes	0	0
<b>Judge 5</b>	6.7	9.5	2.7	No	Yes	Yes	Yes	0.05	0.05
<b>Judge 6</b>	7.2	9.5	2.1	No	Yes	Yes	Yes	0.05	0.15
<b>Judge 7</b>	7.4	9.5	2.1	No	Yes	Yes	Yes	0	0
<b>Judge 8</b>	Dropped								
<b>Judge 9</b>	7.3	10	2.6	Yes	Yes	Yes	Yes	0	0.1
<b>Judge 10</b>	7.3	9.5	2	No	Yes	Yes	Yes	0.1	0.1
<b>Judge 11</b>	7.1	9	1.8	No	No	Yes	Yes	0.1	0

	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhythm	Dynamics
				5 A's	45° cast	360° circle	Dismount		
<b>Routine 4</b>									
<b>Judge 1</b>	Dropped								
<b>Judge 2</b>	8.3	8.7	0.35	Yes	Yes	Yes	No	0	0.05
<b>Judge 3</b>	8.1	8.7	0.55	Yes	Yes	Yes	No	0	0.05
<b>Judge 4</b>	8.1	9.2	1.1	Yes	Yes	Yes	No	0	0
<b>Judge 5</b>	7.9	9	1	Yes	Yes	Yes	No	0.05	0.05
<b>Judge 6</b>	8.2	9	0.75	Yes	Yes	Yes	No	0	0.05
<b>Judge 7</b>	8.5	9.2	0.7	Yes	Yes	Yes	No	0	0
<b>Judge 8</b>	8.3	9.5	1	Yes	Yes	Yes	No	0.1	0.1
<b>Judge 9</b>	8	9	1	Yes	Yes	Yes	No	0	0
<b>Judge 10</b>	Dropped								
<b>Judge 11</b>	8.4	9.5	1.1	Yes	Yes	Yes	No	0	0
<b>Routine 5</b>									
<b>Judge 1</b>	Dropped								
<b>Judge 2</b>	9.45	10	0.4	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 3</b>	9.25	10	0.65	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 4</b>	Dropped								
<b>Judge 5</b>	9.25	10	0.75	Yes	Yes	Yes	Yes	0	0
<b>Judge 6</b>	9.2	10	0.7	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 7</b>	9.55	10	0.4	Yes	Yes	Yes	Yes	0	0.05
<b>Judge 8</b>	9.35	10	0.5	Yes	Yes	Yes	Yes	0.1	0.05
<b>Judge 9</b>	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
<b>Judge 10</b>	9.2	10	0.65	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 11</b>	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0





	Score	SV	Execution	SR#1 (6) A's or B from chart	SR#2 Skill finish in clear supp.	SR#3 360° circle skill	SR#4 Dsmt. From HB	Rhythm	Dynamics
<b>Routine 4</b>									
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	8.4	10	1.4	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 3</b>	8.1	10	1.65	Yes	Yes	Yes	Yes	0.05	0.2
<b>Judge 4</b>	NO DATA								
<b>Judge 5</b>	8.6	10	1.2	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 6</b>	Dropped Low								
<b>Judge 7</b>	8.4	10	1.45	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 8</b>	8.3	10	1.5	Yes	Yes	Yes	Yes	0.1	0.1
<b>Routine 5</b>									
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	8.1	9	0.7	No	No	Yes	Yes	0.1	0.1
<b>Judge 3</b>	8.25	9	0.55	No	No	Yes	Yes	0.1	0.1
<b>Judge 4</b>	9.1	10	0.75	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 5</b>	9	10	0.9	Yes	Yes	Yes	Yes	0.1	
<b>Judge 6</b>	8.9	10	1	Yes	Yes	Yes	Yes		0.1
<b>Judge 7</b>	8.45	9	0.4	No	No	Yes	Yes	0.1	0.05
<b>Judge 8</b>	Dropped Low								

## Platinum Bars

	Score	SV	Execution	SR#1 Cast	SR#2 360 circle	SR#3 Kip	SR#4 HB Dismou	VP Missin g	Rhyth m	Dynamics
<b>Routine 1</b>										
<b>Judge 1</b>	Dropped High									
<b>Judge 2</b>	8	9.4	1.3	No	Yes	Yes	Yes	A	0	0.1
<b>Judge 3</b>	8.8	10	1.2	Yes	Yes	Yes	Yes		0	0
<b>Judge 4</b>	8.05	9.4	1.25	No	Yes	Yes	Yes	A	0	0.1
<b>Judge 5</b>	8.5	10	1.5	Yes	Yes	Yes	Yes		0	0
<b>Judge 6</b>	7.85	9.4	1.45	No	Yes	Yes	Yes	A	0	0.1
<b>Judge 7</b>	8.7	10	1.25	Yes	Yes	Yes	Yes		0.05	0
<b>Judge 8</b>	Dropped Low									
<b>Judge 9</b>	No data									
<b>Judge 10</b>	8.4	9.4	0.9	No	Yes	Yes	Yes	A	0	0.1
<b>Judge 11</b>	8.1	9.5	1.3	No	Yes	Yes	Yes		0	0.1
<b>Routine 2</b>										
<b>Judge 1</b>	Dropped High									
<b>Judge 2</b>	7.6	10	2.2	Yes	Yes	Yes	Yes		0.1	0.1
<b>Judge 3</b>	8.4	10	1.5	Yes	Yes	Yes	Yes		0.1	0
<b>Judge 4</b>	8	10	1.8	Yes	Yes	Yes	Yes		0.1	0.1
<b>Judge 5</b>	8.25	10	1.6	Yes	Yes	Yes	Yes		0.05	0.1
<b>Judge 6</b>	Dropped Low									
<b>Judge 7</b>	8	10	1.9	Yes	Yes	Yes	Yes		0.1	0
<b>Judge 8</b>	8.2	9.5	1	No	Yes	Yes	Yes		0.1	0.2
<b>Judge 9</b>	7.6	9.7	2	Yes	Yes	Yes	Yes	B	0	0.1
<b>Judge 10</b>	7.95	9.4	1.35	No	Yes	Yes	Yes	A	0	0.1
<b>Judge 11</b>	8.15	10	1.6	Yes	Yes	Yes	Yes		0.1	0.15
<b>Routine 3</b>										
<b>Judge 1</b>	Dropped High									
<b>Judge 2</b>	8.6	10	1.2	Yes	Yes	Yes	Yes		0.1	0.1
<b>Judge 3</b>	8.9	10	1.1	Yes	Yes	Yes	Yes		0	0
<b>Judge 4</b>	8.3	10	1.5	Yes	Yes	Yes	Yes		0.1	0.1
<b>Judge 5</b>	8.65	10	1.2	Yes	Yes	Yes	Yes		0.1	0.05
<b>Judge 6</b>	8.65	10	1.25	Yes	Yes	Yes	Yes		0.05	0.05
<b>Judge 7</b>	8.75	10	1.15	Yes	Yes	Yes	Yes		0	0.1

	Score	SV	Execution	SR#1 Cast	SR#2 360 circle	SR#3 Kip	SR#4 HB Dismou	VP Missin g	Rhyth m	Dynamics
<b>Routine 3</b>										
<b>Judge 8</b>	8.8	10	1	Yes	Yes	Yes	Yes		0.1	0.1
<b>Judge 9</b>	Dropped Low									
<b>Judge 10</b>	8.9	10	1	Yes	Yes	Yes	Yes		0.05	0.05
<b>Judge 11</b>	9	10	1	Yes	Yes	Yes	Yes		0	0
<b>Routine 4</b>										
<b>Judge 1</b>	Dropped High									
<b>Judge 2</b>	9.5	10	0.4	Yes	Yes	Yes	Yes		0.05	0.05
<b>Judge 3</b>	9.5	10	0.5	Yes	Yes	Yes	Yes		0	0
<b>Judge 4</b>	9.6	10	0.4	Yes	Yes	Yes	Yes		0	0
<b>Judge 5</b>	9.55	10	0.45	Yes	Yes	Yes	Yes		0	0
<b>Judge 6</b>	9.6	10	0.4	Yes	Yes	Yes	Yes		0	0
<b>Judge 7</b>	9.5	10	0.5	Yes	Yes	Yes	Yes		0	0
<b>Judge 8</b>	9.6	10	0.35	Yes	Yes	Yes	Yes		0.05	0
<b>Judge 9</b>	9.55	10	0.45	Yes	Yes	Yes	Yes		0	0
<b>Judge 10</b>	Dropped Low									
<b>Judge 11</b>	9.5	10	0.5	Yes	Yes	Yes	Yes		0	0
<b>Routine 5</b>										
<b>Judge 1</b>	7.65	9.3	1.45	No	Yes	Yes	Yes	A/A	0.1	0.1
<b>Judge 2</b>	7.7	9.4	1.5	No	Yes	Yes	Yes	A	0.1	0.1
<b>Judge 3</b>	8	9.4	1.4	No	Yes	Yes	Yes	A	0	0
<b>Judge 4</b>	7.3	9.4	1.9	No	Yes	Yes	Yes	A	0.1	0.1
<b>Judge 5</b>	7.4	9.4	1.8	No	Yes	Yes	Yes	A	0.1	0.1
<b>Judge 6</b>	Dropped Low									
<b>Judge 7</b>	7.4	9.4	1.85	No	Yes	Yes	Yes	A	0	0.15
<b>Judge 8</b>	7.4	10	2.3	Yes	Yes	Yes	Yes		0.1	0.2
<b>Judge 9</b>	7.7	9.5	1.8	No	Yes	Yes	Yes		0	0
<b>Judge 10</b>	Dropped High									
<b>Judge 11</b>	7.7	9.5	1.7	No	Yes	Yes	Yes		0	0.1

## Diamond Bars

	Score	SV	Execution	SR#1 Clear Supp. Skill	SR#1 Min. B Cir. Skill	SR#3 2nd Diff. B Skill	SR#4 HB Salto Dmt.	Rhythm	Dynamics
<b>Routine 1</b>									
<b>Judge 1</b>	6.7	9.5	2.6	No	Yes	Yes	Yes	0.1	0.1
<b>Judge 2</b>	6.9	8.7	1.55	No	Yes	No	Yes	0.1	0.15
<b>Judge 3</b>	Dropped Low								
<b>Judge 4</b>	Dropped High								
<b>Judge 5</b>	6.3	8.7	2.1	No	Yes	No	Yes	0.1	0.2
<b>Judge 6</b>	6.4	8.7	2.15	No	Yes	No	Yes	0.05	0.1
<b>Judge 7</b>	6	8.7	2.55	No	Yes	No	Yes	0.05	0.1
<b>Judge 8</b>	NO DATA								
<b>Judge 9</b>	7	9.5	2.4	No	Yes	Yes	Yes		0.1
<b>Judge 10</b>	6.95	8.7	1.6	No	Yes	No	Yes	0.05	0.1
<b>Judge 11</b>	6.6	8.7	1.8	No	Yes	No	Yes	0.1	0.2
<b>Routine 2</b>									
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	8.1	10	1.7	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 3</b>	8	10	1.9	Yes	Yes	Yes	Yes		0.1
<b>Judge 4</b>	8.1	10	1.9	Yes	Yes	Yes	Yes		
<b>Judge 5</b>	7.9	10	2	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 6</b>	8.3	10	1.65	Yes	Yes	Yes	Yes		0.05
<b>Judge 7</b>	Dropped Low								
<b>Judge 8</b>	7.6	10	2.1	Yes	Yes	Yes	Yes	0.1	0.2
<b>Judge 9</b>	8.1	10	1.9	Yes	Yes	Yes	Yes		
<b>Judge 10</b>	8.25	10	1.75	Yes	Yes	Yes	Yes		
<b>Judge 11</b>	8.1	10	1.8	Yes	Yes	Yes	Yes		0.1
<b>Routine 3</b>									
<b>Judge 1</b>	8.4	10	1.55	Yes	Yes	Yes	Yes		0.05
<b>Judge 2</b>	8.45	10	1.4	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 3</b>	8.4	10	1.45	Yes	Yes	Yes	Yes		0.15
<b>Judge 4</b>	Dropped High								
<b>Judge 5</b>	8.3	10	1.7	Yes	Yes	Yes	Yes		
<b>Judge 6</b>	8.5	10	1.45	Yes	Yes	Yes	Yes		0.05
<b>Judge 7</b>	7.9	10	2.05	Yes	Yes	Yes	Yes		0.05

	Score	SV	Execution	SR#1 Clear Supp. Skill	SR#1 Min. B Cir. Skill	SR#3 2nd Diff. B Skill	SR#4 HB Salto Dmt.	Rhythm	Dynamics
<b>Judge 8</b>	8.35	10	1.35	Yes	Yes	Yes	Yes	0.1	0.2
<b>Judge 9</b>	Dropped Low								
<b>Judge 10</b>	8.5	10	1.35	Yes	Yes	Yes	Yes	0.05	1
<b>Judge 11</b>	8.3	10	1.6	Yes	Yes	Yes	Yes		0.01
<b>Routine 4</b>									
<b>Judge 1</b>	7.8	9.5	1.6	No	Yes	Yes	Yes		0.1
<b>Judge 2</b>	8.05	9.5	1.3	No	Yes	Yes	Yes	0.05	0.1
<b>Judge 3</b>	Dropped Low								
<b>Judge 4</b>	Dropped Low								
<b>Judge 5</b>	7.55	9.5	1.75	No	Yes	Yes	Yes	0.1	0.1
<b>Judge 6</b>	7.8	9.5	1.55	No	Yes	Yes	Yes	0.05	0.1
<b>Judge 7</b>	8.05	10	1.85	Yes	Yes	Yes	Yes		0.1
<b>Judge 8</b>	8.1	9.5	1.2	No	Yes	Yes	Yes	0.1	0.1
<b>Judge 9</b>	8	10	2	Yes	Yes	Yes	Yes		
<b>Judge 10</b>	8.15	9.5	1.15	No	Yes	Yes	Yes	0.1	0.1
<b>Judge 11</b>	7.85	9.5	1.6	No	Yes	Yes	Yes		0.05
<b>Routine 5</b>									
<b>Judge 1</b>	8.7	9.5	0.7	No	Yes	Yes	Yes		0.1
<b>Judge 2</b>	NO DATA								
<b>Judge 3</b>	Dropped Low								
<b>Judge 4</b>	NO DATA								
<b>Judge 5</b>	9	10	1	Yes	Yes	Yes	Yes		
<b>Judge 6</b>	8.65	9.5	0.8	No	Yes	Yes	Yes		0.05
<b>Judge 7</b>	9	10	0.9	Yes	Yes	Yes	Yes		0.1
<b>Judge 8</b>	Dropped High								
<b>Judge 9</b>	8.8	10	1.2	Yes	Yes	Yes	Yes		
<b>Judge 10</b>	9	10	1	Yes	Yes	Yes	Yes		
<b>Judge 11</b>	8.9	10	1.05	Yes	Yes	Yes	Yes		0.05

