

Gymnast #	Handspring	Handspring
	Tsukahara	Tsukahara
	Roundoff	Roundoff
FIRST FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)	_____	_____
> 0.1 Legs - Crossed	_____	_____
> 0.2 Legs - Separated	_____	_____
> 0.3 Knees - Bent	_____	_____
> 0.1 Neutral Head Position	_____	_____
> 0.2 Body - Excessive Arch	_____	_____
> 0.3 Hips - Angle Poor	_____	_____
REPULSION PHASE		
> 0.1 Hands - Staggered / Alt. except Tsuk.	_____	_____
> 0.1 Neutral Head Position	_____	_____
> 0.2 Shoulder - Angle Poor	_____	_____
> 0.2 Body - Excessive Arch	_____	_____
> 0.2 Hands - Alternate Repulsion, except Tsuk	_____	_____
> 0.3 Legs - Bent	_____	_____
> 0.3 Hands - Step(s) with hand(s) 0.1 each	_____	_____
> 0.3 Hops(s) with both hands simultaneously	_____	_____
> 0.3 Failure to Pass Through Vertical	_____	_____
> 0.5 Arms - Bent	_____	_____
> 0.5 Support - Too Long	_____	_____
ANGLE OF REPULSION		
> 0.5 Past Vertical 1o - 45o	_____	_____
> 1.0 Past Vertical 46o - Horizontal	_____	_____
2.0 Head contact in Support (inc. arms)	_____	_____
VOID - No Hand Contact	_____	_____
SECOND FLIGHT PHASE		
> 0.1 Neutral Head Position	_____	_____
> 0.1 Foot Form (flexed, sickled)	_____	_____
> 0.1 Legs - Crossed	_____	_____
> 0.2 Legs - Separated (one foot landing)	_____	_____
> 0.3 Knees - Bent	_____	_____
> 0.2 Touch - Brush / Hit on far end of Table	_____	_____
> 0.3 Failure to Create Rotation	_____	_____
> 0.2 Length (center of mass on contact)	_____	_____
> 0.5 Maintain Body Position	_____	_____
> 0.5 Height	_____	_____
LANDING PHASE		
> 0.5 Body - Incorrect Body Posture	_____	_____
> 0.2 Alternate Foot Placement	_____	_____
0.5 Fall (to support, against table)	_____	_____
> 0.1 Slight Hop / Adjustment toward Table	_____	_____
ea 0.1 Steps toward Table (0.4 max)	_____	_____
ea 0.2 Large Step toward Table, (0.4 max)	_____	_____
GENERAL		
> 0.3 Direction	_____	_____
> 0.3 Dynamics	_____	_____
0.5 Spot Landing	_____	_____
0.5 Coach - Between Board-Table ** RO	_____	_____
1.0 Failure to Land of Top of the Mat Stack	_____	_____
START VALUE	10.0	10.0
DEDUCTIONS	_____	_____
JUDGE #1	_____	_____
JUDGE #2	_____	_____
CJ:	_____	_____
Tape on Table = 0.2	_____	_____
Unauthorized Matting = 0.3	1st Vault	2nd Vault
Vault with No Signal = 0.5	_____	_____
Touch with Only 1-Arm = 1.0	_____	_____




Gymnast #	Handspring	Handspring
	Tsukahara	Tsukahara
	Roundoff	Roundoff
FIRST FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)	_____	_____
> 0.1 Legs - Crossed	_____	_____
> 0.2 Legs - Separated	_____	_____
> 0.3 Knees - Bent	_____	_____
> 0.1 Neutral Head Position	_____	_____
> 0.2 Body - Excessive Arch	_____	_____
> 0.3 Hips - Angle Poor	_____	_____
REPULSION PHASE		
> 0.1 Hands - Staggered / Alt. except Tsuk.	_____	_____
> 0.1 Neutral Head Position	_____	_____
> 0.2 Shoulder - Angle Poor	_____	_____
> 0.2 Body - Excessive Arch	_____	_____
> 0.2 Hands - Alternate Repulsion, except Tsuk	_____	_____
> 0.3 Legs - Bent	_____	_____
> 0.3 Hands - Step(s) with hand(s) 0.1 each	_____	_____
> 0.3 Hops(s) with both hands simultaneously	_____	_____
> 0.3 Failure to Pass Through Vertical	_____	_____
> 0.5 Arms - Bent	_____	_____
> 0.5 Support - Too Long	_____	_____
ANGLE OF REPULSION		
> 0.5 Past Vertical 1o - 45o	_____	_____
> 1.0 Past Vertical 46o - Horizontal	_____	_____
2.0 Head contact in Support (inc. arms)	_____	_____
VOID - No Hand Contact	_____	_____
SECOND FLIGHT PHASE		
> 0.1 Neutral Head Position	_____	_____
> 0.1 Foot Form (flexed, sickled)	_____	_____
> 0.1 Legs - Crossed	_____	_____
> 0.2 Legs - Separated (one foot landing)	_____	_____
> 0.3 Knees - Bent	_____	_____
> 0.2 Touch - Brush / Hit on far end of Table	_____	_____
> 0.3 Failure to Create Rotation	_____	_____
> 0.2 Length (center of mass on contact)	_____	_____
> 0.5 Maintain Body Position	_____	_____
> 0.5 Height	_____	_____
LANDING PHASE		
> 0.5 Body - Incorrect Body Posture	_____	_____
> 0.2 Alternate Foot Placement	_____	_____
0.5 Fall (to support, against table)	_____	_____
> 0.1 Slight Hop / Adjustment toward Table	_____	_____
ea 0.1 Steps toward Table (0.4 max)	_____	_____
ea 0.2 Large Step toward Table, (0.4 max)	_____	_____
GENERAL		
> 0.3 Direction	_____	_____
> 0.3 Dynamics	_____	_____
0.5 Spot Landing	_____	_____
0.5 Coach - Between Board-Table ** RO	_____	_____
1.0 Failure to Land of Top of the Mat Stack	_____	_____
START VALUE	10.0	10.0
DEDUCTIONS	_____	_____
JUDGE #1	_____	_____
JUDGE #2	_____	_____
CJ:	_____	_____
Tape on Table = 0.2	_____	_____
Unauthorized Matting = 0.3	1st Vault	2nd Vault
Vault with No Signal = 0.5	_____	_____
Touch with Only 1-Arm = 1.0	_____	_____

Gymnast #	Handspring	Handspring
	Tsukahara	Tsukahara
	Roundoff	Roundoff
FIRST FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)	_____	_____
> 0.1 Legs - Crossed	_____	_____
> 0.2 Legs - Separated	_____	_____
> 0.3 Knees - Bent	_____	_____
> 0.1 Neutral Head Position	_____	_____
> 0.2 Body - Excessive Arch	_____	_____
> 0.3 Hips - Angle Poor	_____	_____
REPULSION PHASE		
> 0.1 Hands - Staggered / Alt. except Tsuk.	_____	_____
> 0.1 Neutral Head Position	_____	_____
> 0.2 Shoulder - Angle Poor	_____	_____
> 0.2 Body - Excessive Arch	_____	_____
> 0.2 Hands - Alternate Repulsion, except Tsuk	_____	_____
> 0.3 Legs - Bent	_____	_____
> 0.3 Hands - Step(s) with hand(s) 0.1 each	_____	_____
> 0.3 Hops(s) with both hands simultaneously	_____	_____
> 0.3 Failure to Pass Through Vertical	_____	_____
> 0.5 Arms - Bent	_____	_____
> 0.5 Support - Too Long	_____	_____
ANGLE OF REPULSION		
> 0.5 Past Vertical 1o - 45o	_____	_____
> 1.0 Past Vertical 46o - Horizontal	_____	_____
2.0 Head contact in Support (inc. arms)	_____	_____
VOID - No Hand Contact	_____	_____
SECOND FLIGHT PHASE		
> 0.1 Neutral Head Position	_____	_____
> 0.1 Foot Form (flexed, sickled)	_____	_____
> 0.1 Legs - Crossed	_____	_____
> 0.2 Legs - Separated (one foot landing)	_____	_____
> 0.3 Knees - Bent	_____	_____
> 0.2 Touch - Brush / Hit on far end of Table	_____	_____
> 0.3 Failure to Create Rotation	_____	_____
> 0.2 Length (center of mass on contact)	_____	_____
> 0.5 Maintain Body Position	_____	_____
> 0.5 Height	_____	_____
LANDING PHASE		
> 0.5 Body - Incorrect Body Posture	_____	_____
> 0.2 Alternate Foot Placement	_____	_____
0.5 Fall (to support, against table)	_____	_____
> 0.1 Slight Hop / Adjustment toward Table	_____	_____
ea 0.1 Steps toward Table (0.4 max)	_____	_____
ea 0.2 Large Step toward Table, (0.4 max)	_____	_____
GENERAL		
> 0.3 Direction	_____	_____
> 0.3 Dynamics	_____	_____
0.5 Spot Landing	_____	_____
0.5 Coach - Between Board-Table ** RO	_____	_____
1.0 Failure to Land of Top of the Mat Stack	_____	_____
START VALUE	10.0	10.0
DEDUCTIONS	_____	_____
JUDGE #1	_____	_____
JUDGE #2	_____	_____
CJ:	_____	_____
Tape on Table = 0.2	_____	_____
Unauthorized Matting = 0.3	1st Vault	2nd Vault
Vault with No Signal = 0.5	_____	_____
Touch with Only 1-Arm = 1.0	_____	_____

