TEAM	Gymnast	Gymnast	TEAM	Gymnast	Gymnast
	Vault #	Vault #		Vault #	Vault #
	Symbol	Symbol		Symbol	Symbol
FIRST FLIGHT PHASE	,	,	FIRST FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed			> 0.1 Legs - Crossed		
> 0.2 Legs - Separated			> 0.2 Legs - Separated		
> 0.3 Legs - Bent			> 0.3 Legs - Bent		
> 0.3 Hips - Angle Poor			> 0.3 Hips - Angle Poor		
> 0.2 Excessive Arch			> 0.2 Excessive Arch		
> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete		
REPULSION PHASE			REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate			> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion			> 0.2 Hands - Alternate Repulsion		
> 0.3 Hands - Step(s) with hand(s) 0.1 each			> 0.3 Hands - Step(s) with hand(s) 0.1 each		
0.3 Hop(s) with both hands simultaneously			0.3 Hop(s) with both hands simultaneously		
> 0.5 Arms - Bent			> 0.5 Arms - Bent		
2.0 Head contact in Support (inc. arms) > 0.2 Shoulder - Angle Poor			2.0 Head contact in Support (inc. arms) > 0.2 Shoulder - Angle Poor		
 > 0.2 Shoulder - Angle Poor > 0.2 Excessive Arch 			 > 0.2 Shoulder - Angle Poor > 0.2 Excessive Arch 		
 0.2 Excessive Arch 0.3 Turn - Begun Too Early 	·		 0.2 Excessive Arch 0.3 Turn - Begun Too Early 		
 > 0.3 Legs Bent or Early Tuck (Salto Vaults) 			 > 0.3 Legs Bent or Early Tuck (Salto Vaults) 		
> 0.3 Failure to Pass through Vertical	·		> 0.3 Failure to Pass through Vertical		
> 0.5 Support - Too Long (Non-Salto)			> 0.5 Support - Too Long (Non-Salto)		
> 1.0 Angle of Repulsion (Non-Salto)			> 1.0 Angle of Repulsion (Non-Salto)		
SECOND FLIGHT PHASE			SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed			> 0.1 Legs - Crossed		
> 0.2 Legs - Separated			> 0.2 Legs - Separated		
> 0.3 Legs - Bent			> 0.3 Legs - Bent		
> 0.3 Insufficient Tuck / Pike			> 0.3 Insufficient Tuck / Pike		
> 0.3 Insufficient Stretch (excessive arch / pike)			> 0.3 Insufficient Stretch (excessive arch / pike)		
> 0.3 Pike Down of Stretch position			> 0.3 Pike Down of Stretch position		
> 0.3 Insufficient Opening (tuck/pike)			> 0.3 Insufficient Opening (tuck/pike)		
> 0.1 Salto - Under Rotation of Salto Vault			> 0.1 Salto - Under Rotation of Salto Vault		
> 0.1 Turn - Insufficient Exactness			> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)			> 0.3 Turn - Late Completion (non-saltos)		
 > 0.5 Turn - Begun Too Late > 0.2 Touch - Brush / Hit vault table 			 > 0.5 Turn - Begun Too Late > 0.2 Touch - Brush / Hit vault table 		
 > 0.2 Fouch - Brush / Hit Vault table > 0.3 Length (flight distance) 			 > 0.3 Length (flight distance) 		
> 0.5 Height (hip rise)	·		> 0.5 Height (hip rise)		
LANDING / GENERAL			LANDING / GENERAL		
> 0.1 Arms - Extra Swings			> 0.1 Arms - Extra Swings		
> 0.2 Incorrect Body Posture> 0.2 Trunk - Additional Movements	·		 > 0.2 Incorrect Body Posture > 0.2 Trunk - Additional Movements 		
 > 0.2 Trunk - Additional Movements > 0.3 Turn - Incomplete 			 > 0.2 Trunk - Additional Movements > 0.3 Turn - Incomplete 		