## XCEL BRONZE BEAM

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Routine 1</b>								
<b>Judge 1</b>	8.85	10	0.7	0.15	0.1	0.1	0.1	
<b>Judge 2</b>	9.05	10	0.65	0.15			0.15	
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	Dropped Low							
<b>Judge 5</b>	8.9	10	0.9	0.05	0.05	0.05	0.05	
<b>Judge 6</b>	9	10	0.5	0.15	0.1	0.15	0.1	
<b>Judge 7</b>	8.9	10	0.8	0.15	0.05	0.1		
<b>Routine 2</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	8.45	10	1.2	0.15		0.05	0.15	
<b>Judge 3</b>	8.4	10	1.3	0.15		0.1	0.05	
<b>Judge 4</b>	8	10	1.3	0.25	0.15	0.15	0.15	
<b>Judge 5</b>	8.7	10	1.1	0.1	0.05	.	0.05	
<b>Judge 6</b>	Dropped High							
<b>Judge 7</b>	8.15	10	1.35	0.25	0.05	0.1	0.1	
<b>Routine 3</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	9.05	10	0.65	0.15			0.15	
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.2	10	0.55	0.05	0.05	0.05	0.1	
<b>Judge 5</b>	9	10	0.7	0.1	0.05	0.05		
<b>Judge 6</b>	9.3	10	0.35	0.15	0.1	0.05	0.05	
<b>Judge 7</b>	9.3	10	0.5	0.1			0.05	
<b>Routine 4</b>								
<b>Judge 1</b>	9.2	10	0.5	0.1	0.05	0.05	0.1	
<b>Judge 2</b>	Dropped Low							

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	NO	DATA						
<b>Judge 5</b>	9	10	0.85	0.05	0.05	.	0.05	
<b>Judge 6</b>	9.2	10	0.4	0.15	0.05	0.05	0.15	
<b>Judge 7</b>	9.05	10	0.65	0.1	0.05	0.05	0.1	
<b>Routine 5</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	8.05	10	1.5	0.2	0.05		0.2	
<b>Judge 3</b>	8.3	10	1.3	0.15	0.1	0.1	0.05	
<b>Judge 4</b>	8.1	10	1.2	0.3	0.2	0.15	0.05	
<b>Judge 5</b>	8.45	10	1.3	0.1	0.05	0.05	0.05	
<b>Judge 6</b>	Dropped High							
<b>Judge 7</b>	8.25	10	0.85	0.2	0.05	0.05	0.1	



## XCEL SILVER BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Routine 1</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	8.15	10	1.4	0.1		0.05	0.15	0.15
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	8.7	10	1.05	0.05	0.05	0.05	0.05	0.05
<b>Judge 5</b>	8	9.5	1	0.05	0.1	0.15	0.1	0.1
<b>Judge 6</b>	8.45	10	0.7	0.2	0.2	0.2	0.15	0.1
<b>Judge 7</b>	8.35	10	1.25	0.2	0.1	0.05		0.05
<b>Routine 2</b>								
<b>Judge 1</b>	9.7	10	0.3					
<b>Judge 2</b>	9.55	10	0.4				0.05	
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.7	10	0.3					
<b>Judge 5</b>	9.65	10	0.35					
<b>Judge 6</b>	9.6	10	0.3	0.05	0.05			
<b>Judge 7</b>	Dropped Low							
<b>Routine 3</b>								
<b>Judge 1</b>	8.8	10	0.75	0.2	0.1	0.1	0.05	
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	8.8	10	0.7	0.2	0.1	0.1	0.1	
<b>Judge 5</b>	8.8	10	0.7	0.2	0.1	0.1	0.1	
<b>Judge 6</b>	8.95	10	0.55	0.15	0.05	0.1	0.1	0.1
<b>Judge 7</b>	9.25	10	0.65		0.05	0.05		
<b>Routine 4</b>								
<b>Judge 1</b>	9.2	10	0.55			0.05	0.1	0.1
<b>Judge 2</b>	8.9	10	0.75	0.05			0.15	0.15

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.05	10	0.85	0.05			0.05	
<b>Judge 5</b>	9.15	10	0.7	0.05			0.05	0.05
<b>Judge 6</b>	8.95	10	0.6	0.15	0.1	0.05	0.1	0.05
<b>Judge 7</b>	Dropped Low	10	0.95	0.05		0.1		
<b>Routine 5</b>								
<b>Judge 1</b>	9	10	0.5	0.05	0.05	0.1	0.1	0.1
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.2	10	0.7	0.05			0.05	
<b>Judge 5</b>	9.4	10	0.4	0.05		0.05	0.05	0.05
<b>Judge 6</b>	9.5	1	0.25	0.1	0.05	0.05		0.05
<b>Judge 7</b>	9.3	10	0.55	0.05		0.05		0.05

## XCEL GOLD BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Routine 1</b>								
<b>Judge 1</b>	8.6	10	0.7	..15	0.2	0.15	0.1	0.1
<b>Judge 2</b>	8.6	10	0.9	0.15		0.05	0.15	0.15
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	Dropped Low							
<b>Judge 5</b>	9.15	10	0.75			0.05	0.05	
<b>Judge 6</b>	8.85	10	0.5	0.15	0.15	0.15	0.1	0.1
<b>Routine 2</b>								
<b>Judge 1</b>	8.7	10	1.1		0.05	0.1	0.1	
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	8.45	10	1.2	0.25			0.05	0.05
<b>Judge 5</b>	8.6	10	1.2	0.1		0.05	0.05	
<b>Judge 6</b>	8.7	10	0.95	0.1		0.05	0.1	0.1
<b>Routine 3</b>								
<b>Judge 1</b>	8.9	10	0.7	0.05	0.05	0.1	0.1	0.1
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.25	10	0.65	0.05			0.05	
<b>Judge 5</b>	9.35	10	0.55	0.05			0.05	
<b>Judge 6</b>	9.1	10	0.6	0.15		0.05	0.05	0.05
<b>Routine 4</b>								
<b>Judge 1</b>	8.8	10	1				0.1	0.1
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.05	10	0.95					
<b>Judge 5</b>	8.75	10	1	0.05			0.05	0.05

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Judge 6</b>	8.8	10	1	0.1			0.05	0.05
<b>Routine 5</b>								
<b>Judge 1</b>	8.85	10	0.55	0.3	0.1	0.1	0.1	
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.2	10	0.7	0.05			0.05	
<b>Judge 5</b>	9.05	10	0.7	0.05			0.05	
<b>Judge 6</b>	9	10	0.65	0.1	0.05		0.05	0.05

## XCEL PLATINUM BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Routine 1</b>								
<b>Judge 1</b>	9.1	10	0.6	0.1	0.05	0.05	0.1	
<b>Judge 2</b>	9.2	10	0.65				0.15	
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.45	10	0.45	0.05			0.05	
<b>Judge 5</b>	Dropped Low							
<b>Judge 6</b>	9	10	0.65	0.15	0.05	0.05	0.1	
<b>Routine 2</b>								
<b>Judge 1</b>	8.4	9.5	1.1	0.1				
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	8.2	9.5	1.1	0.1				0.1
<b>Judge 4</b>	8.4	9.5	1					
<b>Judge 5</b>	8.3	9.4	0.95	0.05			0.05	0.05
<b>Judge 6</b>	Dropped High							
<b>Routine 3</b>								
<b>Judge 1</b>	9.25	10	0.75	0.1			0.1	
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.25	10	0.7	0.05				
<b>Judge 5</b>	9.4	10	0.5	0.05			0.05	
<b>Judge 6</b>	9.3	10	0.6				0.05	0.05
<b>Routine 4</b>								
<b>Judge 1</b>	9.3	10	0.6	0.15				
<b>Judge 2</b>	9.3	10	0.55				0.1	0.05
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.5	10	0.5					
<b>Judge 5</b>	9.5	10	0.4					

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Judge 6</b>	Dropped Low							
<b>Routine 5</b>					.			
<b>Judge 1</b>	9	10	0.6		0.05	0.1		
<b>Judge 2</b>	9.1	10	0.85				0.05	
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	Dropped Low							
<b>Judge 5</b>	8.75	10	1.1	0.05			0.05	0.05
<b>Judge 6</b>	8.65	9.5	0.4	0.15	0.05	0.05	0.1	0.1

## XCEL DIAMOND BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Routine 1</b>								
<b>Judge 1</b>	7.9	10	1.85	0.1	0.1	0.05		
<b>Judge 2</b>	8.3	10	1.45	0.05		0.05	0.1	0.05
<b>Judge 3</b>	8.3	10	1.6	0.05			0.05	
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	8.05	10	1.8	0.05			0.05	0.05
<b>Judge 6</b>	Dropped Low							
<b>Routine 2</b>								
<b>Judge 1</b>	7.7	10	0.95	0.1	0.05	0.1	0.1	
<b>Judge 2</b>	7.85	10	1.8	0.05		0.05	0.15	
<b>Judge 3</b>	8.3	10	1.65					0.05
<b>Judge 4</b>	8.05	10	1.5	0.15	0.05	0.1	0.1	
<b>Judge 5</b>	Dropped High							
<b>Judge 6</b>	Dropped Low							
<b>Routine 3</b>								
<b>Judge 1</b>	9.75	10	0.25					
<b>Judge 2</b>	9.4	10	0.5				0.1	
<b>Judge 3</b>	Dropped High	10	0.25					
<b>Judge 4</b>	9.6	10	0.4					
<b>Judge 5</b>	9.7	10	0.3					
<b>Judge 6</b>	Dropped Low							
<b>Routine 4</b>								
<b>Judge 1</b>	8.7	10	1	0.1	0.05	0.05	0.1	
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	8.6	10	1.2	0.1	0.1			
<b>Judge 5</b>	8.7	10	1.1	0.1	0.05		0.05	

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Judge 6</b>	8.6	10	0.85	0.2	0.1	0.05	0.1	0.1
<b>Routine 5</b>								
<b>Judge 1</b>	9.15	10	0.85			0.05		
<b>Judge 2</b>	9.2	10	0.7				0.05	0.05
<b>Judge 3</b>	9.35	10	0.6	0.05				
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	9	10	0.9	0.05			0.05	
<b>Judge 6</b>	Dropped Low							



## BRONZE FLOOR

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Routine 1</b>								
Judge 1	8	9.5	0.95	0.15	0.1	0.1	0.1	0.1
Judge 2	8.2	10	1.45	0.15	0.1	.	0.2	0.1
Judge 3	Dropped High							
Judge 4	7.7	9.5	1.45	0.2	0.1		0.1	
Judge 5	7.75	9.5	1.2	0.15	0.15	0.15		0.1
Judge 6	7.8	9.5	1.3	0.2	0.2			
Judge 7	8	9.5	1.1	0.2	0.2			
Judge 8	7.55	9.5	1.25	0.2	0.1	0.1	0.2	0.1
Judge 9	Dropped Low							
<b>Routine 2</b>								
Judge 1	8.55	10	0.9	0.1	0.1	0.15	0.15	0.05
Judge 2	8.5	10	1.35	0.15	0.1	0.1	0.05	
Judge 3	Dropped High							
Judge 4	8.45	10	1.25	0.1	0.1		0.1	
Judge 5	8.2	9.5	0.85	0.1	0.1	0.15		0.1
Judge 6	Dropped Low							
Judge 7	8.65	10	1	0.15	0.2			
Judge 8	8.35	10	1.1	0.1	0.1	0.1	0.2	0.05
Judge 9	8.15	10	1.1	0.15	0.15	0.15	0.1	0.1
<b>Routine 3</b>								
Judge 1	8.2	9.5	0.8	0.1	0.05	0.15	0.1	0.1
Judge 2	Dropped High							
Judge 3	8	9	0.75	0.1	0.05			0.1
Judge 4	8.4	9.5	1.05	0.05	0.05			
Judge 5	8	9	0.7	0.05	0.05		0.1	0.1
Judge 6	7.8	9	0.65	0.2	0.2			0.05
Judge 7	7.7	9	0.95	0.3	0.1			

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Judge 8</b>	8.4	10	1.2	0.15	0.05	0.05	0.1	0.05
<b>Judge 9</b>	Dropped Low							
<b>Routine 4</b>								
<b>Judge 1</b>	9.1	10	0.7	0.05	0.05	0.1		0.05
<b>Judge 2</b>	9.3	10	0.65	0.05	0.05	0.05	0.05	
<b>Judge 3</b>	9.3	10	0.6	0.05	0.05	0.05		
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	9.2	10	0.7	0.05	0.05	0.05		
<b>Judge 6</b>	9	10	0.8	0.1	0.1			
<b>Judge 7</b>	9.3	10	0.55	0.15	0.05			
<b>Judge 8</b>	Dropped Low							
<b>Judge 9</b>	9.2	10	0.6		0.05	0.1		0.05
<b>Routine 5</b>								
<b>Judge 1</b>	8.4	10	1	0.05	0.1	0.15	0.15	0.05
<b>Judge 2</b>	7.9	9.5	1.6	0.05	0.1	0.05	0.05	0.05
<b>Judge 3</b>	8.8	10	0.7	0.05	0.1	0.1	0.1	
<b>Judge 4</b>	8.3	10	1.3	0.05	0.15		0.1	
<b>Judge 5</b>	8.6	10	0.85	0.2	0.2	0.2		
<b>Judge 6</b>	8.3	10	1.3	0.2	0.2			
<b>Judge 7</b>	Dropped High							
<b>Judge 8</b>	Dropped Low							
<b>Judge 9</b>	8.2	10	1.1	0.15	0.1	0.15	0.3	

