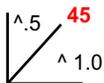


Levels 6 & 7 Vaulting



Except Tsuk entry

- bent legs ^0.3
- shoulder angle ^0.2
- arms bent ^0.5 (except Tsuk lead arm)
- head touch 2.0 (includes arms ded.)
- neutral head ^0.1
- arched (excessive) ^0.2
- step/hop hands ea 0.1 max 0.3 (hop)
- staggered/alt hand ^0.1
- alt repulsion ^0.2
- Failure to pass thru vertical ^0.3

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

- neutral head ^0.1
- arched ^0.2
- Piked ^0.3

- ang of repulsion ^1.0
- too long support ^0.5



Direction ^0.3 (at initial contact of mat)
Dynamics ^0.3

when hands leave the table, angle of hands through hips. If there is a shoulder angle, then shoulder through hips (look for Center of Mass)

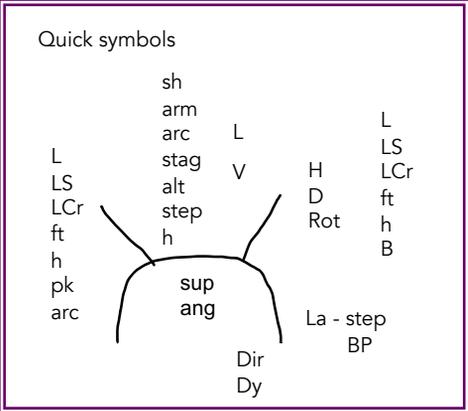
- Height** ^ 0.5
- Length** ^ 0.2 (center of mass at initial contact on mat stack)
- Failure to create **rotation** ^0.3
- maintain prescribed body position (excessive arch/pike) ^0.5
- legs crossed ^0.1
- legs separation ^0.2
- legs bent ^0.3
- foot form ^0.1
- neutral head ^0.1

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

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

- Landing**
- Slight hop/small adj feet **towards** table ^0.1
 - Steps **towards** table, each:
 - small 0.1---- large 0.2 ----- max 0.4
 - Brush/hit far end of table ^0.2
 - Lands on mat and falls/support **against** table 0.5
 - Body posture on landing (landing on feet) ^0.5
 - Lands on feet alternately, or only one foot (=LS) 0.2
 - Failure to land on top of mat stack 1.0
 - Failure to land on bottom of feet first =
 - handspr =>VOID
 - Yurc & Tsuk: L6 => -1.00
 - L7 => NO deduction
 - Land standing/sitting/lying on table = VOID
- (allowed continued steps/rolls direction of momentum of the vault; finish optional)

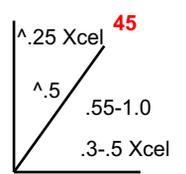
All levels: 45 sec fall time starts once gymnast on her feet...if exceeds time, no 2nd vault attempt allowed



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

- Timed warmup** - amount determined by **largest squad** in meet.
- Timing not includes run back/drills/run past table on runway.
 - Start time: a mount onto table for jump off table or with run/touch springboard.
 - No blocked time.
 - Can run on runway between vaulters (not touch equipment), but NOT in front of judges
 - Touch warm-up** = 3 vaults, L 6-10. Allow ONE stand on table to jump off per gymnast before time; ONE run back after present to judges..

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



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

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

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

Height ^0.5
Length ^0.3

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

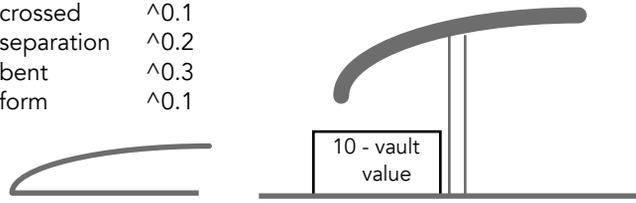
body shape –
 insuf Tuck, Pike ^0.3
 stretch – (arch or pike) ^ 0.3
 pike down of stretched ^ 0.3
 lack of opening ^0.25 absence 0.3
 (stretch prior to landing, saltos only)