 > 0.3 Direction (location of mat contact) 			 > 0.3 Direction (location of mat contact) 		
0.05 Fail to HOLD landing for (1) second			0.05 Fail to HOLD landing for (1) second		
0.05 Fail to join Feet when < Hip-Width	·		0.05 Fail to join Feet when < Hip-Width		
0.1 Land Feet > Hip-Width apart			0.1 Land Feet > Hip-Width apart		
> 0.1 Slight hop, small adjustment / staggered			> 0.1 Slight hop, small adjustment / staggered		
> 0.4 Steps (0.1) Large Step / Hop (0.2)			> 0.4 Steps (0.1) Large Step / Hop (0.2)		
> 0.3 Squat on Landing			> 0.3 Squat on Landing		
> 0.3 Brush / Touch Mat (no support)			> 0.3 Brush / Touch Mat (no support)		
> 0.3 Dynamics (power / speed) 0.5 Fall (to support, against table)			 > 0.3 Dynamics (power / speed) 0.5 Fall (to support, against table) 		
<u>0.5</u> Fail (to support, against table) <u>0.5</u> Coach - Between Board-Table	·		0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing			0.5 Coach - Spot Landing		
<u>1.0</u> One Arm, No Hands, Not to Feet, Spot			<u>1.0</u> One Arm, No Hands, Not to Feet, Spot		
START VALUE			START VALUE		
	L]			L]	L
DEDUCTIONS			DEDUCTIONS		
JUDGE #1			JUDGE #1		
JUDGE #2			JUDGE #2		
CJ: Chalk on Runway, Tape on Table = 0.2	[]		CJ: Chalk on Runway, Tape on Table = 0.2		
Upauthorized Matting = 0.3			Unauthorized Matting = 0.3		
Unauthorized Matting = 0.3 Vault with No Signal = 0.5			Unauthorized Matting = 0.3 Vault with No Signal = 0.5		

		I						
ТЕАМ	Gymnast	Gymnast	ТЕАМ	Gymnast	Gymnast	ТЕАМ	Gymnast	Gymnast
	Vault #	Vault #		Vault #	Vault #		Vault #	Vault #
FIRST FLIGHT PHASE	Symbol	Symbol	FIRST FLIGHT PHASE	Symbol	Symbol	FIRST FLIGHT PHASE	Symbol	Symbol
> 0.1 Foot Form (flexed, sickled)	-,	-)	> 0.1 Foot Form (flexed, sickled)	-,		> 0.1 Foot Form (flexed, sickled)	-,	-)
> 0.1 Legs - Crossed			> 0.1 Legs - Crossed			> 0.1 Legs - Crossed		
> 0.2 Legs - Separated			> 0.2 Legs - Separated			> 0.2 Legs - Separated		
> 0.3 Legs - Bent			> 0.3 Legs - Bent			> 0.3 Legs - Bent		
> 0.3 Hips - Angle Poor			> 0.3 Hips - Angle Poor			> 0.3 Hips - Angle Poor		
> 0.2 Excessive Arch			> 0.2 Excessive Arch			> 0.2 Excessive Arch		
> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete		
REPULSION PHASE > 0.1 Hands - Staggered / Alternate			REPULSION PHASE > 0.1 Hands - Staggered / Alternate			REPULSION PHASE > 0.1 Hands - Staggered / Alternate		
 > 0.1 Hands - Staggered / Alternate > 0.2 Hands - Alternate Repulsion 			 > 0.1 Hands - Staggered / Alternate > 0.2 Hands - Alternate Repulsion 			 > 0.1 Hands - Staggered / Alternate > 0.2 Hands - Alternate Repulsion 		
 > 0.2 Hands - Attendate Repulsion > 0.3 Hands - Step(s) with hand(s) 0.1 each 			 > 0.2 Hands - Step(s) with hand(s) 0.1 each 			 > 0.3 Hands - Step(s) with hand(s) 0.1 each 		
0.3 Hop(s) with both hands simultaneously			0.3 Hop(s) with both hands simultaneously			0.3 Hop(s) with both hands simultaneously		
> 0.5 Arms - Bent			> 0.5 Arms - Bent			> 0.5 Arms - Bent		
2.0 Head contact in Support (inc. arms)			2.0 Head contact in Support (inc. arms)			2.0 Head contact in Support (inc. arms)		