## Silver Floor

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Routine 1</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	9.4	10	0.6	0	0	0	0	0
<b>Judge 3</b>	9.3	10	0.65	0	0.05	0	0	0
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	9.35	10	5.5	0.1	0	0	0	0
<b>Judge 6</b>	9.6	10	0.4	0	0	0	0	0
<b>Judge 7</b>	9.3	10	0.5	0.1	0.05	0.05	0	0.1
<b>Judge 8</b>	9.5	10	4	0	0.05	0.05	0	0
<b>Judge 9</b>	9.4	1	0.6	0	0	0	0	0
<b>Routine 2</b>								
<b>Judge 1</b>	8.5	9.5	0.9	0.1	0.1	0	0.05	0.05
<b>Judge 2</b>	9.3	10	0.65	0	0.05	0	0	0
<b>Judge 3</b>	Dropped Low							
<b>Judge 4</b>	8.8	10	0.75	0.15	0.05	0.05	0	0
<b>Judge 5</b>	8.85	10	9	0.25	0.05	0	0.05	0.1
<b>Judge 6</b>	9.35	10	0.5	0.05	0.1	0	0	0
<b>Judge 7</b>	Dropped High							
<b>Judge 8</b>	8.95	10	0.55	0.15	0.1	0.05	0.1	0.05
<b>Judge 9</b>	8.7	10	0.9	0.2	0.2	0	0	0
<b>Routine 3</b>								
<b>Judge 1</b>	9.1	10	0.8	0.1	0.05	0	0	0.1
<b>Judge 2</b>	Dropped High							
<b>Judge 3</b>	9.2	10	0.65	0.05	0.05	0	0	0.05
<b>Judge 4</b>	9.15	10	0.7	0	0	0.05	0	0.1
<b>Judge 5</b>	8.95	10	9	0.15	0	0.05	0	0.1
<b>Judge 6</b>	9.25	10	0.65	0.05	0	0	0.05	0
<b>Judge 7</b>	9.2	10	0.6	0.1	0	0	0	0

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Judge 8</b>	Dropped Low							
<b>Judge 9</b>	9.35	10	0.6	0.05	0	0	0	0
<b>Routine 4</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	8.8	10	1.1	0	0.1	0	0	0
<b>Judge 3</b>	8.9	10	0.9	0	0.1	0	0	0.05
<b>Judge 4</b>	9.05	10	0.85	0	0.05	0	0	0.05
<b>Judge 5</b>	Dropped High							
<b>Judge 6</b>	9.15	10	0.85	0	0	0	0	0
<b>Judge 7</b>	8.5	10	1	0.15	0.05	0.05	0.05	0.1
<b>Judge 8</b>	8.6	10	0.95	0.15	0.1	0.1	0	0.1
<b>Judge 9</b>	8.8	10	0.9	0.2	0.1	0	0	0
<b>Routine 5</b>								
<b>Judge 1</b>	no data							
<b>Judge 2</b>	9.5	10	0.5	0	0	0	0	0
<b>Judge 3</b>	9.3	10	0.6	0.05	0.05	0	0	0
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	9.55	10	0.45	0	0	0	0	0
<b>Judge 6</b>	9.55	10	0.4	0	0.05	0	0	0
<b>Judge 7</b>	9.5	10	0.3	0.1	0	0	0	0.1
<b>Judge 8</b>	no data							
<b>Judge 9</b>	Dropped Low							

## Gold Floor

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Misc	Dynamics	Falls
<b>Routine 1</b>									
<b>Judge 1</b>	9.05	10	0.7	0.15	0.05	0.05	0	0	0
<b>Judge 2</b>	9.05	10	0.7	0.05	0.1	0.05	0	0.05	0
<b>Judge 3</b>	9.4	10	0.5	0	0	0	0	0.1	0
<b>Judge 4</b>	Dropped Low								
<b>Judge 5</b>	9.2	10	0.7	0.05	0.05	0	0	0	0
<b>Judge 6</b>	Dropped High								
<b>Judge 7</b>	8.9	10	0.9	0.15	0.05	0	0	0	0
<b>Judge 8</b>	9.15	10	0.7	0	0.1	0.05	0	0	0
<b>Judge 9</b>	9.2	10	0.6	0.05	0.1	0.05	0	0	0
<b>Routine 2</b>									
<b>Judge 1</b>	9.25	10	0.45	0.15	0.1	0.1	0	0	0
<b>Judge 2</b>	9.1	10	0.7	0.05	0.05	0.05	0	0.05	0
<b>Judge 3</b>	9.25	10	0.5	0.05	0	0	0.15	0.05	0
<b>Judge 4</b>	9.15	10	0.75	0	0.05	0	0.05	0	0
<b>Judge 5</b>	9.35	10	0.5	0	0.05	0	0	0.1	0
<b>Judge 6</b>	Dropped High								
<b>Judge 7</b>	Dropped Low								
<b>Judge 8</b>	9.4	10	0.5	0	0.05	0	0.05	0	0
<b>Judge 9</b>	9.35	10	0.45	0.05	0.1	0	0	0.05	0
<b>Routine 3</b>									
<b>Judge 1</b>	9.25	10	0.65	0.05	0	0	0	0.05	0
<b>Judge 2</b>	Dropped Low								
<b>Judge 3</b>	9.4	10	0.5	0.05	0	0	0	0.05	0
<b>Judge 4</b>	9.5	10	0.5	0	0	0	0	0	0
<b>Judge 5</b>	9.5	10	0.45	0	0.05	0	0	0	0
<b>Judge 6</b>	Dropped High								
	<b>Score</b>	<b>SV</b>	<b>Execution</b>	<b>Artistry</b>	<b>Footwork</b>	<b>Posture</b>	<b>Rhy/Misc</b>	<b>Dynamics</b>	<b>Falls</b>

<b>Judge 7</b>	9.45	10	0.55	0	0	0	0	0	0
<b>Judge 8</b>	9.5	10	0.5	0	0	0	0	0	0
<b>Judge 9</b>	9.45	10	0.4	0.05	0.05	0	0	0.05	0
<b>Routine 4</b>									
<b>Judge 1</b>	8.65	10	1.05	0.15	0	0.1	0	0.1	0
<b>Judge 2</b>	Dropped Low								
<b>Judge 3</b>	8.75	10	0.95	0.05	0.05	0.05	0	0.1	0.5
<b>Judge 4</b>	8.6	10	1.2	0.1	0.05	0	0	0	0.5
<b>Judge 5</b>	8.6	10	1.05	0.1	0.1	0	0	0.1	0.5
<b>Judge 6</b>	8.45	10	1.3	0.1	0.1	0	0	0	0.5
<b>Judge 7</b>	8.5	10	1.05	0.2	0	0	0	0.2	0.5
<b>Judge 8</b>	Dropped High								
<b>Judge 9</b>	8.45	10	1	0.2	0.1	0.1	0	0.1	0.5
<b>Routine 5</b>									
<b>Judge 1</b>	9.2	10	0.55	0.15	0	0	0.05	0.05	0
<b>Judge 2</b>	8.95	10	0.8	0.05	0.05	0.1	0	0.05	0
<b>Judge 3</b>	8.95	10	0.75	0	0.05	0.05	0.1	0.1	0
<b>Judge 4</b>	9.05	10	0.85	0	0.1	0	0	0	0
<b>Judge 5</b>	9.1	10	0.7	0	0.1	0.05	0	0.05	0
<b>Judge 6</b>	9.2	10	0.6	0.1	0.1	0	0	0	0
<b>Judge 7</b>	Dropped Low								
<b>Judge 8</b>	Dropped High								
<b>Judge 9</b>	8.8	10	0.9	0.1	0.05	0.05	0	0.1	0

## Platinum Floor

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Routine 1</b>								
<b>Judge 1</b>	Dropped High							
<b>Judge 2</b>	9.25	10	0.55	0.05	0.1	0	0	0.05
<b>Judge 3</b>	Dropped Low							
<b>Judge 4</b>	9.2	10	0.5	0.1	0.2	0	0	0
<b>Judge 5</b>	9.2	10	0.4	0.15	0.05	0.05	0.05	0.1
<b>Judge 6</b>	9.35	10	0.35	0.25	0	0	0	0.05
<b>Judge 7</b>	9.4	10	0.4	0.1	0.1	0	0	0
<b>Judge 8</b>	9.4	10	0.3	0.15	0.05	0	0	0.1
<b>Judge 9</b>	9.3	10	0.5	0.1	0	0	0	0.1
<b>Routine 2</b>								
<b>Judge 1</b>	9	10	0.65	0.15	0.05	0.1	0	0.05
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	9.1	10	0.75	0.1	0.05	0	0	0
<b>Judge 4</b>	9	1	0.8	0.1	0.1	0	0	0
<b>Judge 5</b>	8.9	10	0.7	0.1	0.05	0.1	0.1	0.05
<b>Judge 6</b>	8.85	10	0.7	0.15	0.1	0.05	0.1	0.05
<b>Judge 7</b>	9.05							
<b>Judge 8</b>	Dropped H	10	0.4	0.1	0.05	0.1	0	0.05
<b>Judge 9</b>	8.85	10	0.9	0.05	0.1	0.05	0	0.05
<b>Routine 3</b>								
<b>Judge 1</b>	9.25	10	0.4	0.15	0.1	0.05	0	0.05
<b>Judge 2</b>	9.3	10	0.4	0.1	0.1	0	0	0.1
<b>Judge 3</b>	9.35	10	0.55	0	0.1	0	0	0
<b>Judge 4</b>	9.4	10	0.5	0.05	0.05	0	0	0
<b>Judge 5</b>	Dropped Low							
<b>Judge 6</b>	9.35	10	0.45	0.1	0.1	0	0	0
<b>Judge 7</b>	9.55	10	0.35	0.05	0.05	0	0	0

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Judge 8</b>	Dropped High							
<b>Judge 9</b>	9.35	10	0.5	0.1	0	0	0	0.05
<b>Routine 4</b>								
<b>Judge 1</b>	9.25	10	0.45	0.1	0.05	0	0.05	0.1
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.4	10	0.5	0.05	0.05	0	0	0
<b>Judge 5</b>	9.55	10	0.4	0	0.05	0	0	0
<b>Judge 6</b>	9.05	10	0.6	0.25	0.1	0	0	0
<b>Judge 7</b>	9.3	10	0.5	0.1	0.05	0	0	0.05
<b>Judge 8</b>	9	10	0.5	0.15	0.1	0.05	0.15	0.05
<b>Judge 9</b>	9.1	10	0.75	0.05	0.05	0	0	0.05
<b>Routine 5</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	8.7	10	1.1	0.15	0	0	0	0.05
<b>Judge 3</b>	8.75	10	1.15	0	0.1	0	0	0
<b>Judge 4</b>	8.9	10	0.85	0.1	0.1	0	0	0.05
<b>Judge 5</b>	8.75	10	0.95	0.1	0.05	0.05	0	0.1
<b>Judge 6</b>	8.6	10	0.9	0.25	0.1	0.15	0	0
<b>Judge 7</b>	Dropped High							
<b>Judge 8</b>	8.75	10	0.9	0.15	0.1	0.05	0	0.15
<b>Judge 9</b>	8.75	10	0.95	0.05	0.1	0.1	0	0.05



## Diamond Floor

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Routine 2</b>								
<b>NOTE: FIRST ROUTINE WAS A "0" AS A WALK ON/WALK OFF, SO NO SCORE FOR #1</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	9.4	10	0.6	0	0	0	0	0
<b>Judge 3</b>	9.3	10	0.65	0	0.05	0	0	0
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	9.35	10	5.5	0.1	0	0	0	0
<b>Judge 6</b>	9.6	10	0.4	0	0	0	0	0
<b>Judge 7</b>	9.3	10	0.5	0.1	0.05	0.05	0	0.1
<b>Judge 8</b>	9.5	10	4	0	0.05	0.05	0	0
<b>Judge 9</b>	9.4	10	0.6	0	0	0	0	0
<b>Routine 3</b>								
<b>Judge 1</b>	8.5	9.5	0.9	0.1	0.1	0	0.05	0.05
<b>Judge 2</b>	9.3	10	0.65	0	0.05	0	0	0
<b>Judge 3</b>	Dropped Low							
<b>Judge 4</b>	8.8	10	0.75	0.15	0.05	0.05	0	0
<b>Judge 5</b>	8.85	10	9	0.25	0.05	0	0.05	0.1
<b>Judge 6</b>	9.35	10	0.5	0.05	0.1	0	0	0
<b>Judge 7</b>	Dropped High							
<b>Judge 8</b>	8.95	10	0.55	0.15	0.1	0.05	0.1	0.05
<b>Judge 9</b>	8.7	10	0.9	0.2	0.2	0	0	0
<b>Routine 4</b>								
<b>Judge 1</b>	9.1	10	0.8	0.1	0.05	0	0	0.1
<b>Judge 2</b>	Dropped High							
<b>Judge 3</b>	9.2	10	0.65	0.05	0.05	0	0	0.05
<b>Judge 4</b>	9.15	10	0.7	0	0	0.05	0	0.1
<b>Judge 5</b>	8.95	10	9	0.15	0	0.05	0	0.1
<b>Judge 6</b>	9.25	10	0.65	0.05	0	0	0.05	0