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

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

- staggered/alt hand) ^0.1
- alt repulsion ^0.2

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



One hand on table (at least 1/2 panel see) - -1.0 CJ
 No contact of hands on table = VOID
 Land standing/sitting/lying on table = VOID
 Coach between board and table -0.5 (except RO vaults)
 >> XG, XP, XD = NO deduction
 Coach aid landing -0.5 >> if also fall, additional -0.5
 Coach catching falling gymnast = fall -0.5 ONLY
 Coach aiding vault = VOID >> **XG, XP, XD = -1.0**
L8 only: coach spot **post** flight = -1.0 (salto vaults only)
 Perform vault w/o judge prior signal – take 0.5 off repeated vault (CJ)
 Either vault not on appropriate chart (restricted) = VOID
 Unauthorized matting, unauthorized spring config = 0.3 CJ
 No safety zone for RO & HdSpr-onto-bd vaults = VOID
 Use of alternate springboard = VOID **XG = 9.5 SV**
 Incorrect tape/excessive chalk on table or runway = 0.2 CJ

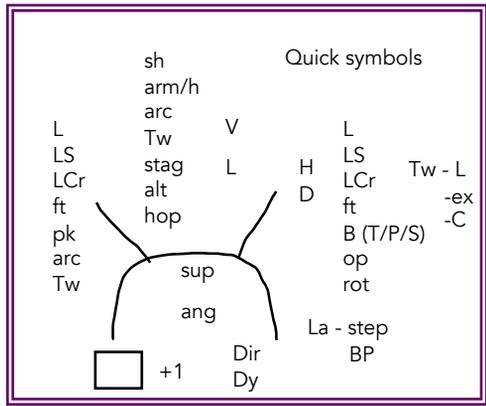
Landing
 steps each 0.1 sm/ 0.2 lg, max 0.4
 (entire foot/feet slide or lift off floor to join = sm step)
 feet land max hip width and not close 0.05
 feet land **wider** than hip width, not close 0.1
 staggered feet, small hop, adjust ^0.1
 add'l trunk movements to maintain balance ^0.2
 arm swings to maintain balance ^0.1
 body posture (upon landing) ^0.2
 squat (hips lower than knees) ^0.3
 brush/hit body on far end of table ^0.2
 brush/touch floor ^0.3 (no support)
 falls against table 0.5
 falls to hand(s)/knee(s)/hips on floor 0.5
 failure to land feet first = VOID

Balk = run approach that does NOT come to a rest or support on top of the table. 2nd /3rd balk = VOID / **0.5 Xcel**
 -- allowed 3 approaches to perform 1 OR 2 vaults

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

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

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



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

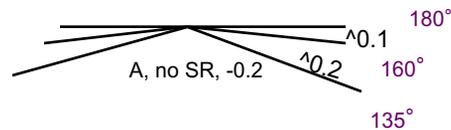
General Optional and Xcel Deductions

EXECUTION

Legs: each time	crossed	up to 0.1
	separated	up to 0.2
	bent	up to 0.3
not landing with feet together in jumps/leaps		up to 0.1
flexed/sickled feet during value parts		each time 0.05
bent arms in support		up to 0.3
	(VT – up to 0.5)	
insufficient exactness tuck/pike		up to 0.2
insufficient exactness in stretched position (arch, pike >each)		up to 0.2
	VT up to 0.3 UB, BB, FX	up to 0.2
failure to maintain stretched body (pike down early)		up to 0.2
	VT up to 0.3 UB, BB, FX	up to 0.2
insufficient extension (open) of body on landing		up to 0.3
	VT saltos, UB/BB dismt, BB/FX acro	up to 0.3
Insufficient height (amplitude)		
UB elements, BB saltos/aerials, FX acro, J/L/H		up to 0.2
UB/BB salto dismounts, FX saltos		up to 0.3
UB/BB dismount of no value; FX- last salto (L8-10)	--from SV	0.3
(no value= restricted, salto not initiated, 3 rd /2 nd time no VP)		
Spotting during landing, inadvertent touch	VP, SR, no bonus,	-0.5 spot
Spotting during VP	no VP, no SR, no bonus, and	-0.5 spot
Coach catch a falling gymnast	no deduction for spot, just fall	0.5

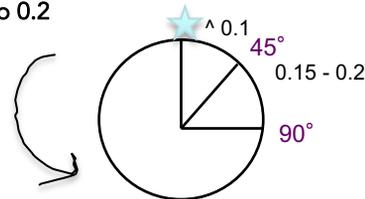
Insufficient split (dance, non-flight acro)

up to 0.2



Insufficient turn/twist (360° example)

up to 0.2



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

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

Minimum score JO = 1.0; Xcel = 4.0

CHIEF JUDGE DEDUCTIONS (FROM AVG)