> 0.2 Shoulder - Angle Poor			> 0.2 Shoulder - Angle Poor			> 0.2 Shoulder - Angle Poor		
> 0.2 Excessive Arch			> 0.2 Excessive Arch			> 0.2 Excessive Arch		
> 0.3 Turn - Begun Too Early			> 0.3 Turn - Begun Too Early			> 0.3 Turn - Begun Too Early		
> 0.3 Legs Bent or Early Tuck (Salto Vaults)			> 0.3 Legs Bent or Early Tuck (Salto Vaults)			> 0.3 Legs Bent or Early Tuck (Salto Vaults)		
> 0.3 Failure to Pass through Vertical			> 0.3 Failure to Pass through Vertical			> 0.3 Failure to Pass through Vertical		
> 0.5 Support - Too Long (Non-Salto) > 1.0 Angle of Repulsion (Non-Salto)			> 0.5 Support - Too Long (Non-Salto)			> 0.5 Support - Too Long (Non-Salto)		
> 1.0 Angle of Repulsion (Non-Salto) SECOND FLIGHT PHASE			> 1.0 Angle of Repulsion (Non-Salto) SECOND FLIGHT PHASE			> 1.0 Angle of Repulsion (Non-Salto) SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed			> 0.1 Legs - Crossed			> 0.1 Legs - Crossed		
> 0.2 Legs - Separated			> 0.2 Legs - Separated			> 0.2 Legs - Separated		
> 0.3 Legs - Bent			> 0.3 Legs - Bent			> 0.3 Legs - Bent		-
> 0.3 Insufficient Tuck / Pike			> 0.3 Insufficient Tuck / Pike			> 0.3 Insufficient Tuck / Pike		
> 0.3 Insufficient Stretch (excessive arch / pike)			> 0.3 Insufficient Stretch (excessive arch / pike)			> 0.3 Insufficient Stretch (excessive arch / pike)		
> 0.3 Pike Down of Stretch position			> 0.3 Pike Down of Stretch position			> 0.3 Pike Down of Stretch position		
> 0.3 Insufficient Opening (tuck/pike)			> 0.3 Insufficient Opening (tuck/pike)			> 0.3 Insufficient Opening (tuck/pike)		
> 0.1 Salto - Under Rotation of Salto Vault			> 0.1 Salto - Under Rotation of Salto Vault			> 0.1 Salto - Under Rotation of Salto Vault		
> 0.1 Turn - Insufficient Exactness			> 0.1 Turn - Insufficient Exactness			> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)			> 0.3 Turn - Late Completion (non-saltos)			> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun Too Late			> 0.5 Turn - Begun Too Late			> 0.5 Turn - Begun Too Late		
 > 0.2 Touch - Brush / Hit vault table > 0.3 Length (flight distance) 			> 0.2 Touch - Brush / Hit vault table> 0.3 Length (flight distance)			 > 0.2 Touch - Brush / Hit vault table > 0.3 Length (flight distance) 		
> 0.5 Height (hip rise)			> 0.5 Height (hip rise)			> 0.5 Height (hip rise)		
LANDING / GENERAL			LANDING / GENERAL			LANDING / GENERAL		
> 0.1 Arms - Extra Swings			> 0.1 Arms - Extra Swings			> 0.1 Arms - Extra Swings		
> 0.2 Incorrect Body Posture			> 0.2 Incorrect Body Posture			> 0.2 Incorrect Body Posture		
> 0.2 Trunk - Additional Movements			> 0.2 Trunk - Additional Movements			> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete		
> 0.3 Direction (location of mat contact)			> 0.3 Direction (location of mat contact)			> 0.3 Direction (location of mat contact)		
0.05 Fail to HOLD landing for (1) second			0.05 Fail to HOLD landing for (1) second			0.05 Fail to HOLD landing for (1) second		