Gymnast #	Vault #	Vault #
FIRST FLIGHT PHASE	Symbol	Symbol
> 0.1 Foot Form (flexed, sickled)	_____	_____
> 0.1 Legs - Crossed	_____	_____
> 0.2 Legs - Separated	_____	_____
> 0.3 Legs - Bent	_____	_____
> 0.2 Body - Excessive Arch	_____	_____
> 0.3 Hips - Angle Poor	_____	_____
> 0.3 Turn - Incomplete	_____	_____
REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate	_____	_____
> 0.2 Hands - Alternate Repulsion	_____	_____
> 0.3 Hands - Step(s) with hand(s) 0.1 each	_____	_____
0.3 Hop(s) with both hands simultaneously	_____	_____
> 0.5 Arms - Bent	_____	_____
2.0 Head contact in Support (inc. arms)	_____	_____
> 0.2 Shoulder - Angle Poor	_____	_____
> 0.2 Body - Excessive Arch	_____	_____
> 0.5 Turn - Begun Too Early	_____	_____
> 0.3 Legs Bent or Early Tuck (Salto Vaults)	_____	_____
> 0.3 Failure to Pass Through Vertical	_____	_____
> 0.5 Too Long in Support (Non-Salto)	_____	_____
> 1.0 Angle of Repulsion (Non Salto)	_____	_____
SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)	_____	_____
0.1 Legs - Crossed	_____	_____
0.2 Legs - Separated	_____	_____
> 0.3 Legs - Bent	_____	_____
> 0.3 Insufficient Tuck / Pike	_____	_____
> 0.3 Insufficient Stretch (excessive arch / pike)	_____	_____
> 0.3 Pike Down of Stretch position	_____	_____
> 0.3 Insufficient Opening (tuck / pike)	_____	_____
0.1 Salto - Under Rotation of Salto Vault	_____	_____
> 0.1 Turn - Insufficient Exactness	_____	_____
> 0.3 Turn - Late Completion (non-saltos)	_____	_____
> 0.5 Turn - Begun Too Late	_____	_____
> 0.2 Brush / Hit far end of table	_____	_____
> 0.3 Length - Distance	_____	_____
> 0.5 Height - Hip Rise	_____	_____
LANDING / GENERAL		
> 0.1 Arms - Extra Swings	_____	_____
> 0.2 Body - Incorrect Body Posture	_____	_____
> 0.2 Trunk - Movement(s)	_____	_____
> 0.3 Turn - Incomplete	_____	_____
> 0.3 Direction (mat contact)	_____	_____
0.05 Fail to Join Feet = < Hip Width	_____	_____
0.1 Land feet > Hip-Width	_____	_____
> 0.1 Slight hop, small adjustment / staggered	_____	_____
> 0.4 Step (0.1) Large Step / Jump (0.2)	_____	_____
> 0.3 Squat on Landing	_____	_____
> 0.3 Brush / Touch Mat (no support)	_____	_____
0.5 Fall (to support, against table)	_____	_____
0.5 Coach - Between Board-Table	_____	_____
0.5 Spot Landing	_____	_____
> 0.3 Dynamics (speed / power)	_____	_____
START VALUE	<input type="text"/>	<input type="text"/>
Level 10 Bonus + 0.1 ___ DEDUCTIONS	_____	_____
SCORE	<input type="text"/>	<input type="text"/>

Gymnast #	Vault #	Vault #
FIRST FLIGHT PHASE	Symbol	Symbol
> 0.1 Foot Form (flexed, sickled)	_____	_____
> 0.1 Legs - Crossed	_____	_____
> 0.2 Legs - Separated	_____	_____
> 0.3 Legs - Bent	_____	_____
> 0.2 Body - Excessive Arch	_____	_____
> 0.3 Hips - Angle Poor	_____	_____
> 0.3 Turn - Incomplete	_____	_____
REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate	_____	_____
> 0.2 Hands - Alternate Repulsion	_____	_____
> 0.3 Hands - Step(s) with hand(s) 0.1 each	_____	_____
0.3 Hop(s) with both hands simultaneously	_____	_____
> 0.5 Arms - Bent	_____	_____
2.0 Head contact in Support (inc. arms)	_____	_____
> 0.2 Shoulder - Angle Poor	_____	_____
> 0.2 Body - Excessive Arch	_____	_____
> 0.5 Turn - Begun Too Early	_____	_____
> 0.3 Legs Bent or Early Tuck (Salto Vaults)	_____	_____
> 0.3 Failure to Pass Through Vertical	_____	_____
> 0.5 Too Long in Support (Non-Salto)	_____	_____
> 1.0 Angle of Repulsion (Non Salto)	_____	_____
SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)	_____	_____
0.1 Legs - Crossed	_____	_____
0.2 Legs - Separated	_____	_____
> 0.3 Legs - Bent	_____	_____
> 0.3 Insufficient Tuck / Pike	_____	_____
> 0.3 Insufficient Stretch (excessive arch / pike)	_____	_____
> 0.3 Pike Down of Stretch position	_____	_____
> 0.3 Insufficient Opening (tuck / pike)	_____	_____
0.1 Salto - Under Rotation of Salto Vault	_____	_____
> 0.1 Turn - Insufficient Exactness	_____	_____
> 0.3 Turn - Late Completion (non-saltos)	_____	_____
> 0.5 Turn - Begun Too Late	_____	_____
> 0.2 Brush / Hit far end of table	_____	_____
> 0.3 Length - Distance	_____	_____
> 0.5 Height - Hip Rise	_____	_____
LANDING / GENERAL		
> 0.1 Arms - Extra Swings	_____	_____
> 0.2 Body - Incorrect Body Posture	_____	_____
> 0.2 Trunk - Movement(s)	_____	_____
> 0.3 Turn - Incomplete	_____	_____
> 0.3 Direction (mat contact)	_____	_____
0.05 Fail to Join Feet = < Hip Width	_____	_____
0.1 Land feet > Hip-Width	_____	_____
> 0.1 Slight hop, small adjustment / staggered	_____	_____
> 0.4 Step (0.1) Large Step / Jump (0.2)	_____	_____
> 0.3 Squat on Landing	_____	_____
> 0.3 Brush / Touch Mat (no support)	_____	_____
0.5 Fall (to support, against table)	_____	_____
0.5 Coach - Between Board-Table	_____	_____
0.5 Spot Landing	_____	_____
> 0.3 Dynamics (speed / power)	_____	_____
START VALUE	<input type="text"/>	<input type="text"/>
Level 10 Bonus + 0.1 ___ DEDUCTIONS	_____	_____
SCORE	<input type="text"/>	<input type="text"/>


Gymnast #	Vault #	Vault #
FIRST FLIGHT PHASE	Symbol	Symbol
> 0.1 Foot Form (flexed, sickled)	_____	_____
> 0.1 Legs - Crossed	_____	_____
> 0.2 Legs - Separated	_____	_____
> 0.3 Legs - Bent	_____	_____
> 0.2 Body - Excessive Arch	_____	_____
> 0.3 Hips - Angle Poor	_____	_____
> 0.3 Turn - Incomplete	_____	_____
REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate	_____	_____
> 0.2 Hands - Alternate Repulsion	_____	_____
> 0.3 Hands - Step(s) with hand(s) 0.1 each	_____	_____
0.3 Hop(s) with both hands simultaneously	_____	_____
> 0.5 Arms - Bent	_____	_____
2.0 Head contact in Support (inc. arms)	_____	_____
> 0.2 Shoulder - Angle Poor	_____	_____
> 0.2 Body - Excessive Arch	_____	_____
> 0.5 Turn - Begun Too Early	_____	_____
> 0.3 Legs Bent or Early Tuck (Salto Vaults)	_____	_____
> 0.3 Failure to Pass Through Vertical	_____	_____
> 0.5 Too Long in Support (Non-Salto)	_____	_____
> 1.0 Angle of Repulsion (Non Salto)	_____	_____
SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)	_____	_____
0.1 Legs - Crossed	_____	_____
0.2 Legs - Separated	_____	_____
> 0.3 Legs - Bent	_____	_____
> 0.3 Insufficient Tuck / Pike	_____	_____
> 0.3 Insufficient Stretch (excessive arch / pike)	_____	_____
> 0.3 Pike Down of Stretch position	_____	_____
> 0.3 Insufficient Opening (tuck / pike)	_____	_____
0.1 Salto - Under Rotation of Salto Vault	_____	_____
> 0.1 Turn - Insufficient Exactness	_____	_____
> 0.3 Turn - Late Completion (non-saltos)	_____	_____
> 0.5 Turn - Begun Too Late	_____	_____
> 0.2 Brush / Hit far end of table	_____	_____
> 0.3 Length - Distance	_____	_____
> 0.5 Height - Hip Rise	_____	_____
LANDING / GENERAL		
> 0.1 Arms - Extra Swings	_____	_____
> 0.2 Body - Incorrect Body Posture	_____	_____
> 0.2 Trunk - Movement(s)	_____	_____
> 0.3 Turn - Incomplete	_____	_____
> 0.3 Direction (mat contact)	_____	_____
0.05 Fail to Join Feet = < Hip Width	_____	_____
0.1 Land feet > Hip-Width	_____	_____
> 0.1 Slight hop, small adjustment / staggered	_____	_____
> 0.4 Step (0.1) Large Step / Jump (0.2)	_____	_____
> 0.3 Squat on Landing	_____	_____
> 0.3 Brush / Touch Mat (no support)	_____	_____
0.5 Fall (to support, against table)	_____	_____
0.5 Coach - Between Board-Table	_____	_____
0.5 Spot Landing	_____	_____
> 0.3 Dynamics (speed / power)	_____	_____
START VALUE	<input type="text"/>	<input type="text"/>
Level 10 Bonus + 0.1 ___ DEDUCTIONS	_____	_____
SCORE	<input type="text"/>	<input type="text"/>


Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	Level 6 - Floor	Level 7 - Floor	Level 8 - Floor			L6	L7	L8	
One Cast <i>Above Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	Acro Series w/o ft. OR <i>One (1) Acro Ft.</i>	Acro Series (w/wo ft.) <i>+ 1 Acro Flight</i>	Acro Series <i>with 1 Acro Flight</i>	Acro Pass (Gr 5,6,7,8) <i>(3) Direct with (2) Flight</i>	Acro Pass (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Pass <i>Direct or Indirect</i>	A = 0.1 B = 0.3	A B	5 1	5 2	4 4	
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Series <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	SR	0.5	0.5	0.5		
360o Clear Circle <i>one Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr. 1, 180° Split Leap</i>	Dance Passage <i>Gr. 1, 180° Split Leap</i>	Dance Passage <i>Gr. 1, 180° Split Leap</i>	Restricted elements - 0.5 SV					
"A" - Salto <i>Dismount</i>	"A" - Salto <i>Dismount</i>	"A" - Salto <i>Dismount</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element <i>Last Salto</i>	Any #	Cast Handst. 1/2t.				
									UB	Clear Hip Handst. / 1/2t.				
									7	Stalder Handst. / 1/2t.				
									"C"s	Toe Handst. / 1/2t.				
									ANY	other C / D / E Restricted				
									S. V.	10.0	S.V.			
									VP -			Ded. -		
___ A ___ B ___ C									SR -			J1 Score		
									<u>RE -</u>			J2 Score		
									Average					
									Off Ave. -					
									Score					
									S. V.	10.0	S.V.			
									VP -			Ded. -		
___ A ___ B ___ C									SR -			J1 Score		
									<u>RE -</u>			J2 Score		
									Average					
									Off Ave. -					
									Score					
									S. V.	10.0	S.V.			
									VP -			Ded. -		
___ A ___ B ___ C									SR -			J1 Score		
									<u>RE -</u>			J2 Score		
									Average					
									Off Ave. -					
									Score					

Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	Level 6 - Floor	Level 7 - Floor	Level 8 - Floor			L6	L7	L8	
One Cast <i>Above Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	Acro Series w/o ft. OR <i>One (1) Acro Ft.</i>	Acro Series (w/wo ft.) <i>+ 1 Acro Flight</i>	Acro Series <i>with 1 Acro Flight</i>	Acro Pass (Gr 5,6,7,8) <i>(3) Direct with (2) Flight</i>	Acro Pass (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Pass <i>Direct or Indirect</i>	A = 0.1	A	5	5	4	
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Series <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	B = 0.3	B	1	2	4	
360o Clear Circle <i>one Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>		SR	0.5	0.5	0.5	
"A" - Salto <i>Dismount</i>	"A" - Salto <i>Dismount</i>	"A" - Salto <i>Dismount</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element <i>Last Salto</i>	Restricted elements - 0.5 SV					
									Any #	Cast Handst.1/2t.				
									UB	Clear Hip Handst. / 1/2t.				
									7	Stalder Handst. / 1/2t.				
									"C"s	Toe Handst. / 1/2t.				
									ONE	Restricted "C"Element				
									S. V.	10.0	S.V.			
									VP -			Ded. -		
									SR -			J1 Score		
									<u>RE -</u>			J2 Score		
									Average					
									Off Ave. -					
									Score					
									S. V.	10.0	S.V.			
									VP -			Ded. -		
									SR -			J1 Score		
									<u>RE -</u>			J2 Score		
									Average					
									Off Ave. -					
									Score					
									S. V.	10.0	S.V.			
									VP -			Ded. -		
									SR -			J1 Score		
									<u>RE -</u>			J2 Score		
									Average					
									Off Ave. -					
									Score					


Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	Level 6 - Floor	Level 7 - Floor	Level 8 - Floor			L6	L7	L8
One Cast <i>Above Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	Acro Series w/o ft. OR <i>One (1) Acro Ft.</i>	Acro Series (w/wo ft.) <i>+ 1 Acro Ft. Solo/Series</i>	Acro Series <i>with 1 Acro Flight</i>	Acro Paas (Gr 5,6,7,8) <i>(3) Direct with (2) Flight</i>	Acro Pass (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Pass <i>Direct or Indirect</i>	A = 0.1 A	5	5	4	
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Series <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	B = 0.3 B	1	2	4	
360o Clear Circle <i>one Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	SR	0.5	0.5	0.5	
A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element <i>Last Salto</i>	Restricted elements - 0.5 SV				
									PLUS	Cast Handst. 1/2t.			
									One	Clear Hip Handst. / 1/2t.			
									Restricted	Stalder Handst. / 1/2t.			
									"C"	Toe Handst. / 1/2t.			


 <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C	S. V. 10.0	S.V. _____	
	VP - _____	Ded. - _____	
	SR - _____	J1 Score _____	
	<u>RE - _____</u>	J2 Score _____	
	Comp - _____	Average _____	
	Exec. - _____	Off Ave. - _____	
	Score _____		
	UTL Dismount (.1) _____ Thru Vertical (-->.1) _____ 3/4 Front Giant w/wo grip _____ Uncharacteristic (.1) _____ Rhythm _____ Dynamics _____		
	S. V. 10.0		S.V. _____
	VP - _____	Ded. - _____	
SR - _____	J1 Score _____		
<u>RE - _____</u>	J2 Score _____		
Comp - _____	Average _____		
Exec. - _____	Off Ave. - _____		
Score _____			
UTL Dismount (.1) _____ Thru Vertical (-->.1) _____ 3/4 Front Giant w/wo grip _____ Uncharacteristic (.1) _____ Rhythm _____ Dynamics _____			


 <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C	S. V. 10.0	S.V. _____	
	VP - _____	Ded. - _____	
	SR - _____	J1 Score _____	
	<u>RE - _____</u>	J2 Score _____	
	Comp - _____	Average _____	
	Exec. - _____	Off Ave. - _____	
	Score _____		
	UTL Dismount (.1) _____ Thru Vertical (-->.1) _____ 3/4 Front Giant w/wo grip _____ Uncharacteristic (.1) _____ Rhythm _____ Dynamics _____		
	S. V. 10.0		S.V. _____
	VP - _____	Ded. - _____	
SR - _____	J1 Score _____		
<u>RE - _____</u>	J2 Score _____		
Comp - _____	Average _____		
Exec. - _____	Off Ave. - _____		
Score _____			
UTL Dismount (.1) _____ Thru Vertical (-->.1) _____ 3/4 Front Giant w/wo grip _____ Uncharacteristic (.1) _____ Rhythm _____ Dynamics _____			




 <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C	S. V. 10.0	S.V. _____	
	VP - _____	Ded. - _____	
	SR - _____	J1 Score _____	
	<u>RE - _____</u>	J2 Score _____	
	Comp - _____	Average _____	
	Exec. - _____	Off Ave. - _____	
	Score _____		
	UTL Dismount (.1) _____ Thru Vertical (-->.1) _____ 3/4 Front Giant w/wo grip _____ Uncharacteristic (.1) _____ Rhythm _____ Dynamics _____		
	S. V. 10.0		S.V. _____
	VP - _____	Ded. - _____	
SR - _____	J1 Score _____		
<u>RE - _____</u>	J2 Score _____		
Comp - _____	Average _____		
Exec. - _____	Off Ave. - _____		
Score _____			
UTL Dismount (.1) _____ Thru Vertical (-->.1) _____ 3/4 Front Giant w/wo grip _____ Uncharacteristic (.1) _____ Rhythm _____ Dynamics _____			

