

XCEL BRONZE VAULT

	Vault Performed	Final Score	SV	Total Deductions	(#1A) Height	(#1A) Dynamics	(#1B) Pre Flight Body
	NOTE: Some	Categories	Are Not	Displayed	But ALL are	in TOTAL	Deductions!
Routine 1							
Judge 1	#1 A/B	7.55	9	1.45	.15-3	0.05 - .1	.05-.1
Judge 2	#1 A/B	Dropped Low					
Judge 3	#1 A/B	7	9	2	.15-3	.15 - .3	.05-.1
Judge 4	#1 A/B	7	9	2	.35-.45	.15 - .3	.05-.1
Judge 5	#1 A/B	7.3	9	1.7	.35-.45	.15 - .3	.05-.1
Judge 6	#1 A/B	7.2	9	1.8	.35-.45	.15 - .3	.05-.2
Judge 7	#1 A/B	7.6	9	1.4	.15-3	.15 - .3	.15-.3
Judge 8	#1 A/B	Dropped High					
Routine 2							
Judge 1	#2	9.4	10	0.6	0 - .1	0	None
Judge 2	#2	9.5	10	0.5	0 - .1	0	None
Judge 3	#2	9.3	10	0.7	0 - .1	0	None
Judge 4	#2	Dropped Low					
Judge 5	#2	9.65	10	0.35	0 - .1	0	None
Judge 6	#2	9.65	10	0.35	0 - .1	0	None
Judge 7	#2	9.6	10	0.4	0 - .1	0	None
Judge 8	#2	Dropped High					
Routine 3							
Judge 1	#2	Dropped High					
Judge 2	#2	8.75	10	1.25	0 - .1	0	None
Judge 3	#2	8.7	10	1.3	0 - .1	0	None
Judge 4	#2	Dropped Low					
Judge 5	#2	8.9	10	1.1	0 - .1	0	None
Judge 6	#2	8.85	10	1.15	0 - .1	0	None
Judge 7	#2	9	10	1	0 - .1	0	None
Judge 8	#2	9	10	1	0 - .1	0	None

Routine 4								
Judge 1	#2	8.1	10	1.9	0 - .1	0	None	
Judge 2	#2	Dropped Low						
Judge 3	#2	8.1	10	1.9	0 - .1	0	None	
Judge 4	#2	8	10	2	0 - .1	0	None	
Judge 5	#2	8.2	10	1.8	0 - .1	0	None	
Judge 6	#2	8.25	10	1.75	0 - .1	0	None	
Judge 7	#2	8.7	10	1.3	0 - .1	0	None	
Judge 8	#2	Dropped High						
Routine 5								
Judge 1	#1 A/B	3.6	4.5	0.9	0 - .1		.05-.1	
Judge 2	#1 A/B	3.75	4.5	0.75	0 - .1	0	Legs separat	
Judge 3	#1 A/B	3.5	4.5	1	0 - .1	0	.05-.1	
Judge 4	#1 A/B	Dropped Low		4.5	1.35	.35-.45	.15 - .3	Legs separat
Judge 5	#1 A/B	Dropped High						
Judge 6	#1 A/B	3.15						
Judge 7	#1 A/B	3.65	4.5	0.85	0 - .1	0	None	
Judge 8	#1 A/B	3.65	4.5	0.85	0 - .1		Legs separat	

(#1B) Alignment	(#1B) Landing	(V#2)Pre Flight Body	(V#2) Support Body	(V#2) Arms	(V#2) Shoulder alignmen	(V#2) Arrive past Vertical	(V#2) Dynamics
Arch .05-1	0	None	None	0	0	0	0
.05-1	.05-5	.05-1	.05-1	0	0	0	.15-2
.05-1	.05-5	None	None	0	0	0	0
.15-3	.05-5	None	None	0	0	0	0
.1-25	.05-5	None	None	0	0	0	0
.05-15	.05-5	None	None	0	0	0	0
None	0	.05-1	.05-1	0	0	.05-2	.05-1
None	0	.15-25	.05-1	0	0	.05-2	.05-1
None	0	.15-25	.05-1	0	0	.05-2	.05-1
None	0	.05-1	None	0	.05-1	.05-2	.05-1
None	0	.05-1	.05-1	0	.05-1	.05-2	.05-1
None	0	None	.05-1	0	.05-1	.05-2	0
None	0	.15-25	.15-25	0	.15-2	.5-1.0	.05-1
None	0	.3-5	.15-25	.2-25	.15-2	.05-2	.15-2
None	0	.15-25	.3-5	.05-15	.15-2	.05-2	.15-2
None	0	.3-5	.05-1	.05-15	.05-1	0	.15-2
None	0	.05-1	.15-25	.2-25	0	.25-45	.15-2
None	0	None	.15-25	0	.15-2	.25-45	.15-2