Fail to present before/after (not req'd facing judge)	each	0.1
Out of Bounds (touch outside FX boundary)	each	0.1
not marking FX boundary on add'l mats		0.1
Overtime		0.1
Exceeds warm-up time (after warning)		0.2
(perform elem on mat after fall, no warning)		
Failure to begin routine within 30 sec CJ signal		0.2
Start exercise before signal from CJ (from repeat)		0.5
Excessive use of chalk, or incorrect use of tape		0.2
Incorrect attire/jewelry	{	DP = 0.2
(after warn- take on next event; one time)		Xcel = 0.1
Unsportsmanlike conduct of gymnast (after warning)		0.2
Wearing padding (hip, heels on UB)		0.2
Coaches:		
remains between UB/ next to BB whole routine	{	DP = 0.1
judge hears vocal technical cues to gymnast:		Xcel = 0.0
after warning, take one time per routine		
(if coach instructs what is next, no warning)		
Coach on FX during routine	{	DP 6-10 = 0.5
(move mats/ remove object ok)		Xcel = 0.0
failure to remove board after mount		0.3
failure to remove spotting device ASAP		0.3
Incorrect equipment: unauthorized matting; use hand		
placement mat on fwd vaults; incorrect apparatus specs;		
board spring config; board on unauthorized surface;		
landing dismt/FX salto on foam pit		0.3 ea
Absence of music on FX (not tech failure)		1.0
Short exercise – UB <5 VP== FX/BB <30 sec		2.0
Level 6 BB under 30 sec but has 10 SV		0.5
One hand touches table in vault (1/2 panel observes)		1.0

LANDING DEDUCTIONS

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

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

Optional Uneven Bars

	6	7	8	9	10
Value	5A 1B	5A 2B	4A 4B	3A 4B 1C	3A 3B 2C
Parts and Restricted rules	one allowed C = B other C = 0.5, no VP VP no rel HB↔LB	allowed C = B other C = 0.5, no VP	allowed C = B one Rst C = B other C = 0.5, no VP	½ or 1/1 pir B/C root allowed 1st D/E = C for CV, +.1 D/E bonus other D/E = -0.5, no VP	
Special Reqmts 0.5 each	one cast 45 + (above horiz = SR) one bar change one Gp 3/6/7 360 clear cir A salto dismt	one cast hdst (45° fulfills SR) Two clear circles: =one Gp 3/6/7 =B circle (same or diff) A salto dismt	one bar change B circle (3/6/7) B elem flight (not dsmt) or LA turn (not mt/dsmt) A salto dismt	2 bar change B flight elem C flight elem (diff) -OR- B LA turn elem (not mt/dsmt) B salto dismt	C flight element min B flight elem(diff) C LA turn (not mt/dsmt) C salto dismt
No VP = no SR					
SV	10.0	10.0	10.0	9.7 (+0.3 bonus) .3 CV, max +.1 DV	9.5 (+0.5 bonus) max +.4 CV or DV
Deduct=	C, VP, SR, no dismt	C, VP, SR, no dismt	Rst C, VP, SR, no dismt	Rst D/E, VP, SR, no dismt	VP, SR, no dismt

GENERAL COMPOSITION (8-10)

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

Connection Value (CV)		(includes mt/dsmt)
L10	C + C = 0.1 Both elem must have LA turn or flight However, if both Gp 3/6/7, no LA/flt needed, but must be different	C + D = 0.1 <hr style="width: 50%; margin: 0 auto;"/> D + D = 0.2
L 9	C + C = 0.1 one/both elem w/o LA turn/flight if none have LA/flt, must be different	C + C = 0.2 If both elem have LA/flight

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

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

Allowed elements:

B for L6, L7, L8:

B for L7, L8:

(Reg grip)

45 sec fall time when on feet (after injury assessment)