0.05 Fail to join Feet when < Hip-Width			0.05 Fail to join Feet when < Hip-Width			0.05 Fail to join Feet when < Hip-Width		
0.1 Land Feet > Hip-Width apart			0.1 Land Feet > Hip-Width apart			0.1 Land Feet > Hip-Width apart		
> 0.1 Slight hop, small adjustment / staggered			> 0.1 Slight hop, small adjustment / staggered			> 0.1 Slight hop, small adjustment / staggered		
 > 0.4 Steps (0.1) Large Step / Hop (0.2) > 0.3 Squat on Landing 			 > 0.4 Steps (0.1) Large Step / Hop (0.2) > 0.3 Squat on Landing 			 > 0.4 Steps (0.1) Large Step / Hop (0.2) > 0.3 Squat on Landing 		
 > 0.3 Brush / Touch Mat (no support) 			 > 0.3 Brush / Touch Mat (no support) 			 > 0.3 Brush / Touch Mat (no support) 		
 > 0.3 Dynamics (power / speed) 			 > 0.3 Dynamics (power / speed) 			 > 0.3 Dynamics (power / speed) 		
0.5 Fall (to support, against table)			0.5 Fall (to support, against table)			0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table			0.5 Coach - Between Board-Table			0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing			0.5 Coach - Spot Landing			0.5 Coach - Spot Landing		
1.0 One Arm, No Hands, Not to Feet, Spot			1.0 One Arm, No Hands, Not to Feet, Spot			1.0 One Arm, No Hands, Not to Feet, Spot		
START VALUE	7]	START VALUE	7		START VALUE		
DEDUCTIONS			DEDUCTIONS			DEDUCTIONS		
JUDGE #1			JUDGE #1			JUDGE #1		
002.9E # 1	└──── ┤	┝────┤│		┝────┤				
JUDGE #2			JUDGE #2			JUDGE #2		
CJ:		L	CJ:	L		CJ:	L	L
						Chalk on Runway, Tape on Table = 0.2		
Chalk on Runway, Tape on Table = 0.2			Chalk on Runway, Tape on Table = 0.2			Chaik on Kunway, Tape on Table = 0.2		
Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3			Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3			Unauthorized Matting = 0.3		
Chalk on Runway, Tape on Table = 0.2	AVERAGE	AVERAGE		AVERAGE	AVERAGE		AVERAGE	

NCAA - BARS

BARS BARS - SR BARS				<u> </u>
Connection Values 0.1 0.2 0.2 each Composition		┛┠╌┤	NP 1	ICAA
2 - Bar Changes 0.05 Insufficient Distribution of Elements difficulty not maintained or place in same section	1			_
Group 367 + Group 367 C+C 0.05 Lack of Variety in Choice of Elements and Connections		_		3
Both with flight/turn C+C 1 - C Turn 0.1 Squat or Stoop on LB to grasp HB more than one = 0.1 each (after Fall allowed to so		_		3
w/without flight/turn C+D 0.1 Uncharacteristic Elements: squat on LB 1/2 t. on feet, HB swing LB feet w/o	circle	_	С	2
w/without flight/turn D+D 1st = C-Flight or B-Flight 0.1 Forward 3/4 Giant Circle less than 200, breaks connection				
2nd = C-Flight or D-Flight Choice of Elements: not up to competitive level				9.4
Additional Bonus C-Salto Dismount 0.1 ONE Single Bar ("D") Release Or ONE ("E") Release			AV	0.6
Same Bar "D" or Any "E" Release D / E A+ A + C = - 0.1 (UTL) Or Minimum (2) two ("D") Releases Or Minimum (2) two ("E") Elements				
B+B+C = -0.1 AND ("D") Dismount or ("C") with CV			SR	0.2
Hold Landing (1) second Exec Comp A -	SV	S.V.	+	
		5. V.	· -	
	Level: 9.4			
В-		Ded.		
