TEAM	Gymnast	Gymnast		TEAM	Gymnast	Gymnast
	Vault #	Vault #			Vault #	Vault #
	Symbol	Symbol			Symbol	Symbol

FIRST FLIGHT PHASE

> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - Separated		
> 0.3 Legs - Bent		
> 0.3 Hips - Angle Poor		
> 0.2 Excessive Arch		
> 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 Excessive Arch		
> 0.3 Turn - Begun Too Early		
> 0.3 Legs Bent or Early Tuck (Salto Vaults)		
> 0.3 Failure to Pass through Vertical		
> 0.5 Support - Too Long (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 Touch - Brush / Hit vault table		
> 0.3 Length (flight distance)		
> 0.5 Height (hip rise)		

LANDING / GENERAL

> 0.1 Arms - Extra Swings		
> 0.2 Incorrect Body Posture		
> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete		
> 0.3 Direction (location of mat contact)		
0.05 Fail to HOLD landing for (1) second		
0.05 Fail to join Feet when < Hip-Width		
0.1 Land Feet > Hip-Width apart		
> 0.1 Slight hop, small adjustment / staggered		
> 0.4 Steps (0.1) Large Step / Hop (0.2)		
> 0.3 Squat on Landing		
> 0.3 Brush / Touch Mat (no support)		
> 0.3 Dynamics (power / speed)		
0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing		
1.0 One Arm, No Hands, Not to Feet, Spot		

START VALUE		
DEDUCTIONS		
JUDGE #1		
JUDGE #2		

CJ:
Chalk on Runway, Tape on Table = 0.2
Unauthorized Matting = 0.3
Vault with No Signal = 0.5

AVERAGE	AVERAGE

TEAM	Gymnast	Gymnast
	Vault #	Vault #
	Symbol	Symbol

FIRST FLIGHT PHASE

> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - Separated		
> 0.3 Legs - Bent		
> 0.3 Hips - Angle Poor		
> 0.2 Excessive Arch		
> 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 Excessive Arch		
> 0.3 Turn - Begun Too Early		
> 0.3 Legs Bent or Early Tuck (Salto Vaults)		
> 0.3 Failure to Pass through Vertical		
> 0.5 Support - Too Long (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 Touch - Brush / Hit vault table		
> 0.3 Length (flight distance)		
> 0.5 Height (hip rise)		

LANDING / GENERAL

> 0.1 Arms - Extra Swings		
> 0.2 Incorrect Body Posture		
> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete		
> 0.3 Direction (location of mat contact)		
0.05 Fail to HOLD landing for (1) second		
0.05 Fail to join Feet when < Hip-Width		
0.1 Land Feet > Hip-Width apart		
> 0.1 Slight hop, small adjustment / staggered		
> 0.4 Steps (0.1) Large Step / Hop (0.2)		
> 0.3 Squat on Landing		
> 0.3 Brush / Touch Mat (no support)		
> 0.3 Dynamics (power / speed)		
0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing		
1.0 One Arm, No Hands, Not to Feet, Spot		

START VALUE		
DEDUCTIONS		
JUDGE #1		
JUDGE #2		

CJ:
Chalk on Runway, Tape on Table = 0.2
Unauthorized Matting = 0.3
Vault with No Signal = 0.5

