

XCEL DIAMOND VAULT

	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	Ext/open from shape	HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landing	Posture on Landing
					<u>NOTE:Some</u>	<u>Categories</u>	<u>Are Not</u>	<u>Displayed</u>	<u>But ALL are</u>	<u>Included</u>	<u>In TOTAL</u>	<u>Deductions</u>		
					"Range"	"Range"	"Range"	"Range"	"Range"	"Range"	"Range"			
Routine 1														
Judge 1	Handspring	9	9.4	0.4	0	.15-.3	0	0	.05-.1	.05-.1	0	0.1	1	None
Judge 2	Handspring	8.7	9.4	0.7	0	0	.05-.1	0	.3-.4	.05-.1	.05-.1	0	2	BP on land.
Judge 3	Handspring	8.8	9.4	0.6	0	.05-.1	0	0	.15-.25	.05-.1	0	0	2	None
Judge 4	Handspring	8.8	9.4	0.6	0	0	0	0	.15-.25	.15-.2	.05-.1	0.1	1	None
Judge 5	Handspring	Dropped Low												
Judge 6	Handspring	8.9	9.4	0.5	0	.05-.1	0	0	.05-.1	.05-.1	.15-.2	0.05	1	None
Judge 7	Handspring	9	9.4	0.04	0	.05-.1	0	0	.05-.1	.05-.1	0	0	2	None
Judge 8	Handspring	Dropped High												
Judge 9	Handspring	8.9	9.4	0.5	0	.05-.1	0	0	.05-.1	.05-.1	0	0.05	1	None
Judge 10	Handspring	8.6	9.4	0.8	0	.15-.3	.15-.2	0	.05-.1	.05-.1	0	0.1	1	BP on land.
Judge 11	Handspring	8.9	9.4	0.5	0	.05-.1	0	0	.05-.1	.05-.1	.05-.1	0	1	None
Routine 2														
Judge 1	Somersault	Dropped High												
Judge 2	Somersault	8.15	10	1.85	0	.05-.1	.05-.1	.15-.2	.15-.25	.15-.2	.05-.1	0	3	Under Rot/BP landing/Add. Trunk Mov.
Judge 3	Somersault	8.4	10	1.6	0	0	0	.2-.25	.3-.4	.05-.1	0	0	2	Under Rot/BP landing
Judge 4	Somersault	8.2	10	1.8	.05-.1	0	0	.3 (total lack	.45-.5	.25-.3	0	0.1	2	Under Rot/BP landing
Judge 5	Somersault	8.8	10	1.2	.05-.1	.15-.3	.15-.2	.15-.2	.15-.25	.05-.1	.15-.2	0.1	2	Under Rot/BP landing
Judge 6	Somersault	Dropped Low												
Judge 7	Somersault	8.7	10	1.3	0	0	.05-.1	.15-.2	.15-.25	.05-.1	0	0	5	BP on land.
Judge 8	Somersault	8.6	10	1.4	.15-.25	.15-.3	.05-.1	.3 (total lack	.15-.25	.15-.2		0	2	BP on land.
Judge 9	Somersault	8.55	10	1.45	0	0	0	.3 (total lack	.3-.4	.15-.2	.05-.1	0	2	BP land/Add. Trunk mov./squat on land
Judge 10	Somersault	8.4	10	1.6	.15-.25	0	0	.3 (total lack	.15-.25	.15-.2	0	0.1	2	Under Rot/BP landing/Add. Trunk Mov.
Judge 11	Somersault	8.4	10	1.6	0	0	0	.3 (total lack	.3-.4	.15-.2	.05-.1	0	2	BP land/Add. Truck omv./squat on land
Routine 3														
Judge 1	Yurch. Timer	7.6	9.4	1.8	.05-.1	.15-.3	.35-.5	0	.15-.25	.25-.3	.25-.3	0.1	1	None
Judge 2	Yurch. Timer	7.4	9.4	2	0	.15-.3	.25-.3	0	.45-.5	.25-.3	.15-.2	0	1	None
Judge 3	Yurch. Timer	7.3	9.4	2.1	0	.15-.3	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None