None	0	.15-.25	.3-.5	0	.05-.1	.5-1.0	.15-.2
None	0	.15-.25	.05-.1	0	0	.25-.45	.25-.3
None	0	.15-.25	.15-.3	0	.05-.1	.5-1.0	.25-.3
None	0	.15-.3	.15-.3	.05-.15	.15-.2	.05-.2	.15-.2
None	0	.3-.5	.15-.3	.05-.15	.05-.1	.05-.2	.25-.3
None	0	None	.15-.3	.05-.15	.05-.1	.05-.2	.15-.2
.1-.25	.05-.5	None	None	0	0	0	0
None	0	None	None	0	0	0	0
.05-.1	.05-.5	None	None	0	0	0	0
.25 - .5	.05-.5	None	None	0	0	0	0
.15-.3	0	None	None	0	0	0	0
.15-.3	0	None	None	0	0	0	0

Bronze Bars

	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhyth	Dynamic
				LB Mount	Cast	Circle Skill	LB Dsmt.		
Routine 1									
Judge 1	2	10	0.5	Yes	Yes	Yes	Yes	0.05	0.05
Judge 2	Dropped High								
Judge 3	9.45	10	0.55	Yes	Yes	Yes	Yes	0	0
Judge 4	9.3	10	0.7	Yes	Yes	Yes	Yes	0	0
Judge 5	9.25	10	0.75	Yes	Yes	Yes	Yes	0	0
Judge 6	9.35	10	0.65	Yes	Yes	Yes	Yes	0	0
Judge 7	no data	no data	no data	no data	no data	no data	no data	no data	no data
Judge 8	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
Judge 9	Dropped Low								
Judge 10	9.4	10	0.6	Yes	Yes	Yes	Yes	0	0
Judge 11	no data	no data	no data	no data	no data	no data	no data	no data	no data
Routine 2									
Judge 1	Dropped High								
Judge 2	8.9	10	0.9	Yes	Yes	Yes	Yes	0.05	0.15
Judge 3	8.95	10	0.9	Yes	Yes	Yes	Yes	0.1	0.05
Judge 4	8.8	10	1.1	Yes	Yes	Yes	Yes	0.1	0
Judge 5	8.8	10	1.2	Yes	Yes	Yes	Yes	0.05	0.05
Judge 6	8.35	10	1.65	Yes	Yes	Yes	Yes	0.05	0.1
Judge 7	8.9	10	0.85	Yes	Yes	Yes	Yes	0.1	0.15
Judge 8	8.75	10	1.25	Yes	Yes	Yes	Yes	0	0
Judge 9	8.7	10	1.2	Yes	Yes	Yes	Yes	0	0.1
Judge 10	9.2	10	0.75	Yes	Yes	Yes	Yes	0.05	0
Judge 11	Dropped Low								
Routine 3									
Judge 1	Dropped High								
Judge 2	9.05	10	0.75	Yes	Yes	Yes	Yes	0.1	0.15
Judge 3	8.8	10	1	Yes	Yes	Yes	Yes	0.1	0.1
Judge 4	8.7	10	1.2	Yes	Yes	Yes	Yes	0.1	0