	VP			
C-		J1 Sco	ore _	
	SR			
D-		J2 Sco	ore _	
Ε-	Sub:	Avera	ge _	
CV+				
		Off Av	/e	
	BONUS +			
DE+				
		Score	-	
Hold Landing (1) second Exec Comp A -	SV	S.V.	+	
	Level: 9.4			
В-		Ded.	-	
р- -	VP -	Deu.	-	
C-		11.50		
	SR -	J1 Sco	Jie -	
	SK			
		12.6		
D-		J2 Sco	ue -	
_	C. h.			
E-	Sub:	Avera	ge .	
CV+				
		Off Av	/e	
	BONUS +			
DE+.				
DE+		Score		
DE+		Score	-	

NCAA - BARS

DADO	1 1									
BARS	0.1	0.2	BARS - SR	BARS						NCA
Connection Values	0.1	0.2	0.2 each 2 - Bar Changes	Composition	Insufficient Distribution of Elements	difficulty not maintained or stars in	manation		VF	NCA
0 007 0 007			2 - Bar Changes	0.05	Insufficient Distribution of Elements	difficulty not maintained or place in sa	me section			
Group 367 + Group 367	C + C			0.05	Lack of Variety	in Choice of Elements and Connections			A	
Both with Flight or Turn	C + C		1 - C Turn	0.1	Squat or Stoop on LB to grasp HB	more than one = 0.1 each (after Fall allow		duction)	В	
with or without Flight or Turn	C + D			0.1	Uncharacteristic Elements:	squat on LB 1/2 t. on feet, HB swing LB fe	et w/o circle		С	2
with or without Flight or Turn		D + D	1st = C-Flight or B-Flight	0.1	Forward 3/4 Giant Circle	less than 20o, breaks connection				
			2nd = C-Flight or D-Flight		Choice of Elements:	not up to competitive level			SV	/ 9.4
Additional Bonus			C - Salto Dismount	0.1	ONE Single Bar ("D") Release	Or ONE ("E") Release			AV	/ 0.6
Same Bar "D" or Any "E" Release	D/E		A+A+C = -0.1	(UTL)	Or Minimum (2) two ("D") Releases	Or Minimum (2) two ("E") Elements				
			B + B + C = -0.1		AND ("D") Dismount or ("C") with CV				SF	R 0.2
					Hold Landing (1) second	Exec Comp	A SV		S.V. +	
							Level	9.4		
							В -		Ded	
								VP -		
							C -		J1 Score	
								SR -		
							D -		J2 Score	
							E -			
							L - Sub	.	Average	
							Sub	·	Average	
							0/1		Off Aug	
							CV+		Off Ave	
								NUS +	C	
							DE+		Score	
					Hold Landing (1) second	Even Como			c.v	
					Hold Landing (1) second	Exec Comp	_ A SV		S.V. +	
							Level	9.4		
							В -		Ded	
								VP		
							C -		J1 Score	
								SR -		
							D -		J2 Score	
							E -			
							Sub		Avorago	
							Sub	·	Average	
							04		04	
							CV+		Off Ave	
								NUS +	Casar	
							DE+		Score	
							A - SV		S.V. +	
					Hold Landing (1) second -	Exec - Comn -			3	