Judge 4	Yurch. Timer	7.3	9.4	2.1	.15-.25	.15-.3	.25-.3	0	.45-.5	.25-.3	.25-.3	0.1	1	None
Judge 5	Yurch. Timer	8	9.4	1.4	.15-.25	.15-.3	.15-.2	0	.15-.25	.15-.2	.15-.2	0.05	2	BP on land.
Judge 6	Yurch. Timer	Dropped Low												
Judge 7	Yurch. Timer	Dropped High												
Judge 8	Yurch. Timer	7.3	9.4	2.1	.05-.1	.35-.5	.25-.3	0	.45-.5	.15-.2	.25-.3	0	1	BP on land.
Judge 9	Yurch. Timer	7.5	9.4	1.9	.05-.1	.15-.3	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None
Judge 10	Yurch. Timer	7.4	9.4	2	.05-.1	.35-.5	.35-.5	0	.45-.5	.25-.3	.25-.3	0.1	1	None
Judge 11	Yurch. Timer	7.5	9.4	2	.05-.1	.15-.3	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None
Routine 4														
Judge 1	Vault with LA	Dropped High												
Judge 2	Vault with LA	8.85	9.9	1.05	0	.05-.1	.05-.1	0	.3-.4	.15-.2	.05-.1	0	1	None
Judge 3	Vault with LA	Dropped Low												
Judge 4	Vault with LA	8.65	9.9	1.25	0	.15-.3	0	0	.3-.4	.15-.2	.05-.1	0.1	1	None
Judge 5	Vault with LA	9.1	9.9	0.8	.05-.1	.05-.1	.15-.2	0	.05-.1	.05-.1	.05-.1	0	1	None
Judge 6	Vault with LA	9.35	9.9	0.55	0	.05-.1	.05-.1	0	.05-.1	.05-.1		0.05	1	None
Judge 7	Vault with LA	9.4	9.9	0.5	0	0	0	0	.05-.1	.15-.2	0	0.05	1	BP on land.
Judge 8	Vault with LA	9	9.9	9	0	.15-.3	.15-.2	0	.15-.25	.05-.1	0	0	1	BP on land.
Judge 9	Vault with LA	9.2	9.9	0.7	0	.15-.3	0	0	.05-.1	.05-.1	.05-.1	0	1	None
Judge 10	Vault with LA	9	9.9	0.9	0	.15-.3	.15-.2	0	.15-.25	.15-.2	.05-.1	0.1	1	None
Judge 11	Vault with LA	9.2	9.9	0.7	0	.15-.3	0	0	.05-.1	.05-.1	.05-.1	0	1	None
Routine 5														
Judge 1	#4.102	8	9.6	1.6	.05-.1	.15-.3	.15-.2	0	.15-.25	.15-.2	.15-.2	0.1	1	None
Judge 2	#4.102	7.75	9.6	1.85	0	.15-.3	.25-.3	0	.45-.5	.15-.2	.15-.2	0	1	BP on land.
Judge 3	#4.102	8.05	9.6	1.55	.05-.1	.15-.3	.15-.2	0	.15-.25	.15-.2	.15-.2	0	1	BP on land.
Judge 4	#4.102	7.9	9.6	1.7	.15-.25	.35-.5	.05-.1	0	.45-.5	.15-.2	.15-.2	0.1	1	None
Judge 5	#4.102	8.6	9.6	1	0	.05-.1	.15-.2	0	.15-.25	.05-.1	.15-.2	0	1	BP on land.
Judge 6	#4.102	Dropped Low												
Judge 7	#4.102	Dropped High												
Judge 8	#4.102	8.2	9.6	1.4	0	.15-.3	.15-.2	0	.15-.25	.15-.2	0	0	1	None
Judge 9	#4.102	8	9.6	1.6	.05-.1	.35-.5	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None
Judge 10	#4.102	7.8	9.6	1.8	.05-.1	.35-.5	.35-.5	0	.3-.4	.25-.3	.15-.2	0.1	1	BP on land.
Judge 11	#4.102	8	9.6	1.6	0	.35-.5	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None

Diamond Bars

	Score	SV	Execution	SR#1 Clear Supp. Skill	SR#1 Min. B Cir. Skill	SR#3 2nd Diff. B Skill	SR#4 HB "A" Salto Dmt.	Rhythm	Dynamics
Routine 1									
	SV 7.9: Did not award the skill to clear support w/n 45° of vertical (-.5)								
	Did not award the first B circling skill (-.5)								
	Did not award the second B circling skill, pirouette, or release (-.5)								
	Did not award any B's (-.6)								
Judge 1	5.1	7.9	2.6	No	No	No	Yes	0.1	0.1
Judge 2	6.1	7.9	1.55	No	No	No	Yes	0.1	0.15
Judge 3	Dropped Low								
Judge 4	Dropped High								
Judge 5	5.5	7.9	2.1	No	No	No	Yes	0.1	0.2
Judge 6	5.6	7.9	2.15	No	No	No	Yes	0.05	0.1
Judge 7	5.2	7.9	2.55	No	No	No	Yes	0.05	0.1
Judge 8	NO DATA								
Judge 9	5.4	7.9	2.4	No	No	No	Yes		0.1
Judge 10	6.15	7.9	1.6	No	No	No	Yes	0.05	0.1
Judge 11	5.8	7.9	1.8	No	No	No	Yes	0.1	0.2
Routine 2									
	SV 10.0: The cast handstand pirouette satisfies both the skill to clear support SR and the second B circling skill, pirouette, or release								
Judge 1	Dropped High								
Judge 2	8.1	10	1.7	Yes	Yes	Yes	Yes	0.1	0.1
Judge 3	8	10	1.9	Yes	Yes	Yes	Yes		0.1
Judge 4	8.1	10	1.9	Yes	Yes	Yes	Yes		
Judge 5	7.9	10	2	Yes	Yes	Yes	Yes	0.05	0.05
Judge 6	8.3	10	1.65	Yes	Yes	Yes	Yes		0.05
Judge 7	Dropped Low								
Judge 8	7.6	10	2.1	Yes	Yes	Yes	Yes	0.1	0.2
Judge 9	8.1	10	1.9	Yes	Yes	Yes	Yes		
Judge 10	8.25	10	1.75	Yes	Yes	Yes	Yes		
Judge 11	8.1	10	1.8	Yes	Yes	Yes	Yes		0.1