AVERAGE	AVERAGE

VAULT SCORESHEET - NCAA

Priscilla K. Hickey, Editor

TEAM	Gymnast	Gymnast		TEAM	Gymnast	Gymnast		TEAM	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				**REPULSION PHASE**				**REPULSION PHASE**		
> 0.1 Hands - Staggered / Alternate				> 0.1 Hands - Staggered / Alternate				> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion				> 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 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)				> 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)				> 1.0 Angle of Repulsion (Non-Salto)		
SECOND FLIGHT PHASE				**SECOND FLIGHT PHASE**				**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				> 0.2 Touch - Brush / Hit vault table				> 0.2 Touch - Brush / Hit vault table		
> 0.3 Length (flight distance)				> 0.3 Length (flight distance)				> 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)				> 0.4 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 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				**START VALUE**				**START VALUE**		
DEDUCTIONS				**DEDUCTIONS**				**DEDUCTIONS**		
JUDGE #1				**JUDGE #1**				**JUDGE #1**		
JUDGE #2				**JUDGE #2**				**JUDGE #2**		
CJ: Chalk on Runway, Tape on Table = 0.2 / Unauthorized Matting = 0.3 / Vault with No Signal = 0.5	AVERAGE	AVERAGE		**CJ:** Chalk on Runway, Tape on Table = 0.2 / Unauthorized Matting = 0.3 / Vault with No Signal = 0.5	AVERAGE	AVERAGE		**CJ:** Chalk on Runway, Tape on Table = 0.2 / Unauthorized Matting = 0.3 / Vault with No Signal = 0.5	AVERAGE	AVERAGE

BARS Connection Values		0.1	0.2	BARS - SR 0.2 each		BARS Composition			VP	NCAA
				2 - Bar Changes		0.05	Insufficient Distribution of Elements	difficulty not maintained or place in same section	A	3
Group 367 + Group 367	C+C					0.05	Lack of Variety	in Choice of Elements and Connections	B	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 squat-on no deduction)	C	2
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		
w/without flight/turn		D+D		1st = C-Flight or B-Flight		0.1	Forward 3/4 Giant Circle	less than 20o, breaks connection	SV	9.4
				2nd = C-Flight or D-Flight			Choice of Elements:	not up to competitive level	AV	0.6
Additional Bonus				C-Salto Dismount		0.1	ONE Single Bar ("D") Release	Or ONE ("E") Release		
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	SR	0.2
				B + B + C = - 0.1			AND ("D") Dismount or ("C") with CV			

Hold Landing (1) second - _____   Exec. - _____   Comp. - _____

A -
B -
C -
D -
E -
CV+ ____
DE+ ____

SV Level: **9.4**

VP - _____
SR - _____

Sub: _____

BONUS + _____

S.V. + _____
Ded. - _____
J1 Score _____
J2 Score _____
Average _____
Off Ave. - _____
Score _____

Hold Landing (1) second - _____   Exec. - _____   Comp. - _____

A -
B -
C -
D -
E -
CV+ ____
DE+ ____

SV Level: **9.4**

VP - _____
SR - _____

Sub: _____

BONUS + _____

S.V. + _____
Ded. - _____
J1 Score _____
J2 Score _____
Average _____
Off Ave. - _____
Score _____

BARS Connection Values	0.1	0.2	BARS - SR 0.2 each		BARS Composition				VP	NCAA
			2 - Bar Changes		0.05	**Insufficient Distribution of Elements**	*difficulty not maintained or place in same section*		A	3
Group 367 + Group 367	**C + C**				0.05	**Lack of Variety**	*in Choice of Elements and Connections*		B	3
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 allowed to squat-on no deduction)*		C	2
with or without Flight or Turn	**C + D**				0.1	**Uncharacteristic Elements:**	*squat on LB 1/2 t. on feet, HB swing LB feet w/o circle*			
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*		SV	9.4
			2nd = **C-Flight** *or* **D-Flight**			**Choice of Elements:**	*not up to competitive level*		AV	0.6
Additional Bonus			**C - Salto Dismount**		0.1	*ONE Single Bar ("D") Release*	*Or ONE ("E") Release*			
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*		SR	0.2
			B + B + C = - 0.1			*AND ("D") Dismount or ("C") with CV*				

Hold Landing (1) second - _____   Exec. - _____   Comp. - _____

A -	SV Level: **9.4**	S.V. + _____
B -		Ded. - _____
C -	VP - _____	J1 Score _____
D -	SR - _____	J2 Score _____
E -		
	Sub: _____	Average _____
CV+ ____		Off Ave. - _____
DE+ ____	BONUS + _____	Score _____

Hold Landing (1) second - _____   Exec. - _____   Comp. - _____

A -	SV Level: **9.4**	S.V. + _____
B -		Ded. - _____
C -	VP - _____	J1 Score _____
D -	SR - _____	J2 Score _____
E -		
	Sub: _____	Average _____
CV+ ____		Off Ave. - _____
DE+ ____	BONUS + _____	Score _____