					Hold Landing (1) second	Exec Comp	-	. 0/		
					Hold Landing (1) second	Exec Comp	Level	: 9.4		
					Hold Landing (1) second	_ Exec Comp	B -		Ded	
					Hold Landing (1) second	_ Exec Comp	B -	: 9.4 VP		
					Hold Landing (1) second	_ Exec Comp	B -	VP	Ded J1 Score	
					Hold Landing (1) second	_ Exec Comp	B -			
					Hold Landing (1) second	_ Exec Comp	B -	VP SR		
					Hold Landing (1) second	_ Exec Comp	B - C -	VP SR	J1 Score	
					Hold Landing (1) second	_ Exec Comp	B - C -	VP SR	J1 Score	
					Hold Landing (1) second	_ Exec Comp	B - C - D -	VP SR	J1 Score J2 Score	
					Hold Landing (1) second	_ Exec Comp	E -	VP SR	J1 Score	
					Hold Landing (1) second	_ Exec Comp	E - Sub	VP SR :	J1 Score J2 Score Average	
					Hold Landing (1) second	_ Exec Comp	E - Sub	VP SR :	J1 Score J2 Score	
					Hold Landing (1) second	_ Exec Comp	E - Sub	VP SR : NUS +	J1 Score J2 Score Average Off Ave	
					Hold Landing (1) second	_ Exec Comp	E - Sub	VP SR : NUS +	J1 Score J2 Score Average	

NCAA - BEAM

BEAM			Beam - SR	BEAM						T	
Connection Values	0.1	0.2	0.2 each	Composition						VP	NCAA
Acro Flight - 2 elements	B acro > C**	B+D *	1 Acro Flight Series			difficulty not maintained or placed	in same see	ction		Ť	
(including mounts)	C dance > C**	C+C	* 1 - ("C") Flight	0.05		Spatially				А	3
	Dismounts**		1 Dance / Mixed Series	0.05]	Directionally				В	3
Acro Flight - 3 elements	B+B+C	B+B+D *	* 1 - ("C") Dance - On the Beam	0.05		Level Changes				С	2
Bonus (3 Acro Series) +0.1 CV		B+C+C	1 Leap / Jump			Minimum ("A") Backward Acro ele					
Dismount Must be "C" for CV		B+C+D	* 180o split	0.1		Minimum ("A") Forward/Sideward	Acro eleme	ent			9.4
Dance or Mixed	A+D	B+D*	1 Full turn			Mount / Dismount included				AV	0.6
(including mounts)	B+C	C+C	C - Aerial/Salto			Series without CV must have Additio					
Turns	A+C		Dismount	(UTL)	Not Up to Competitive Level	Additional "D/E" Acro into Dismou	nt = Not U I	L Additional "D"		SR	0.2
					Hold Landing (1) second Artistry	Exec Comp	A - B -	Time:	S.V. Ded.	-	
							C -	Level: 9.4	J1 Sci	-	
							D - E -	SR Sub:	J2 Sci		
							CV+	BONUS +	Averaç Off Av		
							DE+		Score		
					Hold Landing (1) second Artistry	Exec Comp	A -	Time:	S.V.	+ .	
							В-	sv Level: 9.4	Ded.		
							C -	VP	J1 Sc	-	
							D -	SR	J2 Sci	ore .	
							E -	Sub:	Averaç	ge .	