BARS Composition Deductions		BARS Execution Deductions		BARS Execution Deductions		BARS Connection Values	0.1	0.2	BARS Special Requirements	VP	Level 9	Level 10
Lack of Handstands or Pass thru Hst. (Lv 8)	→ 0.2	3rd Run to approach mount (each judge)	0.5	Insufficient Dynamics (thruout)	→ 0.2	Level 9			2 - Bar Changes	A = 0.1	3	3
Uncharacteristic Elements	each 0.1	Swing Forward / Backward Under Horizontal	→ 0.1	Trunk Movements to Control Landing	→ 0.2	One with Flight / Turn	C+C		1 - B Flight	B = 0.3	4	3
3/4 Front Giant w/wo grip change	each 0.1	Under-Rotation of Release Elements	→ 0.1	Insufficient Amplitude of Elements (each)	→ 0.2	Both w/o Flight / Turn	C+C		1 - C Flight / B Turn	C = 0.5	1	2
Dismount - Not up to Comp Level	→ 0.1	Precision of Handstand Positions (thruout)	→ 0.1	Insufficient Stretch (Arch or Pike)	→ 0.2	Both with Flight / Turn	(different)		* different flight	SR	0.5	0.5
Facing Same Direction throughout (L9,10)	0.1	Insufficient Extension of Glide/Swing to Kip	→ 0.1	Insufficient Ext. (Open) prior to Landing	→ 0.3	Level 10			1 - B Flight	SV	9.7	9.5
Choice of Elements: Requirements (L9,10)		Poor Rhythm in Elements	→ 0.1	Insufficient Height of Salto Dismounts	→ 0.3	Both with Turn / Flight		C+C	B - Salto Dismount	Bonus	0.3	0.5
1. Forward (Circle or Release), min. B	0 / 3 = 0.2	Hesitation in Jump, Swing to Handstand	→ 0.1	Insufficient Amplitude "B" Clear Hip Circles	→ 0.4	No Turn or Flight Required	C+C		1 - C Flight	Other Restricted Element	OK without fall / spot	
2. Group 3 / 6 / 7, min. B	1 / 3 = 0.1	Landing Too Close to Bars Dismount	0.1	Grasp Apparatus to Avoid a Fall	0.3				* Different Flight	Level 9 = +.1 D/E Bonus		
3. Element, minimum 1/2 t., min C	2 / 3 = 0.0	Angle of Flight to LB Handstand (11° - 20°)	0.05	Intermediate (Extra) Swing (max. 0.6)	0.3	w / without Flight / Turn	C+D	D+D	1 - C Turn	Maximum (1 Restricted) D/E		
** after a fall allowed to squat on to resume **		Angle of Circle to Handstand	→ 0.2	Touch / Brush Foot on Apparatus or Mat	→ 0.1				* No Mount / Dismount	D/E = C		
Squat on LB w/wo sole, more than 1 (L,10) **	each 0.1	Angle of Cast to Handstand	→ 0.3	Hit Foot on Apparatus	0.2				C - Salto Dismount	No VP		
Releases - Not up to Comp. Level (L10)	→ 0.2	Angle of Turn Deviation (Healy + 1-1/2t.)	→ 0.3	Hit Foot on Mat	0.3					0.5 off SV		
Lack of 2 Bar Changes (L10)	0.2	Angle of Turn Deviation (1/2 t. - 1/1 t. IN)	→ 0.3	Full Support on foot/feet on mat in routine	0.5							

	Exec. - _____	SV LV: 9.7	S.V. _____	
	Comp. - _____	VP - _____	Ded. - _____	
	A - _____	SR - _____	J1 Score _____	
	B - _____	RE - _____	J2 Score _____	
	C - _____	CV+ _____	Average _____	
	D + _____	DE+ _____	Off Ave. - _____	
	E + _____		Score _____	
	*FWD _____ *3,6,7 _____ *C-Turn _____ Lv Dismount _____ Direction _____ Uncharacteristic _____ 3/4 Front Giant w/wo grip _____ Dynamics _____			

	Exec. - _____	SV LV: 9.7	S.V. _____	
	Comp. - _____	VP - _____	Ded. - _____	
	A - _____	SR - _____	J1 Score _____	
	B - _____	RE - _____	J2 Score _____	
	C - _____	CV+ _____	Average _____	
	D + _____	DE+ _____	Off Ave. - _____	
	E + _____		Score _____	
	*FWD _____ *3,6,7 _____ *C-Turn _____ Lv Dismount _____ Direction _____ Uncharacteristic _____ 3/4 Front Giant w/wo grip _____ Dynamics _____			

	Exec. - _____	SV LV: 9.7	S.V. _____	
	Comp. - _____	VP - _____	Ded. - _____	
	A - _____	SR - _____	J1 Score _____	
	B - _____	RE - _____	J2 Score _____	
	C - _____	CV+ _____	Average _____	
	D + _____	DE+ _____	Off Ave. - _____	
	E + _____		Score _____	
	*FWD _____ *3,6,7 _____ *C-Turn _____ Lv Dismount _____ Direction _____ Uncharacteristic _____ 3/4 Front Giant w/wo grip _____ Dynamics _____			

BARS		BARS		BARS		BARS		BARS		VP	Level 9	Level 10
Composition Deductions		Execution Deductions		Execution Deductions		Connection Values		Special Requirements				
Lack of Handstands or Pass thru Hst. (Lv 8)	→ 0.2	3rd Run to approach mount (each judge)	0.5	Insufficient Dynamics (thruout)	→ 0.2	Level 9		2 - Bar Changes	A = 0.1	3	3	
Uncharacteristic Elements	each 0.1	Swing Forward / Backward Under Horizontal	→ 0.1	Trunk Movements to Control Landing	→ 0.2	One with Flight / Turn	C+C	1 - B Flight	B = 0.3	4	3	
3/4 Forward Giant w/wo grip change	each 0.1	Under-Rotation of Release Elements	→ 0.1	Insufficient Amplitude of Elements (each)	→ 0.2	Both w/o Flight / Turn	C+C (different)	1 - C Flight / B Turn * different flight	C = 0.5	1	2	
Dismount - Not up to Comp Level	→ 0.1	Precision of Handstand Positions (thruout)	→ 0.1	Insufficient Stretch (Arch or Pike)	→ 0.2	Both with Flight / Turn	C+C	B - Dismount	SR	0.5	0.5	
Facing Same Direction throughout (L9.10)	0.1	Insufficient Extension of Glide/Swing to Kip	→ 0.1	Insufficient Ext. (Open) prior to Landing	→ 0.3	Level 10		1 - C Flight	SV	9.7	9.5	
Choice of Elements: Requirements (L9.10)		Poor Rhythm in Elements	→ 0.1	Insufficient Height of Salto Dismounts	→ 0.3	Both with Turn / Flight	C+C	* Different Flight	Bonus	0.3	0.5	
1. Forward Element (Circle or Release)	0 / 3 = 0.2	Hesitation in Jump, Swing to Handstand	→ 0.1	Insufficient Amplitude "B" Clear Hip Circles	→ 0.4	No Turn or Flight Required		1 - C Turn	Bonus	OK without fall / spot		
2. Element from Groups 3 / 6 / 7	1 / 3 = 0.1	Landing Too Close to Bars Dismount	0.1	Grasp Apparatus to Avoid a Fall	0.3	w / without Flight / Turn	C+D D+D	* No Mount / Dismount	Level 9 = +.1 D/E Bonus			
3. Element minimum 1/2 t., min. C	2 / 3 = 0.0	Angle of Flight to LB Handstand (11° - 20°)	0.05	Intermediate (Extra) Swing (max. 0.6)	0.3			C - Dismount	Max (1 Restricted) D/E = C			
** after a fall allowed to squat on to resume **		Angle of Circle to Handstand	→ 0.2	Touch / Brush Foot on Apparatus or Mat	→ 0.1				Other Restricted Elements			
Squat on LB w/wo sole, more than 1 (L.10) **	each 0.1	Angle of Cast to Handstand	→ 0.3	Hit Foot on Apparatus	0.2				No VP	0.5 off SV		
Releases - Not up to Comp. Level (L10)	→ 0.2	Angle of Turn Deviation (Healy + 1-1/2t.)	→ 0.3	Hit Foot on Mat	0.3				Additional Bonus - Level 10			
Lack of 2 Bar Changes (L10)	0.2	Angle of Turn Deviation (1/2 t. - 1/1 t. IN)	→ 0.3	Full Support on foot/feet on mat in routine	0.5				0.1 Bonus with 0.6 and E			
<div style="display: flex; justify-content: space-between;"> <div style="width: 30%;">  </div> <div style="width: 40%; text-align: right;"> Bonus + _____ Exec. - _____ Comp. - _____ A - _____ B - _____ C - _____ D + _____ E + _____ </div> <div style="width: 20%; text-align: center;"> SV Lv: 9.5 VP - _____ SR - _____ CV+ _____ DE+ _____ </div> <div style="width: 10%; text-align: center;"> S.V. _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____ </div> </div> <p>*FWD _____ *3,6,7 _____ *C-Turn _____ Lv Releases _____ Lv Dismount _____ 2 Bar Changes _____ Squat on _____ Direction _____ Dynamics _____</p>												
<div style="display: flex; justify-content: space-between;"> <div style="width: 30%;">  </div> <div style="width: 40%; text-align: right;"> Bonus + _____ Exec. - _____ Comp. - _____ A - _____ B - _____ C - _____ D + _____ E + _____ </div> <div style="width: 20%; text-align: center;"> SV Lv: 9.5 VP - _____ SR - _____ CV+ _____ DE+ _____ </div> <div style="width: 10%; text-align: center;"> S.V. _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____ </div> </div> <p>*FWD _____ *3,6,7 _____ *C-Turn _____ Lv Releases _____ Lv Dismount _____ 2 Bar Changes _____ Squat on _____ Direction _____ Dynamics _____</p>												
<div style="display: flex; justify-content: space-between;"> <div style="width: 30%;">  </div> <div style="width: 40%; text-align: right;"> Bonus + _____ Exec. - _____ Comp. - _____ A - _____ B - _____ C - _____ D + _____ E + _____ </div> <div style="width: 20%; text-align: center;"> SV Lv: 9.5 VP - _____ SR - _____ CV+ _____ DE+ _____ </div> <div style="width: 10%; text-align: center;"> S.V. _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____ </div> </div> <p>*FWD _____ *3,6,7 _____ *C-Turn _____ Lv Releases _____ Lv Dismount _____ 2 Bar Changes _____ Squat on _____ Direction _____ Dynamics _____</p>												

Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	Level 6 - Floor	Level 7 - Floor	Level 8 - Floor			L6	L7	L8
One Cast <i>Above Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	Acro Series w/o flt. OR One (1) Acro Flt.	Acro Series (w/wo flt.) + 1 Acro Flt. Solo/Series	Acro Series with 1 Acro Flight	Acro Pass (Gr 5,6,7,8) <i>(3) Direct with (2) Flight</i>	Acro Pass (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Pass <i>Direct or Indirect</i>	A = 0.1	A	5	5	4
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Series <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	B = 0.3	B	1	2	4
360o Clear Circle <i>one Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>		SR	0.5	0.5	0.5
A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Salto/Hecht <i>Dismount</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element <i>Last Salto</i>	Restricted elements - 0.5 SV				
									Lv 6	Only "A" and "B" elements			
									Lv 6	ONE "C" Dance allowed			
									Lv 6	Any "C" Acro restricted			
									Lv 6	NO VP, NO SR, - 0.5 SV			
									Time: _____		S.V. _____		
___ A									S. V. 10.0		Ded. - _____		
___ B									VP - _____		J1 Score _____		
___ C									SR - _____		J2 Score _____		
									RE - _____		Average _____		
									Artistry - _____		Off Ave. - _____		
									Exec. - _____		Score _____		
									Time: _____		S.V. _____		
___ A									S. V. 10.0		Ded. - _____		
___ B									VP - _____		J1 Score _____		
___ C									SR - _____		J2 Score _____		
									RE - _____		Average _____		
									Artistry - _____		Off Ave. - _____		
									Exec. - _____		Score _____		
									Time: _____		S.V. _____		
___ A									S. V. 10.0		Ded. - _____		
___ B									VP - _____		J1 Score _____		
___ C									SR - _____		J2 Score _____		
									RE - _____		Average _____		
									Artistry - _____		Off Ave. - _____		
									Exec. - _____		Score _____		

Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	Level 6 - Floor	Level 7 - Floor	Level 8 - Floor			L6	L7	L8
One Cast <i>Above Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	Acro Series w/o ft. OR One (1) Acro Ft.	Acro Series (w/wo ft.) +1 Acro Ft. Solo/Series	Acro Series <i>with 1 Acro Flight</i>	Acro Pass (Gr 5,6,7,8) <i>(3) Direct with (2) Flight</i>	Acro Pass (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Pass <i>Direct or Indirect</i>	A = 0.1	A	5	5	4
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Series <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	B = 0.3	B	1	2	4
360o Clear Circle <i>one Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>		SR	0.5	0.5	0.5
A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Salto/Hecht <i>Dismount</i>	A - Dismount <i>Aerial/Salto</i>	"A" - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element <i>Last Salto</i>	Restricted elements - 0.5 SV				
									Lv 7	All "A/B" elements allowed			
									Lv 7	Any "C" Dance allowed			
									Lv 7	D/E Dance restricted			
									Lv 7	C/D/E Acro restricted			
									Time: _____		S.V. _____		
___ A									S. V. 10.0		Ded. - _____		
___ B									VP - _____		J1 Score _____		
___ C									SR - _____		J2 Score _____		
									RE - _____		Average _____		
									Artistry - _____		Off Ave. - _____		
									Exec. - _____		Score _____		
									Time: _____		S.V. _____		
___ A									S. V. 10.0		Ded. - _____		
___ B									VP - _____		J1 Score _____		
___ C									SR - _____		J2 Score _____		
									RE - _____		Average _____		
									Artistry - _____		Off Ave. - _____		
									Exec. - _____		Score _____		
									Time: _____		S.V. _____		
___ A									S. V. 10.0		Ded. - _____		
___ B									VP - _____		J1 Score _____		
___ C									SR - _____		J2 Score _____		
									RE - _____		Average _____		
									Artistry - _____		Off Ave. - _____		
									Exec. - _____		Score _____		

Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	Level 6 - Floor	Level 7 - Floor	Level 8 - Floor			L6	L7	L8
One Cast <i>Above Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	Acro Series w/o ft. OR One (1) Acro Ft.	Acro Series (w/wo ft.) + 1 Acro Ft. Solo/Series	Acro Series <i>with 1 Acro Flight</i>	Acro Pass (Gr 5,6,7,8) <i>(3) Direct with (2) Flight</i>	Acro Pass (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Pass <i>Direct or Indirect</i>	A = 0.1	A	5	5	4
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Series <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	B = 0.3	B	1	2	4
360o Clear Circle <i>one Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>		SR	0.5	0.5	0.5
A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Salto/Hecht <i>Dismount</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element <i>Last Salto</i>	Restricted elements - 0.5 SV				
									Lv 8	All "A/B" elements allowed			
									Lv 8	Any "C" Dance allowed			
									Lv 8	ONE "C" Acro allowed			
									Lv 8	D/E Restricted			

Time: _____ S.V. _____

S. V. **10.0** Ded. - _____

VP - _____ J1 Score _____

SR - _____ J2 Score _____

RE - _____

Average _____

Comp - _____ Off Ave. - _____

Exec - _____ Score _____

Pivots _____ Shapes _____ Dance Lv _____ Acro Lv _____ Dism Lv _____ Levels _____ Space _____ F/B/S _____ Dance Ser _____ Acro B-F/S _____ Foot _____ BP _____ Rhy _____ Sure _____ Dyn _____ Art _____ CPE

Time: _____ S.V. _____

S. V. **10.0** Ded. - _____

VP - _____ J1 Score _____

SR - _____ J2 Score _____

RE - _____

Average _____

Comp - _____ Off Ave. - _____

Exec - _____ Score _____

Pivots _____ Shapes _____ Dance Lv _____ Acro Lv _____ Dism Lv _____ Levels _____ Space _____ F/B/S _____ Dance Ser _____ Acro B-F/S _____ Foot _____ BP _____ Rhy _____ Sure _____ Dyn _____ Art _____ CPE

Time: _____ S.V. _____

S. V. **10.0** Ded. - _____

VP - _____ J1 Score _____

SR - _____ J2 Score _____

RE - _____

Average _____

Comp - _____ Off Ave. - _____

Exec - _____ Score _____

Pivots _____ Shapes _____ Dance Lv _____ Acro Lv _____ Dism Lv _____ Levels _____ Space _____ F/B/S _____ Dance Ser _____ Acro B-F/S _____ Foot _____ BP _____ Rhy _____ Sure _____ Dyn _____ Art _____ CPE