Hold Landing (1) second - _____   Exec. - _____   Comp. - _____

A -	SV Level: **9.4**	S.V. + _____
B -		Ded. - _____
C -	VP - _____	J1 Score _____
D -	SR - _____	J2 Score _____
E -		
	Sub: _____	Average _____
CV+ ____		Off Ave. - _____
DE+ ____	BONUS + _____	Score _____

NCAA - SCORESHEET - BARS

Priscilla K. Hickey, Editor

BEAM Connection Values	0.1	0.2	Beam - SR 0.2 each	BEAM 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 in same section			
(including mounts)	C dance > C**	C+C	* 1 - ("*C*") **Flight**	0.05	**Insufficient Use of Entire Beam**	*Spatially*		A	3
	Dismounts**		*1* **Dance / Mixed Series**	0.05		*Directionally*		B	3
Acro Flight - 3 elements	B+B+C	B+B+D *	* 1 - ("*C*") *Dance - * **On the Beam**	0.05		*Level Changes*		C	2
Bonus (3 Acro Series) +0.1 CV		B+C+C	*1* **Leap / Jump**	0.1	**Lack of Variety in Acro**	*Minimum ("***A***") Backward Acro element*			
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**		**Choice of Acro Elements**	*Mount / Dismount included*		AV	0.6
(including mounts)	B+C	C+C	**C** - Aerial/Salto	0.1	**Acro Flight Series** <u>on</u> **the Beam**	*Series without CV must have* **Additional "D"** *Acro or "E" Dance skill*			
Turns	A+C		Dismount	(UTL)	*Not Up to Competitive Level*	Additional "D/E" Acro into Dismount = Not UTL Additional "D"		SR	0.2

Hold Landing (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -   Time: _____   S.V. + _____

B -   SV   Ded. - _____
                 Level: **9.4**

C -   VP - _____   J1 Score _____

D -   SR - _____   J2 Score _____

E -   Sub: _____

CV+ ____   Average _____

                     BONUS + _____   Off Ave. - _____
DE+ ____

                                       Score _____

Hold Landing (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -   Time: _____   S.V. + _____

B -   SV   Ded. - _____
                 Level: **9.4**

C -   VP - _____   J1 Score _____

D -   SR - _____   J2 Score _____

E -   Sub: _____

CV+ ____   Average _____

                     BONUS + _____   Off Ave. - _____
DE+ ____

                                       Score _____

BEAM Connection Values	0.1	0.2	Beam - SR 0.2 each	BEAM 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 in same section			
(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*		B	3
Acro Flight - 3 elements	B+B+C	**B+B+D ***	** 1 - ("C") Dance - On the Beam*	0.05		*Level Changes*		C	2
Bonus (3 Acro Series) +0.1 CV		B+C+C	*1* **Leap / Jump**	0.1	**Lack of Variety in Acro**	*Minimum ("A") Backward Acro element*		SV	**9.4**
Dismount Must be "C" for CV		B+C+D	** 180o split*	0.1		*Minimum ("A") Forward/Sideward Acro element*		AV	**0.6**
Dance or Mixed	A+D	**B+D***	*1* **Full turn**		**Choice of Acro Elements**	*Mount / Dismount included*			
(including mounts)	B+C	C+C	**C - Aerial/Salto**	0.1	**Acro Flight Series on the Beam**	*Series without CV must have* **Additional** *"D" Acro or "E" Dance skill*			
Turns	A+C		**Dismount**	(UTL)	*Not Up to Competitive Level*	Additional "D/E" Acro into Dismount = Not UTL Additional "D"		SR	0.2

Hold Landing (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -	Time: _____	S.V. + _____
B -	SV	Ded. - _____
	Level: **9.4**	J1 Score _____
C -		
	VP - _____	J2 Score _____
D -	SR - _____	
E -		Average _____
	Sub: _____	
CV+ ____		Off Ave. - _____
DE+ ____	BONUS + _____	Score _____