							CV+	BONUS +	Off Av	e	
									Score		

NCAA - BEAM

BEAM			Beam - SR	BEAM					1
Connection Values	0.1	0.2	0.2 each	Composition				VP	NCAA
Acro Flight - 2 elements	B acro > C**	B+D *	1 Acro Flight Series	0.05	Insufficient Distribution of Elements	difficulty not maintained or placed	I in same section		1
(including mounts)	C dance > C**	C+C	* 1 - (" C ") Flight	0.05	Insufficient Use of Entire Beam	Spatially		A	3
	Dismounts**		1 Dance or Mixed Series	0.05		Directionally		В	3
Acro Flight - 3 elements	B+B+C	B+B+D *	* 1 - ("C") Dance - On the Beam	0.05		Level Changes		С	2
Bonus (3 Acro Series) +0.1 CV	2.2.0	B+C+C	1 Leap / Jump	0.1	Lack of Variety in Acro	Minimum ("A") Backward Acro ele	ement		-
Dismount Must be "C" for CV		B+C+D	* 180o split	0.1		Minimum ("A") Forward/Sideward	Acro element	SV	9.4
Dance or Mixed	A+D	B+D*	1 Full turn	0.1	Choice of Acro Elements	Mount / Dismount included		AV	0.6
	B+C	C+C	C - Aerial/Salto	0.1	Acro Flight Series on the Beam	Series without CV must have Addition	anal "D" Acro or "E" Dance skill		0.0
(including mounts)	A+C	0+0		(UTL)					0.2
Turns	A+C		Dismount	(UIL)	Not Up to Competitive Level	Additional "D/E" Acro into Dismou	Int = Not UTL Additional D	SR	0.2
					Hold Landing (1) second Artistry	Exec Comp	A - Time: B - SV Level: 9.4 C - VP D - SR E - Sub:	S.V. + Ded J1 Score J2 Score Average	
							CV+ BONUS + DE+ BONUS +	Off Ave Score	
					Hold Landing (1) second Artistry	Exec Comp	A - Time:	S.V. +	
							B- SV Level: 9.4	Ded	
							C -	J1 Score	
							VP -		
							D-	J2 Score	
							SR	02 00010	
							E -		
							L -	Average	
							Sub:	Average	
							CV+	Off Ave	
							○ [*] ⁺ <u> </u>	Un Ave	
							DE+ BONUS +	Score	
					Hold Landing (1) second		A - Time:	S.V. +	
					Artistry	_ Exec Comp	B- SV	Ded	
								Ded	
							Level: 9.4		
							C -	J1 Score	
							VP		
							D -	J2 Score	
							SR		
							E -		
								Average	
							CV+ Sub:	Off Ave	
							DE+ BONUS +	Score	
L							1 1		

NCAA - FLOOR

FLOOR Connection Values	0.1	0.2	FLOOR - SR 0.2 each	FLOOR	Compostion Deductions				N	ICAA	
Acro. Indirect	B + C	B + D	(Acro Pass = 1 "C" Salto)	0.05	Insufficient Use of Floor Area	Spatial use					
(Aerials / Saltos)		C + C	2 Saltos Direct or	0.05	Insufficient Distribution of Elements	Difficulty not maintained or placed in same section			0.1	Α	3
A/	/B + A/B + C	A + A + D	2 Saltos Indirect		Lack of Variety in Acro	Minimum (" A ") Salto Backward			0.3	В	3
	A + D	A + E	Minimum 1 "C" Salto		Lack of Variety in Acro	Minimum (" A ") Salto Forward/Sideward			0.5	С	2
Acro. Direct	A + C	B+C	3 Different Saltos		Lack of Variety in Dance	Dance Bonus CV or D/E element				~	
(Aerials / Saltos)	B + B	C + C (+0.3)	1 Dance Pass			1 Dance/Acro ("E") element			S\	/ 9.4	1
(Aeriais / Sanos)	DID	A/B + D	2 Different - Group 1		Air routines must have	<u>OR</u> 2 Different ("D") elements (1) Acro				, J	•
	A + A + C	A+A+D		UTL		Dismount ("C") Salto with +0.1 CV				/ 0.6	
			One 180° Split Leap		All routines must have	<u>OR</u> Dismount ("D/E") Salto				/ 0.0	2