APPARATUS DEDUCTIONS

dynamics (energy, swingful, effortless)	up to 0.2	dy
rhythm in element/conn	up to 0.1	
extra swing/cast (max 0.5 for 2+ consec)	ea 0.3	
hesitation in hdst or jump to HB	up to 0.1	
precision of hdst positions	up to 0.1	
insuf extension of glides/sw to kip	up to 0.1	
amplitude of bar elements, releases	up to 0.2	
amplitude of salto dismounts	up to 0.3	
under rotation of release/flight elem	up to 0.1	
swing fwd/bwd under horiz	ea 0.1	
bent arms in support or legs	up to 0.3	
insuf exact stretch (w arch or pike)	up to 0.2	
incomplete twist salto dismt	up to 0.2	
failure to maintain stretched body in dismt (pikes down)	up to 0.2	
insuf extension/open of tk/pk prior to land	up to 0.3	
landing too close to bars on dismt	0.1	
dismount of no value/ restricted (from SV)	0.3	
brush foot on apparatus/mat	up to 0.1	
hit foot on apparatus----- 0.2 on mat-----	0.3	
grasp to avoid fall ----- 0.3		
third run approach	0.5	
Coach between bars throughout exercise	0.1 CJ	
failure to remove bd/spot block	0.3 CJ	
exercise fewer than 5 VP elem	2.0 CJ	

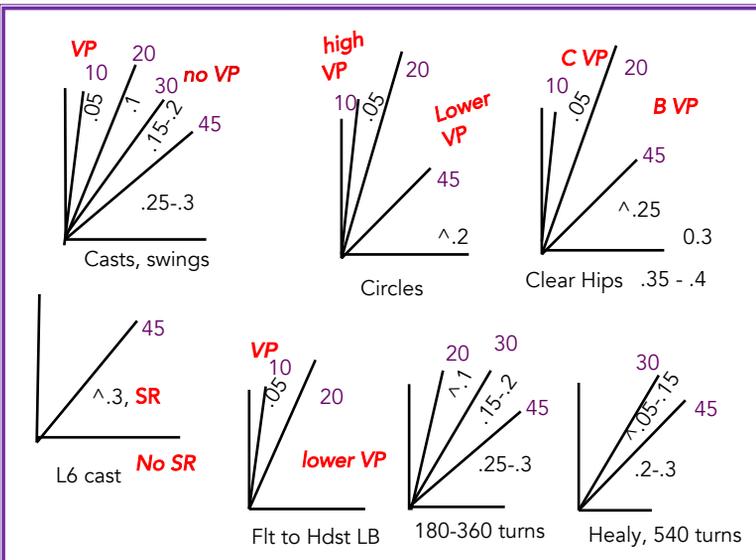
Dismount UTL – no ded

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

L9 C dismt

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

L10 UTL – 2 diff D/E release



Optional Balance Beam

	6	7	8	9	10
Value Parts and Restricted rules	5A 1B one dance C = B Rst C = -0.5, no VP	5A 2B any dance C = B acro C = -0.5, no VP No D/E	4A 4B dance C = B one acro C = B Rst C = -0.5, no VP No D/E	3A 4B 1C Dance D/E = C 1st acro D/E = C for CV, +1 D/E bonus Rst D/E = -0.5, no VP	3A 3B 2C
Special Reqmts 0.5 each No VP = no SR	Acro series w/o ft OR one acro ft elem (iso or in series) Leap/jump 180 split 360° turn A salto/aerial dismt	Acro series w/wo ft AND acro flight element Leap/jump 180 split 360° turn A salto/aerial dismt	Acro series, 1 ft elem Leap/jump 180 split 360° turn A salto/aerial dismt	Acro Series, 2 ft elem Leap/jump 180° split 360° turn B salto/aerial dismt	Acro Series , 2 ft elem with one min C (or E ft + A non-ft) Leap/jump 180° split 360° turn C dismount (or a B dismt dir conn to a C acro flight/dance elem or C acro series)
SV Deduct=>	10.0 C, VP, SR, dismt no value (0.3)	10.0 C, VP, SR, dismt no value (0.3)	10.0 Rst C, VP, SR, dismt no value (0.3)	9.7 (+0.3 bonus) .3 CV, max +1 DV Rst D/E, VP, SR, dismt no value (0.3)	9.5 (+0.5 bonus) max +4 CV or DV VP, SR, dismt no value (0.3)

Connection Value (CV)	2 acro flight no dismt	3 acro flight (try 2-acro bonus)	dance/mixed (acro ft, no dismt)	turns
+ 0.1	B + C (salto)	B + B + C	A + D/E B + C	A + C
+ 0.2	C + C B + D/E C + D/E D + D	B + C + C B + B + D B + C + D	C + C B + D C + D	

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

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

ADDITIONAL 3-elem acro fit series CV BONUS: +0.1 land on beam (no dsmt), with min C salto/aerial or D/E ft w/wo hand support.

