### Levels 6 & 7 Vaulting

- **Except Tsuk entry**

<table>
<thead>
<tr>
<th>Legs crossed</th>
<th>^0.1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Legs separation</td>
<td>^0.2</td>
</tr>
<tr>
<td>Legs bent</td>
<td>^0.3</td>
</tr>
<tr>
<td>Foot form</td>
<td>^0.1</td>
</tr>
<tr>
<td>Neutral head</td>
<td>^0.1</td>
</tr>
<tr>
<td>Arched</td>
<td>^0.2</td>
</tr>
<tr>
<td>Piked</td>
<td>^0.3</td>
</tr>
</tbody>
</table>

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

- **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
- **Arched** ^0.2
- **Piked** ^0.3

### 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)** 1.0
- **Failure to land on bottom of feet first** = handspr = >VOID
- **Yurc & Tsuk**: L6 = > -1.00
- **L7 => NO deduction**

### 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

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

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

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

10 - vault value
+ bonus
Direction ^ 0.3
Dynamics ^ 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, salto only)

Landing:
steps each 0.1 sm/0.2 lg, max 0.4
(whole 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 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

Ranges -- 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 warmup -- amount determined by largest squad in meet.
Timing not includes run back/drifts/run past table on runway. Start time: a mount onto table for jump/salto
before time starts, ONE run back after present to judges.

J. Doucette 8/22
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
(insufficient exactness tuck/pike)
VT up to 0.2
(insufficient exactness in stretched position (arch, pike > each))
VT up to 0.3
UB, BB, FX up to 0.2
failure to maintain stretched body (pike down early)
VT up to 0.3
UB, BB, FX up to 0.2
insufficient extension (open) of body on landing
VT saltos, UB/BB dismounts, FX saltos 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, 3rd/2nd 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

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 (after warn- take on next event; one time) DP = 0.2
Unsportsmanlike conduct of gymnast (after warning) Xcel = 0.1
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
(moves 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

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

Insufficient turn/ twist (360º 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 heal drop (turn) determines angle of completion

Minimum score JO = 1.0; Xcel = 4.0
### Optional Uneven Bars

#### Value Parts and Restricted rules

<table>
<thead>
<tr>
<th>No VP</th>
<th>Special Reqmts</th>
<th>Deduct=</th>
<th>SV</th>
<th>Deduct=</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.5 each</td>
<td>one cast 45 + (above horiz = SR)</td>
<td>10.0</td>
<td>C, VP, SR, no dismt</td>
<td>10.0</td>
</tr>
<tr>
<td>no SR</td>
<td>one bar change one Gp 3/6/7 360 clear cir A salto dismt</td>
<td>10.0</td>
<td>Rst C, VP, SR, no dismt</td>
<td>10.0</td>
</tr>
</tbody>
</table>

#### General Composition (8-10)

- **L8** Lack elements achieve vertical
- **L8-10** dismount up to the level of comp
- **L9/10** facing same direction throughout (ex mt/dismt) 0.1
- **L9/10** Choice of Elements - 2 out of 3
  1. Fwd circle/release (except dismt) B+ 2 elem 0.0
  2. 3/6/7 element B + 1 elem 0.1
  3. LA Turn w/no mt min 180° C + 0 elem 0.2
- **L10** Choice of release elem up to level comp (two diff D/E releases for no deduction) up to 0.2
- **L10- lack of 2nd bar change** 0.2
- **L10- more than one squat/stoop LB jump to HB each 0.1**
  - ¾ giant with/without grip change 0.1
  - Uncharacteristic elem (and breaks series) ea 0.1
  - --fwd on HB feet on LB, stand, w/o 1/2 turn; climb/crawl onto LB; squat on LB, w 1/2 turn on feet to grasp HB

#### Connection Value (CV)

<table>
<thead>
<tr>
<th>(includes mt/dismt)</th>
</tr>
</thead>
<tbody>
<tr>
<td>L10 C + C = 0.1</td>
</tr>
<tr>
<td>Both elem must have LA turn or flight</td>
</tr>
<tr>
<td>However, if both Gp 3/6/7, no LA/flight needed, but must be different</td>
</tr>
<tr>
<td>L9 C + C = 0.1</td>
</tr>
<tr>
<td>one/both elem w/o LA turn/flight</td>
</tr>
<tr>
<td>If none have LA/flight, must be different</td>
</tr>
</tbody>
</table>

- **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

#### 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**

#### 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

- **L3 A 1C**
  - ½ or 1/1 pir B/C root allowed
  - 1st D/E = C for CV, +.1
  - other D/E = -0.5, no VP
- **L3 B 2 C**
  - C flight element
  - min B flight elem(diff)
  - C LA turn (not mt/dismt)
  - C salto dismt

- **L9 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: Reg grip
  - B for L7, L8: Reg grip

- **45 sec fall time when on feet**
  - after injury assessment
### General Composition (8-10)