Routine 3									
	SV 10.0: The cast handstand pirouette satisfies both the skill to clear support SR and the second B circling skill, pirouette, or release								
Judge 1	8.4	10	1.55	Yes	Yes	Yes	Yes		0.05
Judge 2	8.45	10	1.4	Yes	Yes	Yes	Yes	0.05	0.1
Judge 3	8.4	10	1.45	Yes	Yes	Yes	Yes		0.15
Judge 4	Dropped High								
Judge 5	8.3	10	1.7	Yes	Yes	Yes	Yes		
Judge 6	8.5	10	1.45	Yes	Yes	Yes	Yes		0.05
Judge 7	7.9	10	2.05	Yes	Yes	Yes	Yes		0.05
Judge 8	8.35	10	1.35	Yes	Yes	Yes	Yes	0.1	0.2
Judge 9	Dropped Low								
Judge 10	8.5	10	1.35	Yes	Yes	Yes	Yes	0.05	1
Judge 11	8.3	10	1.6	Yes	Yes	Yes	Yes		0.01
Routine 4									
	SV 9.5: Did not award the skill to clear support w/n 45° of vertical. The first clear hip came out low (no SR for angle) ("B") and bounced up, but it was still too low (not w/n 45°). The second clear hip came out low and stayed low (no SR for angle) ("B"). Neither cast and neither clear hip came w/n 45° of vertical.								
Judge 1	7.8	9.5	1.6	No	Yes	Yes	Yes		0.1
Judge 2	8.05	9.5	1.3	No	Yes	Yes	Yes	0.05	0.1
Judge 3	Dropped Low								
Judge 4	Dropped High								
Judge 5	7.55	9.5	1.75	No	Yes	Yes	Yes	0.1	0.1
Judge 6	7.8	9.5	1.55	No	Yes	Yes	Yes	0.05	0.1
Judge 7	7.55	9.5	1.85	No	Yes	Yes	Yes		0.1
Judge 8	8.1	9.5	1.2	No	Yes	Yes	Yes	0.1	0.1
Judge 9	7.5	9.5	2	No	Yes	Yes	Yes		
Judge 10	8.15	9.5	1.15	No	Yes	Yes	Yes	0.1	0.1
Judge 11	7.85	9.5	1.6	No	Yes	Yes	Yes		0.05
Routine 5									
	SV 10.0: Awarded the first cast to clear support w/n 45° of vertical (w/n 10°).								
Judge 1	9.1	10	0.7	Yes	Yes	Yes	Yes		0.1

Judge 2	NO DATA								
Judge 3	Dropped Low								
Judge 4	NO DATA								
Judge 5	9	10	1	Yes	Yes	Yes	Yes		
Judge 6	9.05	10	0.8	Yes	Yes	Yes	Yes		0.05
Judge 7	9	10	0.9	Yes	Yes	Yes	Yes		0.1
Judge 8	Dropped High								
Judge 9	8.8	10	1.2	Yes	Yes	Yes	Yes		
Judge 10	9	10	1	Yes	Yes	Yes	Yes		
Judge 11	8.9	10	1.05	Yes	Yes	Yes	Yes		0.05