BEAM Composition Deductions		BEAM Execution Deductions		BEAM Execution Deductions		BEAM Connection Values		BEAM Special Requirements		VP	Level 9	Level 10
More than One (1) Straight Leg (Pivot 1/2t.) Turns More than 2 Wolf / Tuck or 2 Strad. Shapes	0.1 ea 0.1	Insufficient Variation - Rhythm/Tempo (thruout) Concentration Pause (2 seconds)	→ 0.2 each 0.1	Insuff. Sureness of Performance (thruout) Relaxed / Incorrect Footwork (non-VP thru)	→ 0.2 → 0.3	2 - Acro. Flight including Mounts	B+C * C = Salto *	B+D C+C	1 Acro Flight Series * Min 1-C Flight (L10)	A = 0.1 B = 0.3 C = 0.5	3 4 1	3 3 2
Dance - Not up to Competitive Level Acro - Not up to Competitive Level Dismount - Not up to Competition Level	→ 0.2 → 0.2 → 0.1	Concentration Pause (more than 2 sec.) Rhythm during Acro Connections Lack of Tempo/Poor Rhythm between elements	each 0.2 ea → 0.2 → 0.2	Incorrect Position / Posture (non-VP thru) Legs Not Parallel - Split or Straddle Pike Insuff. Height of Leaps - Jumps - Hops	→ 0.3 ea → 0.2 ea → 0.2	* No Mount / Dismount 3 - Acro. Flight including Mount / Dsmt.	Lv 9 - Aerial	B+B+C B+C+C	* A (non flight) + E (L10) 1 - One Leap / Jump * 180o split * Cross or Side	SR SV Bonus	0.5 9.7 0.3	0.5 9.5 0.5
Insufficient Level Changes Insufficient Use Entire Beam (Space)	→ 0.1 → 0.1	VP Turns not on High Releve Feet Apart on Side Landing of Leap/Jump	ea → 0.1 ea → 0.1	Insuff. Height of Acro Flights-Aerials-Saltos Insuff. Height of Dismounts	ea → 0.2 → 0.3	3 - Acro. Flight excluding Dismounts	B + B + C (Salto) = + 0.1 B + B + D/E (Flt.) = + 0.1			Bonus	0.3	0.5
(Forward) Choreography (Sideward) Choreography (must show 2 out of 3) (Backward) Choreography	0.05 0.05 0.05	Lack of Precision in Dance Elements Incorrect Posture / Alignment in Dance	ea → 0.1 ea → 0.1	Landing Too Close to Beam on Dismount Touch / Brush Foot on Apparatus or Mat	0.1 ea → 0.1	2 Dance / * Mixed * Acro Flight + Dance	A+D B+C	B+D	1 - Full Turn on one foot	Level 9 = 1 Acro D/E Bonus Maximum (1 Restricted) D/E D/E = C		
Lack of Dance Series (min. 2; Gr. 1, 2, 3) Lack of Acro Forward/Sideward & Backward (Groups: 1, 6, 7, 8) If only in Dismount	0.2 ea 0.1 0.05	Hesitation in Jump, Swing, Press Handstand Insufficient Split - Required (Dance / Acro) Insufficient Ext. (Open) prior to Landing Acro	ea → 0.1 ea → 0.1 ea → 0.3	Support of 1 leg against side of Beam Grasp Beam to Avoid a Fall Trunk Movement - Control Dismount Landing Additional Movement - Balance on Beam	each 0.2 each 0.3 → 0.2 ea → 0.3	including Mounts 2 Turns	C+C A+C		C - Aerial/Salto Dmt. L9 C - Aerial/Salto Dmt. L10 C+B - Acro Series = OK C+B - Dance/Acro = OK	Other Restricted Element No VP 0.5 off SV		

										Exec. - _____	Time: _____	S.V. _____				
										Artistry - _____	SV LV: 9.7	Ded. - _____				
										Comp. - _____	VP - _____	J1 Score _____				
										A - _____	SR - _____	J2 Score _____				
										B - _____	RE - _____	Average _____				
										C - _____	CV+ _____	Off Ave. - _____				
										D+ _____	DE+ _____	Score _____				
										E+ _____						
Pivots	Shapes	Dance Lv	Acro Lv	Dism Lv	Levels	Space	F/S/B	Dance Ser	Acro B-F/S	Foot	BP	Rhy	Sure	Dyn	Art	CPE

										Exec. - _____	Time: _____	S.V. _____				
										Artistry - _____	SV LV: 9.7	Ded. - _____				
										Comp. - _____	VP - _____	J1 Score _____				
										A - _____	SR - _____	J2 Score _____				
										B - _____	RE - _____	Average _____				
										C - _____	CV+ _____	Off Ave. - _____				
										D+ _____	DE+ _____	Score _____				
										E+ _____						
Pivots	Shapes	Dance Lv	Acro Lv	Dism Lv	Levels	Space	F/S/B	Dance Ser	Acro B-F/S	Foot	BP	Rhy	Sure	Dyn	Art	CPE

										Exec. - _____	Time: _____	S.V. _____				
										Artistry - _____	SV LV: 9.7	Ded. - _____				
										Comp. - _____	VP - _____	J1 Score _____				
										A - _____	SR - _____	J2 Score _____				
										B - _____	RE - _____	Average _____				
										C - _____	CV+ _____	Off Ave. - _____				
										D+ _____	DE+ _____	Score _____				
										E+ _____						
Pivots	Shapes	Dance Lv	Acro Lv	Dism Lv	Levels	Space	F/S/B	Dance Ser	Acro B-F/S	Foot	BP	Rhy	Sure	Dyn	Art	CPE

BEAM Composition Deductions		BEAM Execution Deductions		BEAM Execution Deductions		BEAM Connection Values			BEAM Special Requirements			VP	Level 9	Level 10		
More than One (1) Straight Leg (Pivot 1/2L) Turns	ea 0.1	Insufficient Variation - Rhythm/Tempo (thruout)	→ 0.2	Insuff. Sureness of Performance (thruout)	→ 0.2	2 - Acro. Flight	0.1	0.2	1 Acro Flight Series	A = 0.1	3	3	A = 0.1	3	3	
More than Two (2) Wolf / Tuck or 2 Strad. Shapes	ea 0.1	Concentration Pause (2 seconds)	each 0.1	Relaxed / Incorrect Footwork (non-VP thru)	→ 0.3	including Mounts	B+C *	B+D	* Min 1-C Flight (L10)	B = 0.3	4	3	B = 0.3	4	3	
Dance - Not up to Competitive Level	→ 0.2	Concentration Pause (more than 2 sec.)	each 0.2	Incorrect Position / Posture (non-VP thru)	→ 0.3	* No Mount / Dismount	C = Salto *	C+C	* A (non flight) + E (L10)	C = 0.5	1	2	C = 0.5	1	2	
Acro - Not up to Competitive Level	→ 0.2	Rhythm during Acro Connections	ea → 0.2	Legs Not Parallel - Split or Straddle Pike	ea → 0.2	3 - Acro. Flight	Lv 9 - Aerial	B+C+C	1 - One Leap / Jump	SR	0.5	0.5	SR	0.5	0.5	
Dismount - Not up to Competition Level	→ 0.1	Lack of Tempo/Poor Rhythm between elements	→ 0.2	Insuff. Height of Leaps - Jumps - Hops	ea → 0.2	including Mount / Dsmt.		B+C+C	* 180o split	SV	9.7	9.5	SV	9.7	9.5	
Insufficient Level Changes	→ 0.1	Legs extend/bend or Torso Deviation in line		Insuff. Height of Acro Flights-Aerials-Saltos	ea → 0.2	3 - Acro. Flight		B+B+C (Salto) = + 0.1	* Cross or Side	Bonus	0.3	0.5	Bonus	0.3	0.5	
Insufficient Use Entire Beam (Space)	→ 0.1	VP Turns not on High Releve	ea → 0.1	Insuff. Height of Dismounts	ea → 0.2	excluding Dismounts		B + B + D/E (Fit.) = + 0.1		Bonus	OK without fall / spot		Bonus	OK without fall / spot		
(Forward) Choreography	0.05	Feet Apart on Side Landing of Leap/Jump	ea → 0.1	Landing Too Close to Beam on Dismount	0.1	2 Dance / * Mixed	A+D	B+D	1 - Full Turn	Level 9 = 1 Acro D/E Bonus		Max (1 Restricted) D/E = C	Level 9 = 1 Acro D/E Bonus		Max (1 Restricted) D/E = C	
(Sideward) Choreography (must show 2 out of 3)	0.05	Lack of Precision in Dance Elements	ea → 0.1	Touch / Brush Foot on Apparatus or Mat	ea → 0.1	* Acro Flight + Dance	B+C		on one foot	Other Restricted Elements		No VP 0.5 off SV	Other Restricted Elements		No VP 0.5 off SV	
(Backward) Choreography	0.05	Incorrect Posture / Alignment in Dance	ea → 0.1	Support of 1 leg against side of Beam	each 0.2	including Mounts		C+C	B - Aerial/Salto Dmt. L9	C+B - Acro Series = OK			C+B - Acro Series = OK			
Lack of Dance Series (min. 2; Gr. 1, 2, 3)	0.2	Hesitation in Jump, Swing, Press Handstand	ea → 0.1	Grasp Beam to Avoid a Fall	each 0.3				C - Aerial/Salto Dmt. L10	C+B - Dance/Acro = OK			C+B - Dance/Acro = OK			
Lack of Acro Forward/Sideward & Backward	ea 0.1	Insufficient Split - Required (Dance / Acro)	ea → 0.2	Trunk Movement - Control Dismount Landing	→ 0.2	2 Turns	A+C			Additional Bonus - Level 10		0.1 Bonus with 0.6 and E	Additional Bonus - Level 10		0.1 Bonus with 0.6 and E	
(Groups: 1, 6, 7, 8) If only in Dismount	0.05	Insufficient Ext. (Open) prior to Landing Acro	ea → 0.3	Additional Movement - Balance on Beam	ea → 0.3											
												Bonus + _____	Time: _____	S.V. _____		
												Exec. - _____		Ded. - _____		
												Art./Comp. - _____	Lv: 9.5	J1 Score _____		
												A - _____	VP - _____	J2 Score _____		
												B - _____	SR - _____	Average _____		
												C - _____	CV+ _____	Off Ave. - _____		
												D + _____	DE+ _____	Score _____		
												E + _____				
Pivots	Shapes	Dance Lv	Acro Lv	Dism Lv	Levels	Space	F/S/B	Dance Ser	Acro B-F/S	Foot	BP	Rhy	Sure	Dyn	Art	CPE
												Bonus + _____	Time: _____	S.V. _____		
												Exec. - _____	SV	Ded. - _____		
												Art./Comp. - _____	Lv: 9.5	J1 Score _____		
												A - _____	VP - _____	J2 Score _____		
												B - _____	SR - _____	Average _____		
												C - _____	CV+ _____	Off Ave. - _____		
												D + _____	DE+ _____	Score _____		
												E + _____				
Pivots	Shapes	Dance Lv	Acro Lv	Dism Lv	Levels	Space	F/S/B	Dance Ser	Acro B-F/S	Foot	BP	Rhy	Sure	Dyn	Art	CPE
												Bonus + _____	Time: _____	S.V. _____		
												Exec. - _____	SV	Ded. - _____		
												Art./Comp. - _____	Lv: 9.5	J1 Score _____		
												A - _____	VP - _____	J2 Score _____		
												B - _____	SR - _____	Average _____		
												C - _____	CV+ _____	Off Ave. - _____		
												D + _____	DE+ _____	Score _____		
												E + _____				
Pivots	Shapes	Dance Lv	Acro Lv	Dism Lv	Levels	Space	F/S/B	Dance Ser	Acro B-F/S	Foot	BP	Rhy	Sure	Dyn	Art	CPE

Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	1:15 Level 6 - Floor	1:30 Level 7 - Floor	1:30 Level 8 - Floor			L6	L7	L8
One Cast <i>Above Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	Acro Series w/o flt. <i>OR One (1) Acro Flt.</i>	Acro Series (w/wo flt.) <i>+ 1 Acro Flight</i>	Acro Series <i>with 1 Acro Flight</i>	Acro Pass (Gr 5,6,7,8) <i>(3) Direct with (2) Flight</i>	Acro Pass (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Pass <i>Direct or Indirect</i>	A = 0.1	A	5	5	4
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Pass <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	B = 0.3	B	1	2	4
360o Clear Circle <i>one Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>		SR	0.5	0.5	0.5
A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element <i>Last Salto</i>	Restricted elements - 0.5 SV				
									Lv 6	Only "A" and "B" elements			
									Lv 6	ONE "C" Dance allowed			
									Lv 6	Any "C" Acro restricted			
									Lv 6	NO VP, NO SR, - 0.5 SV			

	Time: _____	S.V. _____
___ A	S. V. 10.0	Ded. - _____
___ B	VP - _____	J1 Score _____
___ C	SR - _____	J2 Score _____
	RE - _____	Average _____
	Artistry - _____	Off Ave. - _____
	Exec. - _____	Score _____

	Time: _____	S.V. _____
___ A	S. V. 10.0	Ded. - _____
___ B	VP - _____	J1 Score _____
___ C	SR - _____	J2 Score _____
	RE - _____	Average _____
	Artistry - _____	Off Ave. - _____
	Exec. - _____	Score _____

	Time: _____	S.V. _____
___ A	S. V. 10.0	Ded. - _____
___ B	VP - _____	J1 Score _____
___ C	SR - _____	J2 Score _____
	RE - _____	Average _____
	Artistry - _____	Off Ave. - _____
	Exec. - _____	Score _____

Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	1:15 Level 6 - Floor	1:30 Level 7 - Floor	1:30 Level 8 - Floor			L6	L7	L8
One Cast <i>Above Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	Acro Series w/o ft. OR <i>One (1) Acro Flt.</i>	Acro Series (w/w/o ft.) <i>+ 1 Acro Flight</i>	Acro Series <i>with 1 Acro Flight</i>	Acro Pass (Gr 5,6,7,8) <i>(3) Direct with (2) Flight</i>	Acro Pass (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Pass <i>Direct or Indirect</i>	A = 0.1	A	5	5	4
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Pass <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	B = 0.3	B	1	2	4
One Element <i>Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>		SR	0.5	0.5	0.5
A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Salto/Hecht <i>Dismount</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element <i>Last Salto</i>	Restricted elements - 0.5 SV				
									Lv 7	Only "A" and "B" elements			
									Lv 7	ANY "C" Dance allowed			
									Lv 7	"C" Acro Restricted			
									Lv 7	NO VP, NO SR, - 0.5 SV			
									Time: _____		S.V. _____		
___ A									S. V. 10.0		Ded. - _____		
___ B									VP - _____		J1 Score _____		
___ C									SR - _____		J2 Score _____		
									RE - _____		Average _____		
									Artistry - _____		Off Ave. - _____		
									Exec. - _____		Score _____		
									Time: _____		S.V. _____		
___ A									S. V. 10.0		Ded. - _____		
___ B									VP - _____		J1 Score _____		
___ C									SR - _____		J2 Score _____		
									RE - _____		Average _____		
									Artistry - _____		Off Ave. - _____		
									Exec. - _____		Score _____		
									Time: _____		S.V. _____		
___ A									S. V. 10.0		Ded. - _____		
___ B									VP - _____		J1 Score _____		
___ C									SR - _____		J2 Score _____		
									RE - _____		Average _____		
									Artistry - _____		Off Ave. - _____		
									Exec. - _____		Score _____		

Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	1:15 - Level 6 - Floor	1:30 - Level 7 - Floor	1:30 - Level 8 - Floor			L6	L7	L8
One Cast <i>Above Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	Acro Series w/o flt <i>OR One (1) Acro Flt</i>	Acro Series (w/wo flt.) <i>+ 1 Acro Flight</i>	Acro Series <i>with 1 Acro Flight</i>	Acro Pass (Gr 5,6,7,8) <i>(3) Direct with (2) Flight</i>	Acro Pass (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Pass <i>Direct or Indirect</i>	A = 0.1	A	5	5	4
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Pass <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	B = 0.3	B	1	2	4
360o Clear Circle <i>one Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Restricted elements - 0.5 SV				
A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element Last Salto	Lv 8	All "A/B" elements allowed			
									Lv 8	Any "C" Dance allowed			
									Lv 8	ONE "C" Acro allowed			
									Lv 8	D/E Restricted			

Time: _____ S.V. _____

S. V. **10.0** Ded. - _____

VP - _____ J1 Score _____

SR - _____ J2 Score _____

RE - _____

Average _____

Comp. - _____

Off Ave. - _____

Exec. - _____

Score _____

Shapes _____ B-turn _____ Dance Lv _____ Acro Lv _____ Last Salto Lv _____ Fwd/Side _____ 3 Saltos ("A") _____ Use of FX _____ Foot _____ Dyn _____ Rhy _____ Music _____ Artistry _____

Time: _____ S.V. _____

S. V. **10.0** Ded. - _____

VP - _____ J1 Score _____

SR - _____ J2 Score _____

RE - _____

Average _____

Comp. - _____

Off Ave. - _____

Exec. - _____

Score _____

Shapes _____ B-turn _____ Dance Lv _____ Acro Lv _____ Last Salto Lv _____ Fwd/Side _____ 3 Saltos ("A") _____ Use of FX _____ Foot _____ Dyn _____ Rhy _____ Music _____ Artistry _____

Time: _____ S.V. _____

S. V. **10.0** Ded. - _____

VP - _____ J1 Score _____

SR - _____ J2 Score _____

RE - _____

Average _____

Comp. - _____

Off Ave. - _____

Exec. - _____

Score _____

Shapes _____ B-turn _____ Dance Lv _____ Acro Lv _____ Last Salto Lv _____ Fwd/Side _____ 3 Saltos ("A") _____ Use of FX _____ Foot _____ Dyn _____ Rhy _____ Music _____ Artistry _____