<table>
<thead>
<tr>
<th>Lack of dance series</th>
<th>0.2</th>
<th>dser</th>
<th>shp</th>
<th>expo</th>
<th>art</th>
</tr>
</thead>
<tbody>
<tr>
<td>more than 2 dance of same shape or w/o dismt</td>
<td>ea 0.1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>more than 1 pivot (1/2) turns releve', str legs</td>
<td>0.1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Fail to perform acro in 2 diff dir (Fw/Sw and Bw)</td>
<td>0.1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>if only Fw/Sw or Bw in dismt</td>
<td>0.05</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>choice of acro up to level of comp</td>
<td>up to 0.2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>choice of dance up to level of comp</td>
<td>up to 0.2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>choice of dismount up to level of comp</td>
<td>up to 0.1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Level changes</td>
<td>up to 0.1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Spatially (use whole beam)</td>
<td>up to 0.1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Show 2 directions (F/S/B) choreography</td>
<td>ea 0.05</td>
<td></td>
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<td></td>
<td></td>
</tr>
</tbody>
</table>

### APPARATUS DEDUCTIONS

| Incorrect body alignment, posture in non-VP | up to 0.3 | B/L |
| relaxed/incorr footwork in non-VP | up to 0.3 | 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 | up to 0.1 | 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 |
| continuous body, slow, slight extend-end/bend knees | up to 0.1 |
| torso out of line with beam | .15 to 0.2 |
| rhythm during mix conn. | up to 0.2 |
| height of acro/dance/saltsos | 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 |
| incorrect body position landing elements | ea up to 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 | up to 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 |

### Up To Level of Competition – for no deduction:

**L10: UTL** 3-5 elem 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)

**UTL**: C C C –or- C C D/E

**UTL**: B + C dismt –or- D/E flight + B dismt –or- D/E flight dismt

**L9:** 2 elem C ser plus salto/aerial and D/E flight

**UTLd**: C C

**UTL**: B flight + C dismt –or- D/E flight + B dismt –or- D/E flight dismt

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

**UTL**: B + B A

**UTL**: B + B dismt –or- B dismt

---

**Overtime deduction 0.1 CJ**

**L 8-10: 1:30** -- warning 1:20

**L 7: 1:20** -- warning 1:10

**L 6 - 1:15** -- warning 1:05 -> shorter than 30 sec, w 10 SV = -0.5 CJ
# Optional Floor Exercise

### Value Parts and Restricted rules

<table>
<thead>
<tr>
<th>Value</th>
<th>Parts and Restricted rules</th>
</tr>
</thead>
<tbody>
<tr>
<td>5A 1B</td>
<td>one dance C = B</td>
</tr>
<tr>
<td></td>
<td>Rst C = -0.5, no VP</td>
</tr>
<tr>
<td>5A 2B</td>
<td>any dance C = B</td>
</tr>
<tr>
<td></td>
<td>acro C = -0.5, no VP</td>
</tr>
<tr>
<td></td>
<td>No D/E</td>
</tr>
<tr>
<td>4A 4B</td>
<td>dance C = B</td>
</tr>
<tr>
<td></td>
<td>one acro C = B</td>
</tr>
<tr>
<td></td>
<td>Rst C = -0.5, no VP</td>
</tr>
<tr>
<td></td>
<td>No D/E</td>
</tr>
<tr>
<td>3A 4B</td>
<td>dance D/E = C</td>
</tr>
<tr>
<td></td>
<td>1st acro D/E = C for</td>
</tr>
<tr>
<td></td>
<td>CV, +1 D/E bonus</td>
</tr>
<tr>
<td></td>
<td>Rst D/E = -0.5, no VP</td>
</tr>
<tr>
<td>3A 3B</td>
<td>2 C</td>
</tr>
</tbody>
</table>

### Special Reqmts

<table>
<thead>
<tr>
<th>Special Reqmts</th>
<th>0.5 each</th>
</tr>
</thead>
<tbody>
<tr>
<td>No VP</td>
<td>no SR</td>
</tr>
</tbody>
</table>

### Dance passage

- **(2 diff Gp 1 elem, one 180° leap)**
- **360° turn**

### Deduct=

- **SV**
  - 10.0
  - Rstr C, VP, SR
- **Deduct**
  - 10.0
  - Rstr C, VP, SR

### Conn Value (CV)

<table>
<thead>
<tr>
<th>Conn</th>
<th>Value (CV)</th>
</tr>
</thead>
<tbody>
<tr>
<td>+0.1</td>
<td>B + C</td>
</tr>
<tr>
<td></td>
<td>A + D</td>
</tr>
<tr>
<td></td>
<td>A/B + A/B + C</td>
</tr>
<tr>
<td>+0.2</td>
<td>C + C</td>
</tr>
<tr>
<td></td>
<td>B/C + D</td>
</tr>
<tr>
<td></td>
<td>A + E</td>
</tr>
<tr>
<td></td>
<td>A + A + D</td>
</tr>
</tbody>
</table>

### Indirect Acro

- **B + C**
- **A + D**
- **A/B + A/B + C**

### Direct Acro

- **B + C**
- **A + A + C**
- **B + B**
- **B + D**
- **C + C**
- **D salto + A jump**

### Dance/mixed (no turn to jump)

- **B + C**
- **A/B + D**
- **C + C**
- **A + A + D**

### GENERAL COMPOSITION (L8-10)

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

### 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\(\rightarrow\) 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 C or C B+B dir conn
  - UTLd C C
  - UTL\(\rightarrow\) 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\(\rightarrow\) B

### 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

### Optional Floor Exercise

- **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

### 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
- insuf dynamics (energy, effortless) up to 0.2
  - dy
- artistry of presentation
  - 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 0.2
- 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 holding 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 marking 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

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J. Doucette 8/22