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
Judge 7	9.2	10	0.6	0.1	0	0	0	0
Judge 8	Dropped Low							
Judge 9	9.35	10	0.6	0.05	0	0	0	0
<b>Routine 5</b>								
Judge 1	8.55	10	1.3	0.15	0.1	0	0	0.1
Judge 2	8.8	10	1.1	0	0.1	0	0	0
Judge 3	8.9	10	0.9	0	0.1	0	0	0.05
Judge 4	9.05	10	0.85	0	0.05	0	0	0.05
Judge 5	Dropped High							
Judge 6	9.15	10	0.85	0	0	0	0	0
Judge 7	Dropped Low							
Judge 8	8.6	10	0.95	0.15	0.1	0.1	0	0.1
Judge 9	8.8	10	0.9	0.2	0.1	0	0	0
<b>Routine 6</b>								
Judge 1	no data							
Judge 2	9.5	10	0.5	0	0	0	0	0
Judge 3	9.3	10	0.6	0.05	0.05	0	0	0
Judge 4	Dropped High							
Judge 5	9.55	10	0.45	0	0	0	0	0
Judge 6	9.55	10	0.4	0	0.05	0	0	0
Judge 7	9.5	10	0.3	0.1	0	0	0	0.1
Judge 8	no data							
Judge 9	Dropped Low							

**XCEL BRONZE VAULT:** *Note: Some categories are not displayed, but ALL are included in the Total Deductions*

	Vault Performed	Final Score	SV	Total Deductions	(#1A) Height	(#1A) Dynamics	(#1B) Pre Flight Body	(#1B) Alignment	(#1B) Landing	(V#2)Pre Flight Body	(V#2) Support Body	(V#2) Arms	(V#2) Shoulder Alignment	(V#2) Arrive past Vertical	(V#2) Dynamic s
<b>Routine 1</b>															
<b>Judge 1</b>	#1 A/B	7.55	9.00	1.45	.15-30	0.05 - .10	.05-.10	Arch .05-1	0.00	None	None	0.00	0.00	0.00	0.00
<b>Judge 2</b>	#1 A/B	Dropped Low													
<b>Judge 3</b>	#1 A/B	7.00	9.00	2.00	.15-30	.15 - .30	.05-.10	.05-.10	.05-.50	.05-.10	.05-.10	0.00	0.00	0.00	.15-.20
<b>Judge 4</b>	#1 A/B	7.00	9.00	2.00	.35-.45	.15 - .30	.05-.10	.05-.10	.05-.50	None	None	0.00	0.00	0.00	0.00
<b>Judge 5</b>	#1 A/B	7.30	9.00	1.70	.35-.45	.15 - .30	.05-.10	.15-.30	.05-.50	None	None	0.00	0.00	0.00	0.00
<b>Judge 6</b>	#1 A/B	7.20	9.00	1.80	.35-.45	.15 - .30	.05-.20	.10-.25	.05-.50	None	None	0.00	0.00	0.00	0.00
<b>Judge 7</b>	#1 A/B	7.60	9.00	1.40	.15-30	.15 - .30	.15-.30	.05-.15	.05-.50	None	None	0.00	0.00	0.00	0.00
<b>Judge 8</b>	#1 A/B	Dropped High													
<b>Routine 2</b>															
<b>Judge 1</b>	#2	9.40	10.00	0.60	0 - .1	0.00	None	None	0.00	.05-.1	.05-.1	0.00	0.00	.05-.2	.05-.1
<b>Judge 2</b>	#2	9.50	10.00	0.50	0 - .1	0.00	None	None	0.00	.15-.25	.05-.1	0.00	0.00	.05-.2	.05-.1
<b>Judge 3</b>	#2	9.30	10.00	0.70	0 - .1	0.00	None	None	0.00	.15-.25	.05-.1	0.00	0.00	.05-.2	.05-.1
<b>Judge 4</b>	#2	Dropped Low													
<b>Judge 5</b>	#2	9.65	10.00	0.35	0 - .1	0.00	None	None	0.00	.05-.1	None	0.00	.05-.1	.05-.2	.05-.1
<b>Judge 6</b>	#2	9.65	10.00	0.35	0 - .1	0.00	None	None	0.00	.05-.1	.05-.1	0.00	.05-.1	.05-.2	.05-.1
<b>Judge 7</b>	#2	9.60	10.00	0.40	0 - .1	0.00	None	None	0.00	None	.05-.1	0.00	.05-.1	.05-.2	0.00
<b>Judge 8</b>	#2	Dropped High													
<b>Routine 3</b>															
<b>Judge 1</b>	#2	Dropped High													
<b>Judge 2</b>	#2	8.75	10.00	1.25	0 - .1	0.00	None	None	0.00	.15-.25	.15-.25	0.00	.15-.2	.5-1.0	.05-.1
<b>Judge 3</b>	#2	8.70	10.00	1.30	0 - .1	0.00	None	None	0.00	.3-.5	.15-.25	.2-.25	.15-.2	.05-.2	.15-.2
<b>Judge 4</b>	#2	Dropped Low													
<b>Judge 5</b>	#2	8.90	10.00	1.10	0 - .1	0.00	None	None	0.00	.15-.25	.3-.5	.05-.15	.15-.2	.05-.2	.15-.2
<b>Judge 6</b>	#2	8.85	10.00	1.15	0 - .1	0.00	None	None	0.00	.3-.5	.05-.1	.05-.15	.05-.1	0.00	.15-.2
<b>Judge 7</b>	#2	9.00	10.00	1.00	0 - .1	0.00	None	None	0.00	.05-.1	.15-.25	.2-.25	0.00	.25-.45	.15-.2
<b>Judge 8</b>	#2	9.00	10.00	1.00	0 - .1	0.00	None	None	0.00	None	.15-.25	0.00	.15-.2	.25-.45	.15-.2
<b>Routine 4</b>															
<b>Judge 1</b>	#2	8.10	10.00	1.90	0 - .1	0.00	None	None	0.00	.15-.25	.3-.5	0.00	.05-.1	.5-1.0	.15-.2
<b>Judge 2</b>	#2	Dropped Low													
<b>Judge 3</b>	#2	8.10	10.00	1.90	0 - .1	0.00	None	None	0.00	.15-.25	.05-.1	0.00	0.00	.25-.45	.25-.3

	Vault Performed	Final Score	SV	Total Deductions	(#1A) Height	(#1A) Dynamics	(#1B) Pre Flight Body	(#1B) Alignment	(#1B) Landing	(V#2)Pre Flight Body	(V#2) Support Body	(V#2) Arms	(V#2) Shoulder Alignment	(V#2) Arrive past Vertical	(V#2) Dynamics
Judge 4	#2	8.00	10.00	2.00	0 - .1	0.00	None	None	0.00	.15-.25	.15-.3	0.00	.05-.1	.5-1.0	.25-.3
Judge 5	#2	8.20	10.00	1.80	0 - .1	0.00	None	None	0.00	.15-.3	.15-.3	.05-.15	.15-.2	.05-.2	.15-.2
Judge 6	#2	8.25	10.00	1.75	0 - .1	0.00	None	None	0.00	.3-.5	.15-.3	.05-.15	.05-.1	.05-.2	.25-.3
Judge 7	#2	8.70	10.00	1.30	0 - .1	0.00	None	None	0.00	None	.15-.3	.05-.15	.05-.1	.05-.2	.15-.2
Judge 8	#2	Dropped High													
Routine 5															
Judge 1	#1 A/B	3.60	4.50	0.90	0 - .1		.05-.1	.1-.25	.05-.5	None	None	0.00	0.00	0.00	0.00
Judge 2	#1 A/B	3.75	4.50	0.75	0 - .1	0.00	Legs separat	None	0.00	None	None	0.00	0.00	0.00	0.00
Judge 3	#1 A/B	3.50	4.50	1.00	0 - .1	0.00	.05-.1	.05-.1	.05-.5	None	None	0.00	0.00	0.00	0.00
Judge 4	#1 A/B	Dropped Low	4.50	1.35	.35-.45	.15 - .3	Legs separat	.25 - .5	.05-.5	None	None	0.00	0.00	0.00	0.00
Judge 5	#1 A/B	Dropped High													
Judge 6	#1 A/B	3.15													
Judge 7	#1 A/B	3.65	4.50	0.85	0 - .1	0.00	None	.15-.3	0.00	None	None	0.00	0.00	0.00	0.00
Judge 8	#1 A/B	3.65	4.50	0.85	0 - .1		Legs separat	.15-.3	0.00	None	None	0.00	0.00	0.00	0.00

**XCEL SILVER VAULT: *Note - Some categories are not displayed but All are included in the Total Deduction***

	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Post Flight BP Highlight	Landing Steps & Posture	Dynamics - asked for range	
				"Range"	"Range"		"Range"	
<b><u>Only the 1st 4 Vaults were scored due to video</u></b>								
<b>Routine 1</b>								
Judge 1	9.25	10	0.75	0	0	1	.15-.25	
Judge 2		No Data	entered					
Judge 3	8.9	10	1.1	.15-.25	.05-.1	1	.15-.25	
Judge 4	8.7	10	1.3	0	.05-.1	1	.15-.25	
Judge 5	9.2	10	0.8	0	.05-.1	2	.05-.1	
Judge 6	Dropped High							
Judge 7	9.05	10	0.95	0	.15-.2	1	.15-.25	
Judge 8	Dropped Low							
Judge 9	8.8	10	1.2	0	0	1	.05-.1	
<b>Routine 2</b>								
Judge 1	9.25	10	0.75	0	0	3	.05-.1	
Judge 2	Dropped Low							
Judge 3	9.05	10	0.95	0	.05-.1	3	.05-.1	
Judge 4	9.1	10	0.9	0	0	3	.15-.25	
Judge 5	9.1	10	0.9	0	.05-.1	3	.15-.25	
Judge 6	Dropped High							
Judge 7	9.25	10	0.75	0	.15-.2	2	.05-.1	
Judge 8	8.9	10	1.1	.05-.1	.05-.1	3	.05-.1	
Judge 9	8.7	10	1.3	0	.05-.1	2	.05-.1	

	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Post Flight BP Highlight	Landing Steps & Posture	Dynamics - asked for range	
				"Range"	"Range"		"Range"	
<b>Routine 3</b>								
<b>Judge 1</b>	9.45	10	0.55	0	0	2	.05-.1	
<b>Judge 2</b>	9.15	10	0.85	.05-.1	.05-.1	1	.05-.1	
<b>Judge 3</b>	9.1	10	0.9	0	.05-.1	1	.15-.25	
<b>Judge 4</b>	9.15	10	0.85	0	0	1	0.3	
<b>Judge 5</b>	Dropped High							
<b>Judge 6</b>	9.25	10	0.75	.05-.1	.15-.2	1	.05-.1	
<b>Judge 7</b>	8.9	10	1.1	0	.05-.1	1	.05-.1	
<b>Judge 8</b>	Dropped Low							
<b>Judge 9</b>	8.85	10	1.15	0	.05-.1	1	.05-.1	
<b>Routine 4</b>								
<b>Judge 1</b>	8.65	10	1.35	.15-.25	.05-.1	2	.15-.25	
<b>Judge 2</b>	8.45	10	1.55	.15-.25	.15-.2	2	.15-.25	
<b>Judge 3</b>	8.2	10	1.8	.3-.4	.25-.3	1	.15-.25	
<b>Judge 4</b>	8.2	10	1.8	.05-.1	.15-.2	1	0.3	
<b>Judge 5</b>	8.2	10	1.8	.15-.25	.25-.3	3	0.3	
<b>Judge 6</b>	Dropped High							
<b>Judge 7</b>	8.2	10	1.8	.3-.4	.25-.3	1	.15-.25	
<b>Judge 8</b>	8.3	10	17	.15-.25	.25-.3	2	.15-.25	
<b>Judge 9</b>	Dropped Low							



	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landing	Posture on Landing
						"Range"	"Range"	"Range"	"Range"	"Range"			
<b>Routine 4</b>													
<b>Judge 1</b>	Handspring	Dropped Low											
<b>Judge 2</b>	Handspring	8.45	10	1.55	.05-.1	.15-.3	.05-.1	.15-.25	.15-.2	.05-.1	0	1	BP on landing
<b>Judge 3</b>	Handspring	8.4	10	1.6	0	.15-.3	0	.3-.4	.25-.3	.15-.2	0.1	1	None
<b>Judge 4</b>	Handspring	8.6	10	1.4	.05-.1	.15-.3	.25-.3	.15-.25	.15-.2	.05-.1	0.05	2	None
<b>Judge 5</b>		No Data											
<b>Judge 6</b>	Handspring	8.6	10	1.4	.05-.1	.15-.3	.25-.3	.15-.25	.15-.2	.05-.1	0.05	2	None
<b>Judge 7</b>	Handspring	Dropped High											
<b>Judge 8</b>	Handspring	9.15	10	0.85	0	.15-.3	.05-.1	.15-.25	.05-.1	.15-.2	0.05	1	BP on landing
<b>Routine 5</b>													
<b>Judge 1</b>	Handspring	8.35	10	1.65	0	.15-.3	.15-.2	.45-.5	.05-.1	.05-.1	0	2	Deep Squat
<b>Judge 2</b>	Handspring	8.35	10	1.65	0	.15-.3	.15-.2	.15-.25	.15-.2	.05-.1	0	2	BP on landing
<b>Judge 3</b>	Handspring	Dropped Low											
<b>Judge 4</b>	Handspring	9.15	10	0.85	0	.05-.1	.15-.2	.15-.25	.05-.1	.05-.1	0	1	None
<b>Judge 5</b>	Handspring	8.8	10	1.2	0	.15-.3	.15-.2	.15-.25	.15-.2	0	0.1	2	BP on landing
<b>Judge 6</b>	Handspring	9.15	10	0.85	.05-.1	.05-.1	.05-.1	.15-.25	.05-.1	0	0	2	None
<b>Judge 7</b>	Handspring	Dropped High											
<b>Judge 8</b>	Handspring	9.3	10	0.7	0	.15-.3	.15-.2	.05-.1	.05-.1	.05-.1	0	1	BP on landing