FLOOR Composition Deductions		FLOOR Execution Deductions		FLOOR Execution Deductions		FLOOR Connection Values			FLOOR Special Requirements		VP	Level 9	Level 10	
Insufficient Use of Space (floor pattern)	→ 0.1	Insufficient Dynamics (thruout)	→0.2	Insuff. Height of Leaps, Jumps, Hops & Acro Fit.	ea →0.2	Acro. Indirect (Aerials / Saltos)	0.1 B+C	0.2 B+D	2 Salto Pass or 2 Direct Saltos	A = 0.1	3	3		
More than 2 Wolf / Tuck Shapes	0.1	Insufficient Variation - Rhythm/Tempo (thruout)	→0.2	Insuff. Height of Acrobatic Saltos	ea →0.3	A/B+A/B+C A+D	A+A+D A+E	2 Different Saltos		B = 0.3	4	3		
More than 2 Straddle Jump Shapes	0.1	Relaxed / Incorrect Footwork (non-VP thru)	→ 0.3	Legs Not Parallel to FX - Split or Straddle Pike	ea →0.2			Acro. Direct (Aerials / Saltos)	A+C	B+C	3 Different Saltos	C = 0.5	1	2
Lack of ("B") Turn on One Foot	0.2	Incorrect Body position, posture (non-VP thru)	→ 0.3	Insufficient Split on Elements	ea →0.2	A+B	C+C		2 Different Elements Group 1 only Direct or Indirect One - 180o Split LEAP	SR	0.5	0.5	SV	9.7
Dance - Not up to Comp Level	→ 0.2	Artistry: Lack Variety (poses, connect, steps)	→0.1	Trunk Movements to Control Acro Landings	ea →0.2			A+A+C		A+A+D	Last Salto B - Salto (L9) C - Salto (L10)	Bonus	0.3	0.5
Acro Saltos - Not up to Comp Level	→ 0.2	Artistry: Reflects Personal Style (thruout)	→0.1	Insufficient Ext (Open) prior to Landings	ea →0.3	* Dance / Mixed	B+D		* No CV = Turn + Jump (same / different)			Other Restricted Element No VP 0.5 off SV	Level 9 = 1 Acro D/E Bonus Maximum (1 Restricted) D/E D/E = C	
Last Salto - Not up to Comp Level	→ 0.1	Artistry: Quality of Expression (thruout)	→0.1	Music & Movement Poor Relationship (thruout)	→0.2	C+C	C+D	Mixed		Salto D+A Jump				
Lack Forw / Side & Back Salto	0.1	Concentration Pause (2 sec. +) into Acro	each 0.1	Poor relationship of Music and Moves (thru)	→0.3				C+D		C+D	Mixed	Salto D+A Jump	
Lack of Minimum 3 ("A") Saltos (L 8)	0.3	Incorrect Rhythm during Direct Connections	ea →0.1	• Fail to hold ending pose for one (1) sec.	each .05	C+D	C+D	Mixed		Salto D+A Jump				
Lack of ("B") Salto - not Last Salto (L 9)	0.3	Feet apart on landing of leap/jump/hops	ea →0.1	• Fail to Synch Music and Ending pose	0.1				C+D		C+D	Mixed	Salto D+A Jump	
Lack of ("C") Salto - not Last Salto (L10)	0.3	Turn VP not on High Releve	ea →0.1	Coach on the Floor	(CJ) 0.5	C+D	C+D	Mixed		Salto D+A Jump				
		Lack of Precision in Dance Elements	ea →0.1	Music with Words or Absence of Music	(CJ) 1.0				C+D		C+D	Mixed	Salto D+A Jump	
		Incorrect Body Position / Alignment in Dance Elements	ea →0.1	Exercise Less Than 30 Seconds	(CJ) 2.0	C+D	C+D	Mixed		Salto D+A Jump				

											Artistry - _____	Time: _____	S.V. _____	
											Exec. - _____	SV Lv: 9.7	Ded. - _____	
											Comp. - _____	VP - _____	J1 Score _____	
											A - _____	SR - _____	J2 Score _____	
											B - _____	RE - _____	Average _____	
											C - _____	CV+ _____	Off Ave. - _____	
											D + _____	DE+ _____	Score _____	
											E + _____			
Shapes	B-Turn	Dance Lv	Acro Lv	Last Salto Lv	Fwd/Side	B-Salto	Foot	BP	Dyn	Rhym	Music			

											Artistry - _____	Time: _____	S.V. _____	
											Exec. - _____	SV Lv: 9.7	Ded. - _____	
											Comp. - _____	VP - _____	J1 Score _____	
											A - _____	SR - _____	J2 Score _____	
											B - _____	RE - _____	Average _____	
											C - _____	CV+ _____	Off Ave. - _____	
											D + _____	DE+ _____	Score _____	
											E + _____			
Shapes	B-Turn	Dance Lv	Acro Lv	Last Salto Lv	Fwd/Side	B-Salto	Foot	BP	Dyn	Rhym	Music			

											Artistry - _____	Time: _____	S.V. _____	
											Exec. - _____	SV Lv: 9.7	Ded. - _____	
											Comp. - _____	VP - _____	J1 Score _____	
											A - _____	SR - _____	J2 Score _____	
											B - _____	RE - _____	Average _____	
											C - _____	CV+ _____	Off Ave. - _____	
											D + _____	DE+ _____	Score _____	
											E + _____			
Shapes	B-Turn	Dance Lv	Acro Lv	Last Salto Lv	Fwd/Side	B-Salto	Foot	BP	Dyn	Rhym	Music			

FLOOR		FLOOR		FLOOR		FLOOR		FLOOR		FLOOR		VP	Level	Level	
Composition Deductions		Execution Deductions		Execution Deductions		Connection Values		Special Requirements		Special Requirements		VP	Level	Level	
Insufficient Use of Space (floor pattern)	→ 0.1	Insufficient Dynamics (thruout)	→0.2	Insuff. Height of Leaps, Jumps, Hops & Acro Flt.	ea →0.2	Acro. Indirect (Aerials / Saltos)	0.1 B+C	0.2 B+D	2 Salto Pass or 2 Direct Saltos	A = 0.1	3	3			
More than 2 Wolf / Tuck Shapes	0.1	Insufficient Variation - Rhythm/Tempo (thruout)	→0.2	Insuff. Height of Acrobatic Saltos	ea →0.3		A/B+A/B+C	C+C	3 Different Saltos	B = 0.3	4	3			
More than 2 Straddle Jump Shapes	0.1	Relaxed / Incorrect Footwork (non-VP thru)	→ 0.3	Legs Not Parallel to FX - Split or Straddle Pike	ea →0.2		A+D	A+A+D		C = 0.5	1	2			
Lack of ("B") Turn on One Foot	0.2	Incorrect Body position, posture (non-VP thru)	→ 0.3	Insufficient Split on Elements	ea →0.2					SR	0.5	0.5			
		Artistry: Lack Variety (poses, connect, steps)	→0.1	Trunk Movements to Control Acro Landings	ea →0.2	Acro. Direct (Aerials / Saltos)	A+C	B+C	Dance Pass				SV	9.7	9.5
Dance - Not up to Comp Level	→ 0.2	Artistry: Reflects Personal Style (thruout)	→0.1	Insufficient Ext (Open) prior to Landings	ea →0.3		B+B	C+C	2 Different Elements				Bonus	0.3	0.5
Acro Saltos - Not up to Comp Level	→ 0.2	Artistry: Quality of Expression (thruout)	→0.1	Music & Movement Poor Relationship (thruout)	→0.2		A+A+C	A/B+D	Group 1 only				Bonus	OK without fall / spot	
Last Salto - Not up to Comp Level	→ 0.1	Concentration Pause (2 sec. +) into Acro	each 0.1	Poor relationship of Music and Moves (thru)	→0.3			A+A+D	Direct or Indirect				Level 9 = 1 Acro D/E Bonus		
		Incorrect Rhythm during Direct Connections	ea →0.1	• Fail to hold ending pose for one (1) sec.	each .05	* Dance / Mixed	B+D	C+D	One - 180o Split LEAP				Max (1 Restricted) D/E = C		
Lack Forw / Side & Back Salto	0.1	Feet apart on landing of leap/jump/hops	ea →0.1	• Fail to Synch Music and Ending pose	0.1	* No CV = Turn + Jump	C+C	C+D	Last Salto				Other Restricted Elements		
Lack of Minimum 3 ("A") Saltos (L 8)	0.3	Turn VP not on High Releve	ea →0.1	Coach on the Floor	(CJ) 0.5		(same / different)		B - Salto (L9)				No VP 0.5 off SV		
Lack of ("B") Salto - not Last Salto (L 9)	0.3	Lack of Precision in Dance Elements	ea →0.1	Music with Words or Absence of Music	(CJ) 1.0	Mixed			C - Salto (L10)				Additional Bonus - Level 10		
Lack of ("C") Salto - not Last Salto (L10)	0.3	Incorrect Body Position / Alignment in Dance Elem	ea →0.1	Exercise Less Than 30 Seconds	(CJ) 2.0								0.1 Bonus with 0.6 and E		
										Bonus + _____	Time: _____	S.V. _____			
										Exec. - _____	SV Lv: 9.5	Ded. - _____			
										Art./Comp. - _____	VP - _____	J1 Score _____			
										A - _____	SR - _____	J2 Score _____			
										B - _____		Average _____			
										C - _____	CV+ _____	Off Ave. - _____			
										D + _____	DE+ _____	Score _____			
Shapes	B-Turn	Dance Lv	Acro Lv	Last Salto Lv	Fwd/Side	C-Salto	Foot	BP	Dyn	Rhym	Music	Art	CPE	E + _____	
										Bonus + _____	Time: _____	S.V. _____			
										Exec. - _____	SV Lv: 9.5	Ded. - _____			
										Art./Comp. - _____	VP - _____	J1 Score _____			
										A - _____	SR - _____	J2 Score _____			
										B - _____		Average _____			
										C - _____	CV+ _____	Off Ave. - _____			
										D + _____	DE+ _____	Score _____			
Shapes	B-Turn	Dance Lv	Acro Lv	Last Salto Lv	Fwd/Side	C-Salto	Foot	BP	Dyn	Rhym	Music	Art	CPE	E + _____	
										Bonus + _____	Time: _____	S.V. _____			
										Exec. - _____	SV Lv: 9.5	Ded. - _____			
										Art./Comp. - _____	VP - _____	J1 Score _____			
										A - _____	SR - _____	J2 Score _____			
										B - _____		Average _____			
										C - _____	CV+ _____	Off Ave. - _____			
										D + _____	DE+ _____	Score _____			
Shapes	B-Turn	Dance Lv	Acro Lv	Last Salto Lv	Fwd/Side	C-Salto	Foot	BP	Dyn	Rhym	Music	Art	CPE	E + _____	