XCEL DIAMOND BEAM

	Score	SV	Executio	Artistry	Postur	Footwor	Dynamic	Surenes
Routine 1								
Judge 1	7.9	10	1.85	0.1	0.1	0.05		
Judge 2	8.3	10	1.45	0.05		0.05	0.1	0.05
Judge 3	8.3	10	1.6	0.05			0.05	
Judge 4	Dropped High							
Judge 5	8.05	10	1.8	0.05			0.05	0.05
Judge 6	Dropped Low							
Routine 2								
Judge 1	7.7	10	0.95	0.1	0.05	0.1	0.1	
Judge 2	7.85	10	1.8	0.05		0.05	0.15	
Judge 3	8.3	10	1.65					0.05
Judge 4	8.05	10	1.5	0.15	0.05	0.1	0.1	
Judge 5	Dropped High							
Judge 6	Dropped Low							
Routine 3								
Judge 1	9.75	10	0.25					
Judge 2	9.4	10	0.5				0.1	
Judge 3	Dropped High	10	0.25					
Judge 4	9.6	10	0.4					
Judge 5	9.7	10	0.3					
Judge 6	Dropped Low							
Routine 4								
	SV 9.5: (-.5) Did not award the sissone + sissone dance series (extra step in between) Did not award the beat jump + wolf jump dance series (straighten and plié in between skills)							
	Awarded the cartwheel + round off acro series; the kick in between the skills was right at 45°, not above							
Judge 1	8.2	9.5	1	0.1	0.05	0.05	0.1	

Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	8.1	9.5	1.2	0.1	0.1			
Judge 5	8.2	9.5	1.1	0.1	0.05		0.05	
Judge 6	8.1	9.5	0.85	0.2	0.1	0.05	0.1	0.1
Routine 5								
	SV 9.5: (-.5) Did not award the cartwheel + round off acro series; the kick in between the skills was above 45°, breaking the series.							
Judge 1	8.65	9.5	0.85			0.05		
Judge 2	8.7	9.5	0.7				0.05	0.05
Judge 3	8.85	9.5	0.6	0.05				
Judge 4	Dropped High							
Judge 5	8.5	9.5	0.9	0.05			0.05	
Judge 6	Dropped Low							

Diamond Floor

	Score	Start	Execution	Artistry	Footwork	Posture	Rhythm/ Music	Dynamics
		Value						
NOTE: FIRST ROUTINE WAS A "0" AS A WALK-ON/WALK-OFF, SO NO SCORE ON #1								
Routine 2								
Judge 1	Dropped Low							
Judge 2	9.4	10	0.6	0	0	0	0	0
Judge 3	9.3	10	0.65	0	0.05	0	0	0
Judge 4	Dropped High							
Judge 5	9.35	10	5.5	0.1	0	0	0	0
Judge 6	9.6	10	0.4	0	0	0	0	0
Judge 7	9.3	10	0.5	0.1	0.05	0.05	0	0.1
Judge 8	9.5	10	4	0	0.05	0.05	0	0
Judge 9	9.4	10	0.6	0	0	0	0	0
Routine 3								
SV 9.5: Did not award the tour jeté half turn (<130°) + wolf jump dance series (-.5)								
Judge 1	8.5	9.5	0.9	0.1	0.1	0	0.05	0.05
Judge 2	8.8	9.5	0.65	0	0.05	0	0	0
Judge 3	Dropped Low							
Judge 4	8.3	9.5	0.75	0.15	0.05	0.05	0	0
Judge 5	8.35	9.5	9	0.25	0.05	0	0.05	0.1
Judge 6	8.85	9.5	0.5	0.05	0.1	0	0	0
Judge 7	Dropped High							
Judge 8	8.45	9.5	0.55	0.15	0.1	0.05	0.1	0.05
Judge 9	8.2	9.5	0.9	0.2	0.2	0	0	0
Routine 4								
Judge 1	9.1	10	0.8	0.1	0.05	0	0	0.1
Judge 2	Dropped High							
Judge 3	9.2	10	0.65	0.05	0.05	0	0	0.05
Judge 4	9.15	10	0.7	0	0	0.05	0	0.1
Judge 5	8.95	10	9	0.15	0	0.05	0	0.1
Judge 6	9.25	10	0.65	0.05	0	0	0.05	0

Judge 7	9.2	10	0.6	0.1	0	0	0	0
Judge 8	Dropped Low							
Judge 9	9.35	10	0.6	0.05	0	0	0	0
Routine 5								
Judge 1	8.55	10	1.3	0.15	0.1	0	0	0.1
Judge 2	8.8	10	1.1	0	0.1	0	0	0
Judge 3	8.9	10	0.9	0	0.1	0	0	0.05
Judge 4	9.05	10	0.85	0	0.05	0	0	0.05
Judge 5	Dropped High							
Judge 6	9.15	10	0.85	0	0	0	0	0
Judge 7	Dropped Low							
Judge 8	8.6	10	0.95	0.15	0.1	0.1	0	0.1
Judge 9	8.8	10	0.9	0.2	0.1	0	0	0
Routine 6								
Judge 1	no data							
Judge 2	9.5	10	0.5	0	0	0	0	0
Judge 3	9.3	10	0.6	0.05	0.05	0	0	0
Judge 4	Dropped High							
Judge 5	9.55	10	0.45	0	0	0	0	0
Judge 6	9.55	10	0.4	0	0.05	0	0	0
Judge 7	9.5	10	0.3	0.1	0	0	0	0.1
Judge 8	no data							
Judge 9	Dropped Low							