GENERAL COMPOSITION (8-10)

Lack of dance series	0.2	
more than 2 dance of same shape \wedge or \wedge or \wedge ea	0.1	dser
more than 1 pivot (1/2) turns (relevé, str legs)	0.1	shp
Fail to perform acro in 2 diff dir (Fw/Sw and Bw) if only Fw/Sw or Bw in dismt	0.1	acro dir
	0.05	
choice of acro up to level of competition	up to 0.2	UTL
choice of dance up to level of comp	up to 0.2	UTLd
choice of dismount up to level of comp	up to 0.1	UTL→
Level changes	up to 0.1	Lvl
Spatially (use whole beam)	up to 0.1	
Show 2 directions (F/S/B) choreography	ea 0.05	

Up To Level of Competition – for no deduction:

L10: UTL 3elem-C series or 2 elem-C salto series plus D/E flight and additional C salto or D/E flight (additional C salto can be a 2nd salto in 2-C salto series)

UTLd C C C -or- C C D/E

UTL→ B ft + C dismt -or- D/E ft + B dsmt -or- D/E dismt

L9: UTL 2 ele-C ser plus salto/aerial and D/E flight

UTLd C C

UTL→ B flight + B dismt -or- C dismt

L8: UTL B + B ser, plus acro B, A

UTLd B B A

UTL→ B acro + A dismt -or- B dismt

Overtime deduction 0.1 CJ

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

L7 - 1:20 -- warning 1:10

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

APPARATUS DEDUCTIONS

Incorrect body alignment, posture in non-VP	up to 0.3	
relaxed/incorr footwork in non-VP	up to 0.3	B/L ft
variation of rhythm and tempo throughout	up to 0.2	R
insuff sureness of performance throughout	up to 0.2	sure
insuff dynamics (energy, effortless)	up to 0.2	dy
artistry of presentation		art
• quality of expression - projection, focus	up to 0.1	ex
• variety of choreography	up to 0.1	ch
• quality of movement	up to 0.1	mv
rhythm during acro connection (fwd/back, fwd/side, non-flight)		
continuous body, slow, slight extend-bend knees=>	up to 0.1	
torso out of line with beam=>	.15 to 0.2	
rhythm during dance/mix conn.	up to 0.2	
height of acro/dance/saltos	ea up to 0.2	
salto dismount	up to 0.3	
Insufficient leg split in L/J (less than 135 = A)	up to 0.2	
legs not parallel to beam in split/strad L/J	ea up to 0.2	
failure to land feet together in L/J (land side)	ea up to 0.1	
incomplete turn or twist	ea up to 0.2	
failure to perform turns in high relevé	ea up to 0.1	
lack of precision in VP dance	ea up to 0.1	
incorrect body position in VP dance	ea up to 0.1	
insuf exactness of tuck/pike/stretch position	up to 0.2	
hesitation in jump/press/swing to hdst	up to 0.1	
concentration pause 2 sec = ea.1 >> more than 2 sec =	ea 0.2	
support of leg against beam, hit	ea 0.2	
balance ----- up to 0.3		grasp to prevent fall-----0.3
use supplement support (feet on floor or base)		0.3
Insuf extension of body (open) prior to land	up to 0.3	
failure to maintain stretch body (pk down dsmt)	up to 0.2	
direction of landing on dismt		0.1
direction of gainer dismount off end	up to 0.3	
Incorrect body position landing elements/dismounts	up to 0.2	
Landing too close to beam on dismount		0.1
Coach next to beam throughout exercise		0.1 CJ