**XCEL PLATINUM VAULT: NOTE: Some categories are not displayed but ALL are included in the TOTAL**

	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landin	Posture on Landing
					"Range"	"Range"	"Range"	"Range"	"Range"	"Range"			
<b>Routine 1</b>													
<b>Judge 1</b>	Handspring	Dropped High											
<b>Judge 2</b>	Handspring	8.55	9.8	1.25	0	.15-.3	.15-.2	.45-.5	.05-.1	.05-.1	0	1	None
<b>Judge 3</b>	Handspring	Dropped Low											
<b>Judge 4</b>	Handspring	8.85	9.8	9.5	.05-.1	.15-.3	.15-.2	.05-.1	.05-.1	0	0	2	None
<b>Judge 5</b>	Handspring	8.65	9.8	1.15	0	.15-.3	0	.15-.25	.15-.2	.05-.1	0.1	1	None
<b>Judge 6</b>	Handspring	8.6	9.8	1.2	0	.05-.1	.25-.3	.15-.25	.15-.2	.15-.2	0	1	None
<b>Judge 7</b>	Handspring	8.4	9.8	1.4	.05-.1	.35-.5	.25-.3	.15-.25	.15-.2	.05-.1	0.05	1	None
<b>Judge 8</b>	Handspring	8.6	9.8	10	.05-.1	.15-.3	.15-.2	.15-.25	.05-.1	0	0	1	None
<b>Judge 9</b>	Handspring	8.9	9.8	0.9	0	.15-.3	0	.05-.1	.05-.1	.05-.1	0	1	BP on Land.
<b>Judge 10</b>	Handspring	8.65	9.8	1.15	.05-.1	.15-.3	.15-.2	.15-.25	.15-.2	0	0	1	None
<b>Routine 2</b>													
<b>Judge 1</b>	LA Tum	9.25	10	0.75	0	.05-.1	0	.05-.1	.05-.1	0	0	2	None
<b>Judge 2</b>	LA Tum	Dropped Low											
<b>Judge 3</b>	LA Tum	8.5	10	1.5	0	.15-.3	.15-.2	.15-.25	.05-.1	.05-.1	0	2	None
<b>Judge 4</b>	LA Tum	9	10	1	.05-.1	.15-.3	.15-.2	.05-.1	.05-.1	0	0	3	Trunk Mov.
<b>Judge 5</b>	LA Tum	8.3	10	1.7	.05-.1	.35-.5	0	.3-.4	.25-.3	.15-.2	0.1	1	None
<b>Judge 6</b>	LA Tum	8.8	10	1.2	.15-.25	.15-.3	.15-.2	.15-.25	.05-.1	.15-.2	0	2	None
<b>Judge 7</b>	LA Tum	8.7	10	1.3	.05-.1	.15-.3	.15-.2	.15-.25	.15-.2	.05-.1	0.1	2	BP on Land.
<b>Judge 8</b>	LA Tum	8.8	10	12	.15-.25	.15-.3	.15-.2	.15-.25	.05-.1	0	0	1	None
<b>Judge 9</b>	LA Tum	Dropped High											
<b>Judge 10</b>	LA Tum	8.5	10	1.5	0	.15-.3	.15-.2	.15-.25	.15-.2	0	0.1	1	None
<b>Routine 3</b>													
<b>Judge 1</b>	Handspring	9.2	9.8	0.6	0	.05-.1	0	0	0	.05-.1	0.1	1	None
<b>Judge 2</b>	Handspring	8.9	9.8	0.9	0	.05-.1	.05-.1	.3-.4	.05-.1	.05-.1	0	1	BP on Land.
<b>Judge 3</b>	Handspring	8.9	9.8	0.9	0	.05-.1	0	.15-.25	.05-.1	.05-.1	0	2	BP on Land.
<b>Judge 4</b>	Handspring	9.2	9.8	0.6	0	.05-.1	.05-.1	.05-.1	.05-.1	0	0	2	Trunk Mov.

	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landing	Posture on Landing
					"Range"	"Range"	"Range"	"Range"	"Range"	"Range"			
Judge 5	Handspring	9	9.8	0.8	0	.05-.1	0	.15-.25	.05-.1	.15-.2	0.1	1	None
Judge 6	Handspring	9	9.8	0.8	0	.05-.1	.15-.2	.05-.1	.05-.1	.05-.1	0	1	None
Judge 7	Handspring	9.1	9.8	0.7	0	.05-.1	.05-.1	.05-.1	.05-.1	.15-.2	0.1	1	None
Judge 8	Handspring	Dropped High											
Judge 9	Handspring	9	9.8	0.8	0	.15-.3	.05-.1	.15-.25	.05-.1	.05-.1	0	1	None
Judge 10	Handspring	Dropped Low											
Routine 4													
Judge 1	LA Tum	9.6	10	0.4	0	.05-.1	0	.05-.1	.05-.1	.05-.1	0.1	1	BP on Land.
Judge 2	LA Tum	8.9	10	1.1	0	.05-.1	.05-.1	.3-.4	.05-.1	.05-.1	0	1	None
Judge 3	LA Tum	9.2	10	0.8	0	.05-.1	.05-.1	.15-.25	.05-.1	.05-.1	0	1	None
Judge 4	LA Tum	9.35	10	6.5	.05-.1	.05-.1	0	.05-.1	.05-.1	0	0.05	1	None
Judge 5	LA Tum	8.85	10	1.15	0	.05-.1	0	.3-.4	.15-.2	.05-.1	0.1	1	None
Judge 6	LA Tum	9.1	10	0.9	0	.15-.3	.15-.2	.15-.25	.05-.1	.05-.1	0	1	None
Judge 7	LA Tum	9.5	10	0.5	0	.05-.1	.05-.1	.05-.1	.05-.1	.05-.1	0.05	1	None
Judge 8	LA Tum	Dropped Low											
Judge 9	LA Tum	Dropped High											
Judge 10	LA Tum	9.25	10	0.75	0	.05-.1	.05-.1	.05-.1	.05-.1	0	0.05	1	None
Routine 5													
Judge 1	LA Tum	9.1	10	0.9	0	.15-.3	0	.05-.1	.05-.1	.05-.1	0.1	1	BP on Land.
Judge 2	LA Tum	9.25	10	0.75	0	.05-.1	.05-.1	.3-.4	.05-.1	.05-.1	0	1	BP on Land.
Judge 3	LA Tum	8.7	10	1.3	0	.15-.3	.05-.1	.15-.25	.15-.2	.05-.1	0	1	BP on Land.
Judge 4	LA Tum	9.3	10	0.7	0	.05-.1	.05-.1	.05-.1	0	0	0	2	Trunk Mov.
Judge 5	LA Tum	8.8	10	1.2	0	.05-.1	0	.3-.4	.15-.2	.05-.1	0.1	1	Trunk Mov.
Judge 6	LA Tum	8.9	10	1.1	.05-.1	.15-.3	.15-.2	.15-.25	.05-.1	.15-.2	0	1	BP on Land.
Judge 7	LA Tum	9	10	1	.05-.1	.15-.3	.15-.2	.15-.25	.05-.1	.05-.1	0.05	1	None
Judge 8	LA Tum	Dropped Low											
Judge 9	LA Tum	Dropped High											
Judge 10	LA Tum	8.7	10	1.3	.05-.1	.15-.3	.15-.2	.15-.25	.15-.2	0	0.1	1	None

**XCEL DIAMOND VAULT:** *Some categories are not displayed but ALL are included in the total.*

	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	Ext/open from shape	HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landing	Posture on Landing
					"Range"	"Range"	"Range"	"Range"	"Range"	"Range"	"Range"			
<b>Routine 1</b>														
<b>Judge 1</b>	Handspring	9	9.4	0.4	0	.15-.3	0	0	.05-.1	.05-.1	0	0.1	1	None
<b>Judge 2</b>	Handspring	8.7	9.4	0.7	0	0	.05-.1	0	.3-.4	.05-.1	.05-.1	0	2	BP on land.
<b>Judge 3</b>	Handspring	8.8	9.4	0.6	0	.05-.1	0	0	.15-.25	.05-.1	0	0	2	None
<b>Judge 4</b>	Handspring	8.8	9.4	0.6	0	0	0	0	.15-.25	.15-.2	.05-.1	0.1	1	None
<b>Judge 5</b>	Handspring	Dropped Low												
<b>Judge 6</b>	Handspring	8.9	9.4	0.5	0	.05-.1	0	0	.05-.1	.05-.1	.15-.2	0.05	1	None
<b>Judge 7</b>	Handspring	9	9.4	0.04	0	.05-.1	0	0	.05-.1	.05-.1	0	0	2	None
<b>Judge 8</b>	Handspring	Dropped High												
<b>Judge 9</b>	Handspring	8.9	9.4	0.5	0	.05-.1	0	0	.05-.1	.05-.1	0	0.05	1	None
<b>Judge 10</b>	Handspring	8.6	9.4	0.8	0	.15-.3	.15-.2	0	.05-.1	.05-.1	0	0.1	1	BP on land.
<b>Judge 11</b>	Handspring	8.9	9.4	0.5	0	.05-.1	0	0	.05-.1	.05-.1	.05-.1	0	1	None
<b>Routine 2</b>														
<b>Judge 1</b>	Somersault	Dropped High												
<b>Judge 2</b>	Somersault	8.15	10	1.85	0	.05-.1	.05-.1	.15-.2	.15-.25	.15-.2	.05-.1	0	3	Under Rot/BP landing/Add. Trunk
<b>Judge 3</b>	Somersault	8.4	10	1.6	0	0	0	.2-.25	.3-.4	.05-.1	0	0	2	Under Rot/BP landing
<b>Judge 4</b>	Somersault	8.2	10	1.8	.05-.1	0	0	.3 (total lack)	.45-.5	.25-.3	0	0.1	2	Under Rot/BP landing
<b>Judge 5</b>	Somersault	8.8	10	1.2	.05-.1	.15-.3	.15-.2	.15-.2	.15-.25	.05-.1	.15-.2	0.1	2	Under Rot/BP landing
<b>Judge 6</b>	Somersault	Dropped Low												
<b>Judge 7</b>	Somersault	8.7	10	1.3	0	0	.05-.1	.15-.2	.15-.25	.05-.1	0	0	5	BP on land.



	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	Ext/open from shape	HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landing	Posture on Landing
					"Range"	"Range"	"Range"	"Range"	"Range"	"Range"	"Range"			
Judge 4	Vault with LA	8.65	9.9	1.25	0	.15-.3	0	0	.3-.4	.15-.2	.05-.1	0.1	1	None
Judge 5	Vault with LA	9.1	9.9	0.8	.05-.1	.05-.1	.15-.2	0	.05-.1	.05-.1	.05-.1	0	1	None
Judge 6	Vault with LA	9.35	9.9	0.55	0	.05-.1	.05-.1	0	.05-.1	.05-.1		0.05	1	None
Judge 7	Vault with LA	9.4	9.9	0.5	0	0	0	0	.05-.1	.15-.2	0	0.05	1	BP on land.
Judge 8	Vault with LA	9	9.9	9	0	.15-.3	.15-.2	0	.15-.25	.05-.1	0	0	1	BP on land.
Judge 9	Vault with LA	9.2	9.9	0.7	0	.15-.3	0	0	.05-.1	.05-.1	.05-.1	0	1	None
Judge 10	Vault with LA	9	9.9	0.9	0	.15-.3	.15-.2	0	.15-.25	.15-.2	.05-.1	0.1	1	None
Judge 11	Vault with LA	9.2	9.9	0.7	0	.15-.3	0	0	.05-.1	.05-.1	.05-.1	0	1	None
Routine 5														
Judge 1	#4.102	8	9.6	1.6	.05-.1	.15-.3	.15-.2	0	.15-.25	.15-.2	.15-.2	0.1	1	None
Judge 2	#4.102	7.75	9.6	1.85	0	.15-.3	.25-.3	0	.45-.5	.15-.2	.15-.2	0	1	BP on land.
Judge 3	#4.102	8.05	9.6	1.55	.05-.1	.15-.3	.15-.2	0	.15-.25	.15-.2	.15-.2	0	1	BP on land.
Judge 4	#4.102	7.9	9.6	1.7	.15-.25	.35-.5	.05-.1	0	.45-.5	.15-.2	.15-.2	0.1	1	None
Judge 5	#4.102	8.6	9.6	1	0	.05-.1	.15-.2	0	.15-.25	.05-.1	.15-.2	0	1	BP on land.
Judge 6	#4.102	Dropped Low												
Judge 7	#4.102	Dropped High												
Judge 8	#4.102	8.2	9.6	1.4	0	.15-.3	.15-.2	0	.15-.25	.15-.2	0	0	1	None
Judge 9	#4.102	8	9.6	1.6	.05-.1	.35-.5	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None
Judge 10	#4.102	7.8	9.6	1.8	.05-.1	.35-.5	.35-.5	0	.3-.4	.25-.3	.15-.2	0.1	1	BP on land.
Judge 11	#4.102	8	9.6	1.6	0	.35-.5	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None

## Bronze Bars

	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhythm	Dynamic
				4 A's	Cast	Circle Skill	LB Dsmt.		
<b>Routine 1</b>									
<b>Judge 1</b>	9.4	10	0.5	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 2</b>	Dropped High								
<b>Judge 3</b>	9.45	10	0.55	Yes	Yes	Yes	Yes	0	0
<b>Judge 4</b>	9.3	9.3	0.7	Yes	Yes	Yes	Yes	0	0
<b>Judge 5</b>	9.25	10	0.75	Yes	Yes	Yes	Yes	0	0
<b>Judge 6</b>	9.35	10	0.65	Yes	Yes	Yes	Yes	0	0
<b>Judge 7</b>	no data	no data	no data	no data	no data	no data	no data	no data	no data
<b>Judge 8</b>	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
<b>Judge 9</b>	Dropped Low								
<b>Judge 10</b>	9.4	10	0.6	Yes	Yes	Yes	Yes	0	0
<b>Judge 11</b>	no data	no data	no data	no data	no data	no data	no data	no data	no data
<b>Routine 2</b>									
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	8.9	10	0.9	Yes	Yes	Yes	Yes	0.05	0.15
<b>Judge 3</b>	8.95	10	0.9	Yes	Yes	Yes	Yes	0.1	0.05
<b>Judge 4</b>	8.8	10	1.1	Yes	Yes	Yes	Yes	0.1	0
<b>Judge 5</b>	8.8	10	1.2	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 6</b>	8.35	10	1.65	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 7</b>	8.9	10	0.85	Yes	Yes	Yes	Yes	0.1	0.15
<b>Judge 8</b>	8.75	10	1.25	Yes	Yes	Yes	Yes	0	0
<b>Judge 9</b>	8.7	10	1.2	Yes	Yes	Yes	Yes	0	0.1
<b>Judge 10</b>	9.2	10	0.75	Yes	Yes	Yes	Yes	0.05	0
<b>Judge 11</b>	Dropped Low								
<b>Routine 3</b>									
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	9.05	10	0.75	Yes	Yes	Yes	Yes	0.1	0.15
<b>Judge 3</b>	8.8	10	1	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 4</b>	8.7	10	1.2	Yes	Yes	Yes	Yes	0.1	0
<b>Judge 5</b>	8.6	10	1.4	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 6</b>	8.7	10	1.3	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 7</b>	9	10	0.75	Yes	Yes	Yes	Yes	0.05	0.15