Dance / Mixed	B+D	C+D	Direct or Indirect	0.1	O Asso David						
(Turn + Jump = OK)	C + C	D + D	C - Last Salto Pass			1 Pass with (" D/E ") and 1 Pass with (" D/E ") OR +0.2 CV			51	R 0.2	2
Mixed Salt	alto D + A Jump		DS or E-Acro +0.1 DE		1 Acro Pass Routine	will <u>not</u> meet UTL requirement					
					Hold F	inish (1) second Artistry Exec Comp	A - B - C - D - E - CV+ DE+	Time: SV Level: 9.4 VP SR Sub: BONUS +	S.V. + Ded J1 Score J2 Score Average Off Ave Score		
					Hold F	inish (1) second Artistry Exec Comp	A - B - C - D - E - CV+ DE+	Time: SV Level: 9.4 VP SR Sub: BONUS +	S.V. + Ded J1 Score J2 Score Average Off Ave Score		

NCAA - FLOOR

FLOOR			FLOOR - SR	FLOOR	Compostion Deductions						
Connection Values	0.1	0.2	0.2 each	0.05		One follows				NCAA	
Acro. Indirect	B + C	B + D	(Acro Pass = 1 "C" Salto) 2 Saltos Direct or	0.05	Insufficient Use of Floor Area	Spatial use			0.4		
(Aerials / Saltos)		C+C		0.05		Difficulty not maintained or placed in same section			0.1	<u>A</u>	3
	A/B + A/B + C	A + A + D	2 Saltos Indirect		Lack of Variety in Acro	Minimum ("A ") Salto Backward			0.3	В	3
	A + D	A + E	Minimum 1 "C" Salto 3 Different Saltos		Lack of Variety in Acro	Minimum ("A ") Salto Forward/Sideward			0.5	С	2
Acro. Direct	A + C	B + C		0.1	Lack of Variety in Dance	Dance Bonus CV or D/E element					
(Aerials / Saltos)	B + B	C + C (+0.3)	1 Dance Pass		All routines must have	1 Dance/Acro ("E") element			5	V 9.4	
		A/B + D	2 Different - Group 1		AU (1)	OR 2 Different ("D") elements (1) Acro					
	A + A + C	A + A + D	One 180° Split Leap	UTL	All routines must have	Dismount ("C") Salto with +0.1 CV			P	V 0.6	
Dance / Mixed	B + D	C + D	Direct or Indirect	0.1		OR Dismount ("D/E") Salto					
(Turn + Jump = OK)	C + C	D + D	C - Last Salto Pass		2 Acro Pass Routine	1 Pass with ("D/E") and 1 Pass with ("D/E") OR +0.2 C	v		5	R 0.2	
Mixed	Salto D + A Jump		DS or E-Acro +0.1 DE		1 Acro Pass Routine	will <u>not</u> meet UTL requirement					
					Hold F	inish (1) second	A -	Time:	S.V. +		
						Artistry Exec Comp					
							В-	SV	Ded		
								Level: 9.4			
							C -		J1 Score)	
								VP			
							D -		J2 Score)	
								SR			
							E -				
									Average		
								Sub:			
							CV+		Off Ave.		
							25	501110			
							DE+	BONUS +	Score		
					Hold F	inish (1) second	A -	Time:	S.V. +		
						Artistry Exec Comp		O 14			
							В-	SV	Ded		
								Level: 9.4			
							C -		J1 Score	e	
								VP			
							D -		J2 Score)	
							_	SR			
							E -				
								Out	Average		
							CV+	Sub:	Off Ave.		
							Cv+	-	On Ave.		
							DE+	BONUS +	Score		
					Hold F	inich (1) cocond	A -	Time	S.V. +		
]			Hold P	inish (1) second Artistry Exec Comp	A -	Time:	5.v. +		
						Artistry Exec Comp	в-	SV	Ded		
							D	Level: 9.4	Deu.		
								Level: 3.4			
							C -		J1 Score)	
								VP	12.0		
							D -	SR	J2 Score	;	
							E -				
									Average		
								Sub:	Avoiage		
							CV+		Off Ave.	-	
								·	0		
							DE+	BONUS +	Score		
											_