Optional Floor Exercise

	6	7	8	9	10
Value Parts and Restricted rules	5A 1B one dance C = B Rst C = -0.5, no VP	5A 2B any dance C = B acro C = -0.5, no VP No D/E	4A 4B dance C = B one acro C = B Rst C = -0.5, no VP No D/E	3A 4B 1C dance D/E = C 1st acro D/E = C for CV, +.1 D/E bonus Rst D/E = -0.5, no VP	3A 3B 2C
Special Reqmts 0.5 each No VP = no SR	Acro pass (3 elem, 2 w/flight, no rolls) one salto/aerial (iso, or in separate pass) Dance passage (2 diff Gp 1 elem, one 180° leap) 360° turn	1 Acro pass w salto bkwd (2 or more elem) 1 Acro pass salto fwd (1 or more elem) AND 1 salto is stretched w/o twist, land 2 ft Dance passage (2 diff Gp 1 elem, one 180° leap) 360° turn	Acro pass with 2 saltos (2 or more elem) 3 different saltos Dance passage (2 diff Gp 1 elem, one 180° leap) A last salto	Acro pass with 2 saltos (2 or more elem) 3 different saltos Dance passage (2 diff Gp 1 elem, one 180° leap) B last salto	Acro pass with 2 saltos (2 or more elem) 3 different saltos Dance passage (2 diff Gp 1 elem, one 180° leap) C last salto
SV Deduct=	10.0 Rstr C, VP, SR	10.0 Rstr C, VP, SR	10.0 Rstr C, VP, SR, last salto of no value (0.3)	9.7 (+0.3 bonus) .3 CV, max +.1 DV Rst D/E, VP, SR, last salto of no value (0.3)	9.5 (+0.5 bonus) max 0.4 CV or DV VP, SR, last salto of no value (0.3)

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

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

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

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

GENERAL COMPOSITION (L8-10)

Insuf use of FX (spacially)	up to 0.1	
overuse of dance of same shape \forall or \forall or \forall	ea 0.1	shp
one direction saltos F/S & B	0.1	acrodir
lack min 3A salto (L8) /B salto (L9) /C salto (L10)	0.3	-sal
lack of B turn, one foot	0.2	Bo
choice of saltos up to level of competition	up to 0.2	UTL
choice of dance up to level of comp	up to 0.2	UTLd
last salto (iso or in last conn) up to level of comp	up to 0.1	UTL→
fail to perform last salto of value (from SV)	0.3	last s

Up To Level of Competition – for no deduction:

L10: UTL 3 acro passes: D D D –or– D D B+C dir or C+C indir
2 acro passes: E E or E D+A dir
UTLd C C C or D D
UTL→ D/E dismt or C + B dir conn

L9: UTL 3 acro passes: C C C or C C B+B dir conn
2 acro passes: C + B dir in each pass
UTLd C C
UTL→ C or B+B direct conn

L8: UTL 3 acro passes: B B B or B B A+A direct conn
2 acro passes: B + B dir and B + A dir
UTLd B B A
UTL→ B

APPARATUS DEDUCTIONS

relaxed body posture, alignment, position	up to 0.3	B
relax/incorrect footwork on non-VP	up to 0.3	ft
rhythm and tempo (whole exercise)	up to 0.2	R
insuff dynamics (energy, effortless)	up to 0.2	dy
artistry of presentation		art
• quality of expression- projection, focus	up to 0.1	ex
• variety of choreography	up to 0.1	ch
• quality of movement	up to 0.1	mv
rhythm during direct connection	ea up to 0.1	
Insuf height – dance, acro w/hands, aerials	ea up to 0.2	
salto (not apply to accel elem)	up to 0.3	
Insuf leg split in leaps/jumps	up to 0.2	
legs not parallel to the floor in split/straddle	up to 0.2	
failure to land feet together in L/J	ea up to 0.1	
turns not in high relevé	ea up to 0.1	
incomplete turn/twist	ea up to 0.2	
incorrect body posture in VP dance	ea up to 0.1	
lack of precision in VP dance	ea up to 0.1	
Insuf exactness of tuck/pike/layout positions	up to 0.2	
Legs crossed in twisting saltos	up to 0.1	
Insuf opening prior to landing (saltos)	up to 0.3	
Pike down of stretched salto	up to 0.2	
poor relationship of music and movement		
throughout exercise ---- up to 0.3		
not ending with music --- 0.1		
not hold ending pose --- 0.05		
concentration pauses (2 sec or more)	ea 0.1	

Overtime deduction

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

Averages trick

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

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

Failure to mark boundary on mat – 0.1 CJ
absence of music (not technical failure) -- 1.0 CJ
Unauthorized matting 0.3 CJ (no more than 2 on floor, 1 per pass)
Coach on Floor – 0.5 CJ (one time)
Coach/teammate touch/push to prevent run/fall out of bounds = -.5 spot, -.1 out of bounds (CJ), no bonus