	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhythm	Dynamic
				4 A's	Cast	Circle Skill	LB Dsmt.		
<b>Judge 8</b>	8.9	10	1.1	Yes	Yes	Yes	Yes	0	0
<b>Judge 9</b>	Dropped Low								
<b>Judge 10</b>	9.1	10	0.7	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 11</b>	8.8	10	0.9	Yes	Yes	Yes	Yes	0.05	0.05
<b>Routine 4</b>									
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	9.2	10	0.65	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 3</b>	9	10	0.9	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 4</b>	8.9	10	1	Yes	Yes	Yes	Yes	0.1	0
<b>Judge 5</b>	Dropped Low								
<b>Judge 6</b>	9	10	1	Yes	Yes	Yes	Yes	0	0
<b>Judge 7</b>	9.35	10	0.5	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 8</b>	8.9	10	1.1	Yes	Yes	Yes	Yes	0	0
<b>Judge 9</b>	8.8	10	1.1	Yes	Yes	Yes	Yes	0	0.1
<b>Judge 10</b>	9.15	10	0.75	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 11</b>	8.85	10	1	Yes	Yes	Yes	Yes	0.1	0.05
<b>Routine 5</b>									
<b>Judge 1</b>	8.9	10	1	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 2</b>	Dropped High								
<b>Judge 3</b>	8.9	10	1	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 4</b>	9	10	1	Yes	Yes	Yes	Yes	0	0
<b>Judge 5</b>	8.45	10	1.55	Yes	Yes	Yes	Yes	0	0.05
<b>Judge 6</b>	8.4	10	1.6	Yes	Yes	Yes	Yes	0.1	0.15
<b>Judge 7</b>	no data	no data	no data	no data	no data	no data	no data	no data	no data
<b>Judge 8</b>	8.55	10	1.45	Yes	Yes	Yes	Yes	0	0
<b>Judge 9</b>	Dropped Low								
<b>Judge 10</b>	8.55	10	1.4	Yes	Yes	Yes	Yes	0.05	0
<b>Judge 11</b>	8.5	10	1.3	Yes	Yes	Yes	Yes	0.1	0.1

## Silver Bars

	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhythm	Dynamics
				5 A's	45° cast	360° circle	Dismount		
<b>Routine 1</b>									
<b>Judge 1</b>	9.75	10	0.25	Yes	Yes	Yes	Yes	0	0
<b>Judge 2</b>	Dropped								
<b>Judge 3</b>	9.8	10	0.2	Yes	Yes	Yes	Yes	0	0
<b>Judge 4</b>	9.6	10	0.4	Yes	Yes	Yes	Yes	0	0
<b>Judge 5</b>	9.55	10	0.45	Yes	Yes	Yes	Yes	0	0
<b>Judge 6</b>	9.4	10	0.6	Yes	Yes	Yes	Yes	0	0
<b>Judge 7</b>	9.4	10	0.6	Yes	Yes	Yes	Yes	0	0
<b>Judge 8</b>	9.45	10	0.45	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 9</b>	Dropped								
<b>Judge 10</b>	9.5	10	0.5	Yes	Yes	Yes	Yes	0	0
<b>Judge 11</b>	9.55	10	0.45	Yes	Yes	Yes	Yes	0	0
<b>Routine 2</b>									
<b>Judge 1</b>	Dropped								
<b>Judge 2</b>	9.35	10	0.45	Yes	Yes	Yes	Yes	0.05	0.15
<b>Judge 3</b>	9.5	10	0.45	Yes	Yes	Yes	Yes	0.05	0
<b>Judge 4</b>	9.5	10	0.4	Yes	Yes	Yes	Yes	0.1	0
<b>Judge 5</b>	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
<b>Judge 6</b>	9.25	10	0.7	Yes	Yes	Yes	Yes	0.05	0
<b>Judge 7</b>	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
<b>Judge 8</b>	9.1	10	0.7	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 9</b>	Dropped								
<b>Judge 10</b>	9.5	10	0.45	Yes	Yes	Yes	Yes	0.05	0
<b>Judge 11</b>	9.45	10	0.55	Yes	Yes	Yes	Yes	0	0
<b>Routine 3</b>									
<b>Judge 1</b>	Dropped								
<b>Judge 2</b>	7.2	9.5	2	No	Yes	Yes	Yes	0.1	0.2
<b>Judge 3</b>	7.15	9.5	2.05	No	Yes	Yes	Yes	0.1	0.2
<b>Judge 4</b>	7.5	9.5	2	No	Yes	Yes	Yes	0	0
<b>Judge 5</b>	6.7	9.5	2.7	No	Yes	Yes	Yes	0.05	0.05
<b>Judge 6</b>	7.2	9.5	2.1	No	Yes	Yes	Yes	0.05	0.15
<b>Judge 7</b>	7.4	9.5	2.1	No	Yes	Yes	Yes	0	0
<b>Judge 8</b>	Dropped								
<b>Judge 9</b>	7.3	10	2.6	Yes	Yes	Yes	Yes	0	0.1
<b>Judge 10</b>	7.3	9.5	2	No	Yes	Yes	Yes	0.1	0.1
<b>Judge 11</b>	7.1	9	1.8	No	No	Yes	Yes	0.1	0



	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhythm	Dynamics
				5 A's	45° cast	360° circle	Dismount		
<b>Routine 4</b>									
<b>Judge 1</b>	Dropped								
<b>Judge 2</b>	8.3	8.7	0.35	Yes	Yes	Yes	No	0	0.05
<b>Judge 3</b>	8.1	8.7	0.55	Yes	Yes	Yes	No	0	0.05
<b>Judge 4</b>	8.1	9.2	1.1	Yes	Yes	Yes	No	0	0
<b>Judge 5</b>	7.9	9	1	Yes	Yes	Yes	No	0.05	0.05
<b>Judge 6</b>	8.2	9	0.75	Yes	Yes	Yes	No	0	0.05
<b>Judge 7</b>	8.5	9.2	0.7	Yes	Yes	Yes	No	0	0
<b>Judge 8</b>	8.3	9.5	1	Yes	Yes	Yes	No	0.1	0.1
<b>Judge 9</b>	8	9	1	Yes	Yes	Yes	No	0	0
<b>Judge 10</b>	Dropped								
<b>Judge 11</b>	8.4	9.5	1.1	Yes	Yes	Yes	No	0	0
<b>Routine 5</b>									
<b>Judge 1</b>	Dropped								
<b>Judge 2</b>	9.45	10	0.4	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 3</b>	9.25	10	0.65	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 4</b>	Dropped								
<b>Judge 5</b>	9.25	10	0.75	Yes	Yes	Yes	Yes	0	0
<b>Judge 6</b>	9.2	10	0.7	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 7</b>	9.55	10	0.4	Yes	Yes	Yes	Yes	0	0.05
<b>Judge 8</b>	9.35	10	0.5	Yes	Yes	Yes	Yes	0.1	0.05
<b>Judge 9</b>	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
<b>Judge 10</b>	9.2	10	0.65	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 11</b>	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0



	Score	SV	Execution	SR#1 (6) A's or B from chart	SR#2 Skill finish in clear supp.	SR#3 360° circle skill	SR#4 Dsmt. From HB	Rhythm	Dynamics
<b>Routine 4</b>									
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	8.4	10	1.4	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 3</b>	8.1	10	1.65	Yes	Yes	Yes	Yes	0.05	0.2
<b>Judge 4</b>	NO DATA								
<b>Judge 5</b>	8.6	10	1.2	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 6</b>	Dropped Low								
<b>Judge 7</b>	8.4	10	1.45	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 8</b>	8.3	10	1.5	Yes	Yes	Yes	Yes	0.1	0.1
<b>Routine 5</b>									
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	8.1	9	0.7	No	No	Yes	Yes	0.1	0.1
<b>Judge 3</b>	8.25	9	0.55	No	No	Yes	Yes	0.1	0.1
<b>Judge 4</b>	9.1	10	0.75	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 5</b>	9	10	0.9	Yes	Yes	Yes	Yes	0.1	
<b>Judge 6</b>	8.9	10	1	Yes	Yes	Yes	Yes		0.1
<b>Judge 7</b>	8.45	9	0.4	No	No	Yes	Yes	0.1	0.05
<b>Judge 8</b>	Dropped Low								

## Diamond Bars

	Score	SV	Execution	SR#1 Clear Supp. Skill	SR#1 Min. B Cir. Skill	SR#3 2nd Diff. B Skill	SR#4 HB Salto Dmt.	Rhythm	Dynamics
<b>Routine 1</b>									
<b>Judge 1</b>	6.7	9.5	2.6	No	Yes	Yes	Yes	0.1	0.1
<b>Judge 2</b>	6.9	8.7	1.55	No	Yes	No	Yes	0.1	0.15
<b>Judge 3</b>	Dropped Low								
<b>Judge 4</b>	Dropped High								
<b>Judge 5</b>	6.3	8.7	2.1	No	Yes	No	Yes	0.1	0.2
<b>Judge 6</b>	6.4	8.7	2.15	No	Yes	No	Yes	0.05	0.1
<b>Judge 7</b>	6	8.7	2.55	No	Yes	No	Yes	0.05	0.1
<b>Judge 8</b>	NO DATA								
<b>Judge 9</b>	7	9.5	2.4	No	Yes	Yes	Yes		0.1
<b>Judge 10</b>	6.95	8.7	1.6	No	Yes	No	Yes	0.05	0.1
<b>Judge 11</b>	6.6	8.7	1.8	No	Yes	No	Yes	0.1	0.2
<b>Routine 2</b>									
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	8.1	10	1.7	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 3</b>	8	10	1.9	Yes	Yes	Yes	Yes		0.1
<b>Judge 4</b>	8.1	10	1.9	Yes	Yes	Yes	Yes		
<b>Judge 5</b>	7.9	10	2	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 6</b>	8.3	10	1.65	Yes	Yes	Yes	Yes		0.05
<b>Judge 7</b>	Dropped Low								
<b>Judge 8</b>	7.6	10	2.1	Yes	Yes	Yes	Yes	0.1	0.2
<b>Judge 9</b>	8.1	10	1.9	Yes	Yes	Yes	Yes		
<b>Judge 10</b>	8.25	10	1.75	Yes	Yes	Yes	Yes		
<b>Judge 11</b>	8.1	10	1.8	Yes	Yes	Yes	Yes		0.1
<b>Routine 3</b>									
<b>Judge 1</b>	8.4	10	1.55	Yes	Yes	Yes	Yes		0.05
<b>Judge 2</b>	8.45	10	1.4	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 3</b>	8.4	10	1.45	Yes	Yes	Yes	Yes		0.15
<b>Judge 4</b>	Dropped High								
<b>Judge 5</b>	8.3	10	1.7	Yes	Yes	Yes	Yes		
<b>Judge 6</b>	8.5	10	1.45	Yes	Yes	Yes	Yes		0.05
<b>Judge 7</b>	7.9	10	2.05	Yes	Yes	Yes	Yes		0.05

	Score	SV	Execution	SR#1 Clear Supp. Skill	SR#1 Min. B Cir. Skill	SR#3 2nd Diff. B Skill	SR#4 HB Salto Dmt.	Rhythm	Dynamics
Judge 8	8.35	10	1.35	Yes	Yes	Yes	Yes	0.1	0.2
Judge 9	Dropped Low								
Judge 10	8.5	10	1.35	Yes	Yes	Yes	Yes	0.05	1
Judge 11	8.3	10	1.6	Yes	Yes	Yes	Yes		0.01
Routine 4									
Judge 1	7.8	9.5	1.6	No	Yes	Yes	Yes		0.1
Judge 2	8.05	9.5	1.3	No	Yes	Yes	Yes	0.05	0.1
Judge 3	Dropped Low								
Judge 4	Dropped Low								
Judge 5	7.55	9.5	1.75	No	Yes	Yes	Yes	0.1	0.1
Judge 6	7.8	9.5	1.55	No	Yes	Yes	Yes	0.05	0.1
Judge 7	8.05	10	1.85	Yes	Yes	Yes	Yes		0.1
Judge 8	8.1	9.5	1.2	No	Yes	Yes	Yes	0.1	0.1
Judge 9	8	10	2	Yes	Yes	Yes	Yes		
Judge 10	8.15	9.5	1.15	No	Yes	Yes	Yes	0.1	0.1
Judge 11	7.85	9.5	1.6	No	Yes	Yes	Yes		0.05
Routine 5									
Judge 1	8.7	9.5	0.7	No	Yes	Yes	Yes		0.1
Judge 2	NO DATA								
Judge 3	Dropped Low								
Judge 4	NO DATA								
Judge 5	9	10	1	Yes	Yes	Yes	Yes		
Judge 6	8.65	9.5	0.8	No	Yes	Yes	Yes		0.05
Judge 7	9	10	0.9	Yes	Yes	Yes	Yes		0.1
Judge 8	Dropped High								
Judge 9	8.8	10	1.2	Yes	Yes	Yes	Yes		
Judge 10	9	10	1	Yes	Yes	Yes	Yes		
Judge 11	8.9	10	1.05	Yes	Yes	Yes	Yes		0.05