Judge 5	8.6	10	1.4	Yes	Yes	Yes	Yes	0.1	0.1
Judge 6	8.7	10	1.3	Yes	Yes	Yes	Yes	0.05	0.1
Judge 7	9	10	0.75	Yes	Yes	Yes	Yes	0.05	0.15
Judge 8	8.9	10	1.1	Yes	Yes	Yes	Yes	0	0
Judge 9	Dropped Low								
Judge 10	9.1	10	0.7	Yes	Yes	Yes	Yes	0.1	0.1
Judge 11	8.8	10	0.9	Yes	Yes	Yes	Yes	0.05	0.05
Routine 4									
Judge 1	Dropped High								
Judge 2	9.2	10	0.65	Yes	Yes	Yes	Yes	0.05	0.1
Judge 3	9	10	0.9	Yes	Yes	Yes	Yes	0.05	0.05
Judge 4	8.9	10	1	Yes	Yes	Yes	Yes	0.1	0
Judge 5	Dropped Low								
Judge 6	9	10	1	Yes	Yes	Yes	Yes	0	0
Judge 7	9.35	10	0.5	Yes	Yes	Yes	Yes	0.05	0.1
Judge 8	8.9	10	1.1	Yes	Yes	Yes	Yes	0	0
Judge 9	8.8	10	1.1	Yes	Yes	Yes	Yes	0	0.1
Judge 10	9.15	10	0.75	Yes	Yes	Yes	Yes	0.05	0.05
Judge 11	8.85	10	1	Yes	Yes	Yes	Yes	0.1	0.05
Routine 5									
Judge 1	8.9	10	1	Yes	Yes	Yes	Yes	0.05	0.05
Judge 2	Dropped High								
Judge 3	8.9	10	1	Yes	Yes	Yes	Yes	0.05	0.05
Judge 4	9	10	1	Yes	Yes	Yes	Yes	0	0
Judge 5	8.45	10	1.55	Yes	Yes	Yes	Yes	0	0.05
Judge 6	8.4	10	1.6	Yes	Yes	Yes	Yes	0.1	0.15
Judge 7	no data	no data	no data	no data	no data	no data	no data	no data	no data
Judge 8	8.55	10	1.45	Yes	Yes	Yes	Yes	0	0
Judge 9	Dropped Low								
Judge 10	8.55	10	1.4	Yes	Yes	Yes	Yes	0.05	0
Judge 11	8.5	10	1.3	Yes	Yes	Yes	Yes	0.1	0.1

XCEL BRONZE BEAM

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
Routine 1								
Judge 1	8.85	10	0.7	0.15	0.1	0.1	0.1	
Judge 2	9.05	10	0.65	0.15			0.15	
Judge 3	Dropped High							
Judge 4	Dropped Low							
Judge 5	8.9	10	0.9	0.05	0.05	0.05	0.05	
Judge 6	9	10	0.5	0.15	0.1	0.15	0.1	
Judge 7	8.9	10	0.8	0.15	0.05	0.1		
Routine 2								
Judge 1	Dropped Low							
Judge 2	8.45	10	1.2	0.15		0.05	0.15	
Judge 3	8.4	10	1.3	0.15		0.1	0.05	
Judge 4	8	10	1.3	0.25	0.15	0.15	0.15	
Judge 5	8.7	10	1.1	0.1	0.05		0.05	
Judge 6	Dropped High							
Judge 7	8.15	10	1.35	0.25	0.05	0.1	0.1	
Routine 3								
Judge 1	Dropped Low							
Judge 2	9.05	10	0.65	0.15			0.15	
Judge 3	Dropped High							
Judge 4	9.2	10	0.55	0.05	0.05	0.05	0.1	
Judge 5	9	10	0.7	0.1	0.05	0.05		
Judge 6	9.3	10	0.35	0.15	0.1	0.05	0.05	
Judge 7	9.3	10	0.5	0.1			0.05	
Routine 4								
Judge 1	9.2	10	0.5	0.1	0.05	0.05	0.1	
Judge 2	Dropped Low							

Judge 3	Dropped High							
Judge 4	NO	DATA						
Judge 5	9	10	0.85	0.05	0.05		0.05	
Judge 6	9.2	10	0.4	0.15	0.05	0.05	0.15	
Judge 7	9.05	10	0.65	0.1	0.05	0.05	0.1	
Routine 5								
Judge 1	Dropped Low							
Judge 2	8.05	10	1.5	0.2	0.05		0.2	
Judge 3	8.3	10	1.3	0.15	0.1	0.1	0.05	
Judge 4	8.1	10	1.2	0.3	0.2	0.15	0.05	
Judge 5	8.45	10	1.3	0.1	0.05	0.05	0.05	
Judge 6	Dropped High							
Judge 7	8.25	10	0.85	0.2	0.05	0.05	0.1	