Hold Landing (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -	Time: _____	S.V. + _____
B -	SV	Ded. - _____
	Level: **9.4**	J1 Score _____
C -		
	VP - _____	J2 Score _____
D -	SR - _____	
E -		Average _____
	Sub: _____	
CV+ ____		Off Ave. - _____
DE+ ____	BONUS + _____	Score _____

Hold Landing (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -	Time: _____	S.V. + _____
B -	SV	Ded. - _____
	Level: **9.4**	J1 Score _____
C -		
	VP - _____	J2 Score _____
D -	SR - _____	
E -		Average _____
	Sub: _____	
CV+ ____		Off Ave. - _____
DE+ ____	BONUS + _____	Score _____

NCAA - SCORESHEET - BEAM

FLOOR Connection Values	0.1	0.2	FLOOR - SR 0.2 each	FLOOR	Composition Deductions		NCAA		
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	**A**	3
	A/B + A/B + C	A + A + D	*2 Saltos Indirect*	0.1	**Lack of Variety in Acro**	*Minimum (" A ")* **Salto Backward**	0.3	**B**	3
	A + D	A + E	*Minimum 1 "C" Salto*	0.1	**Lack of Variety in Acro**	*Minimum (" A ")* **Salto Forward/Sideward**	0.5	**C**	2
Acro. Direct	A + C	B + C	*3 Different Saltos*	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*		SV	**9.4**
		A/B + D	*2 Different - Group 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***		AV	**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 CV***		SR	**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 Finish (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -	Time: _____	S.V. + _____
B -	SV Level: **9.4**	Ded. - _____
C -	VP - _____	J1 Score _____
D -	SR - _____	J2 Score _____
E -	Sub: _____	
CV+ _____		Average _____
DE+ _____	BONUS + _____	Off Ave. - _____
		Score _____

Hold Finish (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -	Time: _____	S.V. + _____
B -	SV Level: **9.4**	Ded. - _____
C -	VP - _____	J1 Score _____
D -	SR - _____	J2 Score _____
E -	Sub: _____	
CV+ _____		Average _____
DE+ _____	BONUS + _____	Off Ave. - _____
		Score _____

FLOOR Connection Values	0.1	0.2	FLOOR - SR 0.2 each	FLOOR	Compostion Deductions				NCAA	
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	**A**	3
	A/B + A/B + C	A + A + D	2 **Saltos Indirect**	0.1	**Lack of Variety in Acro**	*Minimum ("A") Salto Backward*		0.3	**B**	3
	A + D	A + E	*Minimum 1 "C" Salto*	0.1	**Lack of Variety in Acro**	*Minimum ("A") Salto Forward/Sideward*		0.5	**C**	2
Acro. Direct	A + C	B + C	3 **Different Saltos**	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			SV	**9.4**
		A/B + D	*2 Different - Group 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*			AV	**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 CV*			SR	**0.2**
Mixed	Salto D + A Jump		*DS or E-Acro +0.1 DE*		*1 Acro Pass Routine*	*will not meet UTL requirement*				

Hold Finish (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -

B -   SV Level: **9.4**

C -

D -   VP - _____

E -   SR - _____

CV+ ____   Sub: _____

DE+ ____   BONUS + _____

Time: _____

S.V. + _____

Ded. - _____

J1 Score _____

J2 Score _____

Average _____

Off Ave. - _____

Score _____

Hold Finish (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -

B -   SV Level: **9.4**

C -

D -   VP - _____

E -   SR - _____

CV+ ____   Sub: _____

DE+ ____   BONUS + _____

Time: _____

S.V. + _____

Ded. - _____

J1 Score _____

J2 Score _____

Average _____

Off Ave. - _____

Score _____

Hold Finish (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -

B -   SV Level: **9.4**

C -

D -   VP - _____

E -   SR - _____

CV+ ____   Sub: _____

DE+ ____   BONUS + _____

Time: _____

S.V. + _____

Ded. - _____

J1 Score _____

J2 Score _____

Average _____

Off Ave. - _____

Score _____