## XCEL BRONZE BEAM

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Routine 1</b>								
<b>Judge 1</b>	8.85	10	0.7	0.15	0.1	0.1	0.1	
<b>Judge 2</b>	9.05	10	0.65	0.15			0.15	
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	Dropped Low							
<b>Judge 5</b>	8.9	10	0.9	0.05	0.05	0.05	0.05	
<b>Judge 6</b>	9	10	0.5	0.15	0.1	0.15	0.1	
<b>Judge 7</b>	8.9	10	0.8	0.15	0.05	0.1		
<b>Routine 2</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	8.45	10	1.2	0.15		0.05	0.15	
<b>Judge 3</b>	8.4	10	1.3	0.15		0.1	0.05	
<b>Judge 4</b>	8	10	1.3	0.25	0.15	0.15	0.15	
<b>Judge 5</b>	8.7	10	1.1	0.1	0.05	.	0.05	
<b>Judge 6</b>	Dropped High							
<b>Judge 7</b>	8.15	10	1.35	0.25	0.05	0.1	0.1	
<b>Routine 3</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	9.05	10	0.65	0.15			0.15	
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.2	10	0.55	0.05	0.05	0.05	0.1	
<b>Judge 5</b>	9	10	0.7	0.1	0.05	0.05		
<b>Judge 6</b>	9.3	10	0.35	0.15	0.1	0.05	0.05	
<b>Judge 7</b>	9.3	10	0.5	0.1			0.05	
<b>Routine 4</b>								
<b>Judge 1</b>	9.2	10	0.5	0.1	0.05	0.05	0.1	
<b>Judge 2</b>	Dropped Low							

	<b>Score</b>	<b>SV</b>	<b>Exec.</b>	<b>Artistry</b>	<b>Posture</b>	<b>Footwork</b>	<b>Dynamics</b>	<b>Sureness</b>
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	NO	DATA						
<b>Judge 5</b>	9	10	0.85	0.05	0.05	.	0.05	
<b>Judge 6</b>	9.2	10	0.4	0.15	0.05	0.05	0.15	
<b>Judge 7</b>	9.05	10	0.65	0.1	0.05	0.05	0.1	
<b>Routine 5</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	8.05	10	1.5	0.2	0.05		0.2	
<b>Judge 3</b>	8.3	10	1.3	0.15	0.1	0.1	0.05	
<b>Judge 4</b>	8.1	10	1.2	0.3	0.2	0.15	0.05	
<b>Judge 5</b>	8.45	10	1.3	0.1	0.05	0.05	0.05	
<b>Judge 6</b>	Dropped High							
<b>Judge 7</b>	8.25	10	0.85	0.2	0.05	0.05	0.1	

## XCEL SILVER BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Routine 1</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	8.15	10	1.4	0.1		0.05	0.15	0.15
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	8.7	10	1.05	0.05	0.05	0.05	0.05	0.05
<b>Judge 5</b>	8	9.5	1	0.05	0.1	0.15	0.1	0.1
<b>Judge 6</b>	8.45	10	0.7	0.2	0.2	0.2	0.15	0.1
<b>Judge 7</b>	8.35	10	1.25	0.2	0.1	0.05		0.05
<b>Routine 2</b>								
<b>Judge 1</b>	9.7	10	0.3					
<b>Judge 2</b>	9.55	10	0.4				0.05	
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.7	10	0.3					
<b>Judge 5</b>	9.65	10	0.35					
<b>Judge 6</b>	9.6	10	0.3	0.05	0.05			
<b>Judge 7</b>	Dropped Low							
<b>Routine 3</b>								
<b>Judge 1</b>	8.8	10	0.75	0.2	0.1	0.1	0.05	
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	8.8	10	0.7	0.2	0.1	0.1	0.1	
<b>Judge 5</b>	8.8	10	0.7	0.2	0.1	0.1	0.1	
<b>Judge 6</b>	8.95	10	0.55	0.15	0.05	0.1	0.1	0.1
<b>Judge 7</b>	9.25	10	0.65		0.05	0.05		
<b>Routine 4</b>								
<b>Judge 1</b>	9.2	10	0.55			0.05	0.1	0.1
<b>Judge 2</b>	8.9	10	0.75	0.05			0.15	0.15



	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.05	10	0.85	0.05			0.05	
<b>Judge 5</b>	9.15	10	0.7	0.05			0.05	0.05
<b>Judge 6</b>	8.95	10	0.6	0.15	0.1	0.05	0.1	0.05
<b>Judge 7</b>	Dropped Low	10	0.95	0.05		0.1		
<b>Routine 5</b>								
<b>Judge 1</b>	9	10	0.5	0.05	0.05	0.1	0.1	0.1
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.2	10	0.7	0.05			0.05	
<b>Judge 5</b>	9.4	10	0.4	0.05		0.05	0.05	0.05
<b>Judge 6</b>	9.5	1	0.25	0.1	0.05	0.05		0.05
<b>Judge 7</b>	9.3	10	0.55	0.05		0.05		0.05

## XCEL GOLD BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Routine 1</b>								
<b>Judge 1</b>	8.6	10	0.7	..15	0.2	0.15	0.1	0.1
<b>Judge 2</b>	8.6	10	0.9	0.15		0.05	0.15	0.15
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	Dropped Low							
<b>Judge 5</b>	9.15	10	0.75			0.05	0.05	
<b>Judge 6</b>	8.85	10	0.5	0.15	0.15	0.15	0.1	0.1
<b>Routine 2</b>								
<b>Judge 1</b>	8.7	10	1.1		0.05	0.1	0.1	
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	8.45	10	1.2	0.25			0.05	0.05
<b>Judge 5</b>	8.6	10	1.2	0.1		0.05	0.05	
<b>Judge 6</b>	8.7	10	0.95	0.1		0.05	0.1	0.1
<b>Routine 3</b>								
<b>Judge 1</b>	8.9	10	0.7	0.05	0.05	0.1	0.1	0.1
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.25	10	0.65	0.05			0.05	
<b>Judge 5</b>	9.35	10	0.55	0.05			0.05	
<b>Judge 6</b>	9.1	10	0.6	0.15		0.05	0.05	0.05
<b>Routine 4</b>								
<b>Judge 1</b>	8.8	10	1				0.1	0.1
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.05	10	0.95					
<b>Judge 5</b>	8.75	10	1	0.05			0.05	0.05

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Judge 6</b>	8.8	10	1	0.1			0.05	0.05
<b>Routine 5</b>								
<b>Judge 1</b>	8.85	10	0.55	0.3	0.1	0.1	0.1	
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.2	10	0.7	0.05			0.05	
<b>Judge 5</b>	9.05	10	0.7	0.05			0.05	
<b>Judge 6</b>	9	10	0.65	0.1	0.05		0.05	0.05

## XCEL PLATINUM BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Routine 1</b>								
<b>Judge 1</b>	9.1	10	0.6	0.1	0.05	0.05	0.1	
<b>Judge 2</b>	9.2	10	0.65				0.15	
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.45	10	0.45	0.05			0.05	
<b>Judge 5</b>	Dropped Low							
<b>Judge 6</b>	9	10	0.65	0.15	0.05	0.05	0.1	
<b>Routine 2</b>								
<b>Judge 1</b>	8.4	9.5	1.1	0.1				
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	8.2	9.5	1.1	0.1				0.1
<b>Judge 4</b>	8.4	9.5	1					
<b>Judge 5</b>	8.3	9.4	0.95	0.05			0.05	0.05
<b>Judge 6</b>	Dropped High							
<b>Routine 3</b>								
<b>Judge 1</b>	9.25	10	0.75	0.1			0.1	
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.25	10	0.7	0.05				
<b>Judge 5</b>	9.4	10	0.5	0.05			0.05	
<b>Judge 6</b>	9.3	10	0.6				0.05	0.05
<b>Routine 4</b>								
<b>Judge 1</b>	9.3	10	0.6	0.15				
<b>Judge 2</b>	9.3	10	0.55				0.1	0.05
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.5	10	0.5					
<b>Judge 5</b>	9.5	10	0.4					

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Judge 6</b>	Dropped Low							
<b>Routine 5</b>					.			
<b>Judge 1</b>	9	10	0.6		0.05	0.1		
<b>Judge 2</b>	9.1	10	0.85				0.05	
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	Dropped Low							
<b>Judge 5</b>	8.75	10	1.1	0.05			0.05	0.05
<b>Judge 6</b>	8.65	9.5	0.4	0.15	0.05	0.05	0.1	0.1

## XCEL DIAMOND BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Routine 1</b>								
<b>Judge 1</b>	7.9	10	1.85	0.1	0.1	0.05		
<b>Judge 2</b>	8.3	10	1.45	0.05		0.05	0.1	0.05
<b>Judge 3</b>	8.3	10	1.6	0.05			0.05	
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	8.05	10	1.8	0.05			0.05	0.05
<b>Judge 6</b>	Dropped Low							
<b>Routine 2</b>								
<b>Judge 1</b>	7.7	10	0.95	0.1	0.05	0.1	0.1	
<b>Judge 2</b>	7.85	10	1.8	0.05		0.05	0.15	
<b>Judge 3</b>	8.3	10	1.65					0.05
<b>Judge 4</b>	8.05	10	1.5	0.15	0.05	0.1	0.1	
<b>Judge 5</b>	Dropped High							
<b>Judge 6</b>	Dropped Low							
<b>Routine 3</b>								
<b>Judge 1</b>	9.75	10	0.25					
<b>Judge 2</b>	9.4	10	0.5				0.1	
<b>Judge 3</b>	Dropped High	10	0.25					
<b>Judge 4</b>	9.6	10	0.4					
<b>Judge 5</b>	9.7	10	0.3					
<b>Judge 6</b>	Dropped Low							
<b>Routine 4</b>								
<b>Judge 1</b>	8.7	10	1	0.1	0.05	0.05	0.1	
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	8.6	10	1.2	0.1	0.1			
<b>Judge 5</b>	8.7	10	1.1	0.1	0.05		0.05	

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Judge 6</b>	8.6	10	0.85	0.2	0.1	0.05	0.1	0.1
<b>Routine 5</b>								
<b>Judge 1</b>	9.15	10	0.85			0.05		
<b>Judge 2</b>	9.2	10	0.7				0.05	0.05
<b>Judge 3</b>	9.35	10	0.6	0.05				
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	9	10	0.9	0.05			0.05	
<b>Judge 6</b>	Dropped Low							

## BRONZE FLOOR

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Routine 1</b>								
Judge 1	8	9.5	0.95	0.15	0.1	0.1	0.1	0.1
Judge 2	8.2	10	1.45	0.15	0.1	.	0.2	0.1
Judge 3	Dropped High							
Judge 4	7.7	9.5	1.45	0.2	0.1		0.1	
Judge 5	7.75	9.5	1.2	0.15	0.15	0.15		0.1
Judge 6	7.8	9.5	1.3	0.2	0.2			
Judge 7	8	9.5	1.1	0.2	0.2			
Judge 8	7.55	9.5	1.25	0.2	0.1	0.1	0.2	0.1
Judge 9	Dropped Low							
<b>Routine 2</b>								
Judge 1	8.55	10	0.9	0.1	0.1	0.15	0.15	0.05
Judge 2	8.5	10	1.35	0.15	0.1	0.1	0.05	
Judge 3	Dropped High							
Judge 4	8.45	10	1.25	0.1	0.1		0.1	
Judge 5	8.2	9.5	0.85	0.1	0.1	0.15		0.1
Judge 6	Dropped Low							
Judge 7	8.65	10	1	0.15	0.2			
Judge 8	8.35	10	1.1	0.1	0.1	0.1	0.2	0.05
Judge 9	8.15	10	1.1	0.15	0.15	0.15	0.1	0.1
<b>Routine 3</b>								
Judge 1	8.2	9.5	0.8	0.1	0.05	0.15	0.1	0.1
Judge 2	Dropped High							
Judge 3	8	9	0.75	0.1	0.05			0.1
Judge 4	8.4	9.5	1.05	0.05	0.05			
Judge 5	8	9	0.7	0.05	0.05		0.1	0.1
Judge 6	7.8	9	0.65	0.2	0.2			0.05
Judge 7	7.7	9	0.95	0.3	0.1			



	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Judge 8</b>	8.4	10	1.2	0.15	0.05	0.05	0.1	0.05
<b>Judge 9</b>	Dropped Low							
<b>Routine 4</b>								
<b>Judge 1</b>	9.1	10	0.7	0.05	0.05	0.1		0.05
<b>Judge 2</b>	9.3	10	0.65	0.05	0.05	0.05	0.05	
<b>Judge 3</b>	9.3	10	0.6	0.05	0.05	0.05		
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	9.2	10	0.7	0.05	0.05	0.05		
<b>Judge 6</b>	9	10	0.8	0.1	0.1			
<b>Judge 7</b>	9.3	10	0.55	0.15	0.05			
<b>Judge 8</b>	Dropped Low							
<b>Judge 9</b>	9.2	10	0.6		0.05	0.1		0.05
<b>Routine 5</b>								
<b>Judge 1</b>	8.4	10	1	0.05	0.1	0.15	0.15	0.05
<b>Judge 2</b>	7.9	9.5	1.6	0.05	0.1	0.05	0.05	0.05
<b>Judge 3</b>	8.8	10	0.7	0.05	0.1	0.1	0.1	
<b>Judge 4</b>	8.3	10	1.3	0.05	0.15		0.1	
<b>Judge 5</b>	8.6	10	0.85	0.2	0.2	0.2		
<b>Judge 6</b>	8.3	10	1.3	0.2	0.2			
<b>Judge 7</b>	Dropped High							
<b>Judge 8</b>	Dropped Low							
<b>Judge 9</b>	8.2	10	1.1	0.15	0.1	0.15	0.3	