BRONZE FLOOR

	Score	Start	Execution	Artistry	Footwork	Posture	Rhythm/ Music	Dynamic
Routine 1		Value						
SV 9.0: (-.5) Did not award the handstand forward roll (step) to cartwheel acro series								
(-.5) Cannot award the second isolated cartwheel (same entry/exit since both cartwheels are isolated)								
Judge 1	7.5	9	0.95	0.15	0.1	0.1	0.1	0.1
Judge 2	7.2	9	1.45	0.15	0.1		0.2	0.1
Judge 3	Dropped High	9						
Judge 4	7.2	9	1.45	0.2	0.1		0.1	
Judge 5	7.25	9	1.2	0.15	0.15	0.15		0.1
Judge 6	7.3	9	1.3	0.2	0.2			
Judge 7	7.5	9	1.1	0.2	0.2			
Judge 8	7.05	9	1.25	0.2	0.1	0.1	0.2	0.1
Judge 9	Dropped Low							
Routine 2								
Judge 1	8.55	10	0.9	0.1	0.1	0.15	0.15	0.05
Judge 2	8.5	10	1.35	0.15	0.1	0.1	0.05	
Judge 3	Dropped High							
Judge 4	8.45	10	1.25	0.1	0.1		0.1	
Judge 5	8.7	10	0.85	0.1	0.1	0.15		0.1
Judge 6	Dropped Low							
Judge 7	8.65	10	1	0.15	0.2			
Judge 8	8.35	10	1.1	0.1	0.1	0.1	0.2	0.05
Judge 9	8.15	10	1.1	0.15	0.15	0.15	0.1	0.1
Routine 3								
SV 9.0: (-.5) Did not award the round off backward roll acro series								
(-.5) Incomplete half-turn, did not award SR credit								
Judge 1	7.7	9	0.8	0.1	0.05	0.15	0.1	0.1
Judge 2	Dropped High							
Judge 3	8	9	0.75	0.1	0.05			0.1
Judge 4	7.9	9	1.05	0.05	0.05			

Judge 5	8	9	0.7	0.05	0.05		0.1	0.1
Judge 6	7.8	9	0.65	0.2	0.2			0.05
Judge 7	7.7	9	0.95	0.3	0.1			
Judge 8	7.4	9	1.2	0.15	0.05	0.05	0.1	0.05
Judge 9	Dropped Low							
Routine 4								
Judge 1	9.1	10	0.7	0.05	0.05	0.1		0.05
Judge 2	9.3	10	0.65	0.05	0.05	0.05	0.05	
Judge 3	9.3	10	0.6	0.05	0.05	0.05		
Judge 4	Dropped High							
Judge 5	9.2	10	0.7	0.05	0.05	0.05		
Judge 6	9	10	0.8	0.1	0.1			
Judge 7	9.3	10	0.55	0.15	0.05			
Judge 8	Dropped Low							
Judge 9	9.2	10	0.6		0.05	0.1		0.05
Routine 5								
Judge 1	8.4	10	1	0.05	0.1	0.15	0.15	0.05
Judge 2	8.4	10	1.6	0.05	0.1	0.05	0.05	0.05
Judge 3	8.8	10	0.7	0.05	0.1	0.1	0.1	
Judge 4	8.3	10	1.3	0.05	0.15		0.1	
Judge 5	8.6	10	0.85	0.2	0.2	0.2		
Judge 6	8.3	10	1.3	0.2	0.2			
Judge 7	Dropped High							
Judge 8	Dropped Low							
Judge 9	8.2	10	1.1	0.15	0.1	0.15	0.3	

XCEL SILVER VAULT

	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Post Flight BP Highlight	Landing Steps & Posture	Dynamics - asked for range
	<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>
				"Range"	"Range"		"Range"
	<u>*ONLY THE</u>	<u>FIRST FOUR</u>	<u>VAULTS</u>	<u>WERE</u>	<u>SCORED</u>	<u>DUE TO</u>	<u>VIDEO</u>
Routine 1							
Judge 1	9.25	10	0.75	0	0	1	.15-.25
Judge 2		No Data	entered				
Judge 3	8.9	10	1.1	.15-.25	.05-.1	1	.15-.25
Judge 4	8.7	10	1.3	0	.05-.1	1	.15-.25
Judge 5	9.2	10	0.8	0	.05-.1	2	.05-.1
Judge 6	Dropped High						
Judge 7	9.05	10	0.95	0	.15-.2	1	.15-.25
Judge 8	Dropped Low						
Judge 9	8.8	10	1.2	0	0	1	.05-.1
Routine 2							
Judge 1	9.25	10	0.75	0	0	3	.05-.1
Judge 2	Dropped Low						
Judge 3	9.05	10	0.95	0	.05-.1	3	.05-.1
Judge 4	9.1	10	0.9	0	0	3	.15-.25
Judge 5	9.1	10	0.9	0	.05-.1	3	.15-.25
Judge 6	Dropped High						
Judge 7	9.25	10	0.75	0	.15-.2	2	.05-.1
Judge 8	8.9	10	1.1	.05-.1	.05-.1	3	.05-.1
Judge 9	8.7	10	1.3	0	.05-.1	2	.05-.1
Routine 3							
Judge 1	9.45	10	0.55	0	0	2	.05-.1
Judge 2	9.15	10	0.85	.05-.1	.05-.1	1	.05-.1
Judge 3	9.1	10	0.9	0	.05-.1	1	.15-.25
Judge 4	9.15	10	0.85	0	0	1	0.3