## Silver Floor

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Routine 1</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	9.4	10	0.6	0	0	0	0	0
<b>Judge 3</b>	9.3	10	0.65	0	0.05	0	0	0
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	9.35	10	5.5	0.1	0	0	0	0
<b>Judge 6</b>	9.6	10	0.4	0	0	0	0	0
<b>Judge 7</b>	9.3	10	0.5	0.1	0.05	0.05	0	0.1
<b>Judge 8</b>	9.5	10	4	0	0.05	0.05	0	0
<b>Judge 9</b>	9.4	1	0.6	0	0	0	0	0
<b>Routine 2</b>								
<b>Judge 1</b>	8.5	9.5	0.9	0.1	0.1	0	0.05	0.05
<b>Judge 2</b>	9.3	10	0.65	0	0.05	0	0	0
<b>Judge 3</b>	Dropped Low							
<b>Judge 4</b>	8.8	10	0.75	0.15	0.05	0.05	0	0
<b>Judge 5</b>	8.85	10	9	0.25	0.05	0	0.05	0.1
<b>Judge 6</b>	9.35	10	0.5	0.05	0.1	0	0	0
<b>Judge 7</b>	Dropped High							
<b>Judge 8</b>	8.95	10	0.55	0.15	0.1	0.05	0.1	0.05
<b>Judge 9</b>	8.7	10	0.9	0.2	0.2	0	0	0
<b>Routine 3</b>								
<b>Judge 1</b>	9.1	10	0.8	0.1	0.05	0	0	0.1
<b>Judge 2</b>	Dropped High							
<b>Judge 3</b>	9.2	10	0.65	0.05	0.05	0	0	0.05
<b>Judge 4</b>	9.15	10	0.7	0	0	0.05	0	0.1
<b>Judge 5</b>	8.95	10	9	0.15	0	0.05	0	0.1
<b>Judge 6</b>	9.25	10	0.65	0.05	0	0	0.05	0
<b>Judge 7</b>	9.2	10	0.6	0.1	0	0	0	0

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Judge 8</b>	Dropped Low							
<b>Judge 9</b>	9.35	10	0.6	0.05	0	0	0	0
<b>Routine 4</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	8.8	10	1.1	0	0.1	0	0	0
<b>Judge 3</b>	8.9	10	0.9	0	0.1	0	0	0.05
<b>Judge 4</b>	9.05	10	0.85	0	0.05	0	0	0.05
<b>Judge 5</b>	Dropped High							
<b>Judge 6</b>	9.15	10	0.85	0	0	0	0	0
<b>Judge 7</b>	8.5	10	1	0.15	0.05	0.05	0.05	0.1
<b>Judge 8</b>	8.6	10	0.95	0.15	0.1	0.1	0	0.1
<b>Judge 9</b>	8.8	10	0.9	0.2	0.1	0	0	0
<b>Routine 5</b>								
<b>Judge 1</b>	no data							
<b>Judge 2</b>	9.5	10	0.5	0	0	0	0	0
<b>Judge 3</b>	9.3	10	0.6	0.05	0.05	0	0	0
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	9.55	10	0.45	0	0	0	0	0
<b>Judge 6</b>	9.55	10	0.4	0	0.05	0	0	0
<b>Judge 7</b>	9.5	10	0.3	0.1	0	0	0	0.1
<b>Judge 8</b>	no data							
<b>Judge 9</b>	Dropped Low							

## Gold Floor

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Misc	Dynamics	Falls
<b>Routine 1</b>									
<b>Judge 1</b>	9.05	10	0.7	0.15	0.05	0.05	0	0	0
<b>Judge 2</b>	9.05	10	0.7	0.05	0.1	0.05	0	0.05	0
<b>Judge 3</b>	9.4	10	0.5	0	0	0	0	0.1	0
<b>Judge 4</b>	Dropped Low								
<b>Judge 5</b>	9.2	10	0.7	0.05	0.05	0	0	0	0
<b>Judge 6</b>	Dropped High								
<b>Judge 7</b>	8.9	10	0.9	0.15	0.05	0	0	0	0
<b>Judge 8</b>	9.15	10	0.7	0	0.1	0.05	0	0	0
<b>Judge 9</b>	9.2	10	0.6	0.05	0.1	0.05	0	0	0
<b>Routine 2</b>									
<b>Judge 1</b>	9.25	10	0.45	0.15	0.1	0.1	0	0	0
<b>Judge 2</b>	9.1	10	0.7	0.05	0.05	0.05	0	0.05	0
<b>Judge 3</b>	9.25	10	0.5	0.05	0	0	0.15	0.05	0
<b>Judge 4</b>	9.15	10	0.75	0	0.05	0	0.05	0	0
<b>Judge 5</b>	9.35	10	0.5	0	0.05	0	0	0.1	0
<b>Judge 6</b>	Dropped High								
<b>Judge 7</b>	Dropped Low								
<b>Judge 8</b>	9.4	10	0.5	0	0.05	0	0.05	0	0
<b>Judge 9</b>	9.35	10	0.45	0.05	0.1	0	0	0.05	0
<b>Routine 3</b>									
<b>Judge 1</b>	9.25	10	0.65	0.05	0	0	0	0.05	0
<b>Judge 2</b>	Dropped Low								
<b>Judge 3</b>	9.4	10	0.5	0.05	0	0	0	0.05	0
<b>Judge 4</b>	9.5	10	0.5	0	0	0	0	0	0
<b>Judge 5</b>	9.5	10	0.45	0	0.05	0	0	0	0
<b>Judge 6</b>	Dropped High								
	<b>Score</b>	<b>SV</b>	<b>Execution</b>	<b>Artistry</b>	<b>Footwork</b>	<b>Posture</b>	<b>Rhy/Misc</b>	<b>Dynamics</b>	<b>Falls</b>

<b>Judge 7</b>	9.45	10	0.55	0	0	0	0	0	0
<b>Judge 8</b>	9.5	10	0.5	0	0	0	0	0	0
<b>Judge 9</b>	9.45	10	0.4	0.05	0.05	0	0	0.05	0
<b>Routine 4</b>									
<b>Judge 1</b>	8.65	10	1.05	0.15	0	0.1	0	0.1	0
<b>Judge 2</b>	Dropped Low								
<b>Judge 3</b>	8.75	10	0.95	0.05	0.05	0.05	0	0.1	0.5
<b>Judge 4</b>	8.6	10	1.2	0.1	0.05	0	0	0	0.5
<b>Judge 5</b>	8.6	10	1.05	0.1	0.1	0	0	0.1	0.5
<b>Judge 6</b>	8.45	10	1.3	0.1	0.1	0	0	0	0.5
<b>Judge 7</b>	8.5	10	1.05	0.2	0	0	0	0.2	0.5
<b>Judge 8</b>	Dropped High								
<b>Judge 9</b>	8.45	10	1	0.2	0.1	0.1	0	0.1	0.5
<b>Routine 5</b>									
<b>Judge 1</b>	9.2	10	0.55	0.15	0	0	0.05	0.05	0
<b>Judge 2</b>	8.95	10	0.8	0.05	0.05	0.1	0	0.05	0
<b>Judge 3</b>	8.95	10	0.75	0	0.05	0.05	0.1	0.1	0
<b>Judge 4</b>	9.05	10	0.85	0	0.1	0	0	0	0
<b>Judge 5</b>	9.1	10	0.7	0	0.1	0.05	0	0.05	0
<b>Judge 6</b>	9.2	10	0.6	0.1	0.1	0	0	0	0
<b>Judge 7</b>	Dropped Low								
<b>Judge 8</b>	Dropped High								
<b>Judge 9</b>	8.8	10	0.9	0.1	0.05	0.05	0	0.1	0

## Platinum Floor

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Routine 1</b>								
<b>Judge 1</b>	Dropped High							
<b>Judge 2</b>	9.25	10	0.55	0.05	0.1	0	0	0.05
<b>Judge 3</b>	Dropped Low							
<b>Judge 4</b>	9.2	10	0.5	0.1	0.2	0	0	0
<b>Judge 5</b>	9.2	10	0.4	0.15	0.05	0.05	0.05	0.1
<b>Judge 6</b>	9.35	10	0.35	0.25	0	0	0	0.05
<b>Judge 7</b>	9.4	10	0.4	0.1	0.1	0	0	0
<b>Judge 8</b>	9.4	10	0.3	0.15	0.05	0	0	0.1
<b>Judge 9</b>	9.3	10	0.5	0.1	0	0	0	0.1
<b>Routine 2</b>								
<b>Judge 1</b>	9	10	0.65	0.15	0.05	0.1	0	0.05
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	9.1	10	0.75	0.1	0.05	0	0	0
<b>Judge 4</b>	9	1	0.8	0.1	0.1	0	0	0
<b>Judge 5</b>	8.9	10	0.7	0.1	0.05	0.1	0.1	0.05
<b>Judge 6</b>	8.85	10	0.7	0.15	0.1	0.05	0.1	0.05
<b>Judge 7</b>	9.05							
<b>Judge 8</b>	Dropped H	10	0.4	0.1	0.05	0.1	0	0.05
<b>Judge 9</b>	8.85	10	0.9	0.05	0.1	0.05	0	0.05
<b>Routine 3</b>								
<b>Judge 1</b>	9.25	10	0.4	0.15	0.1	0.05	0	0.05
<b>Judge 2</b>	9.3	10	0.4	0.1	0.1	0	0	0.1
<b>Judge 3</b>	9.35	10	0.55	0	0.1	0	0	0
<b>Judge 4</b>	9.4	10	0.5	0.05	0.05	0	0	0
<b>Judge 5</b>	Dropped Low							
<b>Judge 6</b>	9.35	10	0.45	0.1	0.1	0	0	0
<b>Judge 7</b>	9.55	10	0.35	0.05	0.05	0	0	0

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Judge 8</b>	Dropped High							
<b>Judge 9</b>	9.35	10	0.5	0.1	0	0	0	0.05
<b>Routine 4</b>								
<b>Judge 1</b>	9.25	10	0.45	0.1	0.05	0	0.05	0.1
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	9.4	10	0.5	0.05	0.05	0	0	0
<b>Judge 5</b>	9.55	10	0.4	0	0.05	0	0	0
<b>Judge 6</b>	9.05	10	0.6	0.25	0.1	0	0	0
<b>Judge 7</b>	9.3	10	0.5	0.1	0.05	0	0	0.05
<b>Judge 8</b>	9	10	0.5	0.15	0.1	0.05	0.15	0.05
<b>Judge 9</b>	9.1	10	0.75	0.05	0.05	0	0	0.05
<b>Routine 5</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	8.7	10	1.1	0.15	0	0	0	0.05
<b>Judge 3</b>	8.75	10	1.15	0	0.1	0	0	0
<b>Judge 4</b>	8.9	10	0.85	0.1	0.1	0	0	0.05
<b>Judge 5</b>	8.75	10	0.95	0.1	0.05	0.05	0	0.1
<b>Judge 6</b>	8.6	10	0.9	0.25	0.1	0.15	0	0
<b>Judge 7</b>	Dropped High							
<b>Judge 8</b>	8.75	10	0.9	0.15	0.1	0.05	0	0.15
<b>Judge 9</b>	8.75	10	0.95	0.05	0.1	0.1	0	0.05

## Diamond Floor

	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Routine 2</b>								
<b>NOTE: FIRST ROUTINE WAS A "0" AS A WALK ON/WALK OFF, SO NO SCORE FOR #1</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	9.4	10	0.6	0	0	0	0	0
<b>Judge 3</b>	9.3	10	0.65	0	0.05	0	0	0
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	9.35	10	5.5	0.1	0	0	0	0
<b>Judge 6</b>	9.6	10	0.4	0	0	0	0	0
<b>Judge 7</b>	9.3	10	0.5	0.1	0.05	0.05	0	0.1
<b>Judge 8</b>	9.5	10	4	0	0.05	0.05	0	0
<b>Judge 9</b>	9.4	10	0.6	0	0	0	0	0
<b>Routine 3</b>								
<b>Judge 1</b>	8.5	9.5	0.9	0.1	0.1	0	0.05	0.05
<b>Judge 2</b>	9.3	10	0.65	0	0.05	0	0	0
<b>Judge 3</b>	Dropped Low							
<b>Judge 4</b>	8.8	10	0.75	0.15	0.05	0.05	0	0
<b>Judge 5</b>	8.85	10	9	0.25	0.05	0	0.05	0.1
<b>Judge 6</b>	9.35	10	0.5	0.05	0.1	0	0	0
<b>Judge 7</b>	Dropped High							
<b>Judge 8</b>	8.95	10	0.55	0.15	0.1	0.05	0.1	0.05
<b>Judge 9</b>	8.7	10	0.9	0.2	0.2	0	0	0
<b>Routine 4</b>								
<b>Judge 1</b>	9.1	10	0.8	0.1	0.05	0	0	0.1
<b>Judge 2</b>	Dropped High							
<b>Judge 3</b>	9.2	10	0.65	0.05	0.05	0	0	0.05
<b>Judge 4</b>	9.15	10	0.7	0	0	0.05	0	0.1
<b>Judge 5</b>	8.95	10	9	0.15	0	0.05	0	0.1
<b>Judge 6</b>	9.25	10	0.65	0.05	0	0	0.05	0



	Score	SV	Execution	Artistry	Footwork	Posture	Rhy/Music	Dynamics
<b>Judge 7</b>	9.2	10	0.6	0.1	0	0	0	0
<b>Judge 8</b>	Dropped Low							
<b>Judge 9</b>	9.35	10	0.6	0.05	0	0	0	0
<b>Routine 5</b>								
<b>Judge 1</b>	8.55	10	1.3	0.15	0.1	0	0	0.1
<b>Judge 2</b>	8.8	10	1.1	0	0.1	0	0	0
<b>Judge 3</b>	8.9	10	0.9	0	0.1	0	0	0.05
<b>Judge 4</b>	9.05	10	0.85	0	0.05	0	0	0.05
<b>Judge 5</b>	Dropped High							
<b>Judge 6</b>	9.15	10	0.85	0	0	0	0	0
<b>Judge 7</b>	Dropped Low							
<b>Judge 8</b>	8.6	10	0.95	0.15	0.1	0.1	0	0.1
<b>Judge 9</b>	8.8	10	0.9	0.2	0.1	0	0	0
<b>Routine 6</b>								
<b>Judge 1</b>	no data							
<b>Judge 2</b>	9.5	10	0.5	0	0	0	0	0
<b>Judge 3</b>	9.3	10	0.6	0.05	0.05	0	0	0
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	9.55	10	0.45	0	0	0	0	0
<b>Judge 6</b>	9.55	10	0.4	0	0.05	0	0	0
<b>Judge 7</b>	9.5	10	0.3	0.1	0	0	0	0.1
<b>Judge 8</b>	no data							
<b>Judge 9</b>	Dropped Low							