Judge 5	Dropped High						
Judge 6	9.25	10	0.75	.05-.1	.15-.2	1	.05-.1
Judge 7	8.9	10	1.1	0	.05-.1	1	.05-.1
Judge 8	Dropped Low						
Judge 9	8.85	10	1.15	0	.05-.1	1	.05-.1
Routine 4							
Judge 1	8.65	10	1.35	.15-.25	.05-.1	2	.15-.25
Judge 2	8.45	10	1.55	.15-.25	.15-.2	2	.15-.25
Judge 3	8.2	10	1.8	.3-.4	.25-.3	1	.15-.25
Judge 4	8.2	10	1.8	.05-.1	.15-.2	1	0.3
Judge 5	8.2	10	1.8	.15-.25	.25-.3	3	0.3
Judge 6	Dropped High						
Judge 7	8.2	10	1.8	.3-.4	.25-.3	1	.15-.25
Judge 8	8.3	10	1.7	.15-.25	.25-.3	2	.15-.25
Judge 9	Dropped Low						

Silver Bars

	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhythm	Dynamic
				Mount	45° cast	360° circle	Dismount		
Routine 1									
Judge 1	9.75	10	0.25	Yes	Yes	Yes	Yes	0	0
Judge 2	Dropped High								
Judge 3	9.8	10	0.2	Yes	Yes	Yes	Yes	0	0
Judge 4	9.6	10	0.4	Yes	Yes	Yes	Yes	0	0
Judge 5	9.55	10	0.45	Yes	Yes	Yes	Yes	0	0
Judge 6	9.4	10	0.6	Yes	Yes	Yes	Yes	0	0
Judge 7	9.4	10	0.6	Yes	Yes	Yes	Yes	0	0
Judge 8	9.45	10	0.45	Yes	Yes	Yes	Yes	0.05	0.05
Judge 9	Dropped Low								
Judge 10	9.5	10	0.5	Yes	Yes	Yes	Yes	0	0
Judge 11	9.55	10	0.45	Yes	Yes	Yes	Yes	0	0
Routine 2									
Judge 1	Dropped High								
Judge 2	9.35	10	0.45	Yes	Yes	Yes	Yes	0.05	0.15
Judge 3	9.5	10	0.45	Yes	Yes	Yes	Yes	0.05	0
Judge 4	9.5	10	0.4	Yes	Yes	Yes	Yes	0.1	0
Judge 5	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
Judge 6	9.25	10	0.7	Yes	Yes	Yes	Yes	0.05	0
Judge 7	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
Judge 8	9.1	10	0.7	Yes	Yes	Yes	Yes	0.1	0.1
Judge 9	Dropped Low								
Judge 10	9.5	10	0.45	Yes	Yes	Yes	Yes	0.05	0
Judge 11	9.45	10	0.55	Yes	Yes	Yes	Yes	0	0
Routine 3									
SV 9.4: Did not award SR (-.5) or VP (-.1) credit for the mount since it was spotted									
Judge 1	Dropped High								
Judge 2	7.1	9.4	2	No	Yes	Yes	Yes	0.1	0.2
Judge 3	7.05	9.4	2.05	No	Yes	Yes	Yes	0.1	0.2
Judge 4	7.4	9.4	2	No	Yes	Yes	Yes	0	0

Judge 5	6.6	9.4	2.7	No	Yes	Yes	Yes	0.05	0.05
Judge 6	7.1	9.4	2.1	No	Yes	Yes	Yes	0.05	0.15
Judge 7	7.3	9.4	2.1	No	Yes	Yes	Yes	0	0
Judge 8	Dropped Low								
Judge 9	6.7	9.4	2.6	No	Yes	Yes	Yes	0	0.1
Judge 10	7.2	9.4	2	No	Yes	Yes	Yes	0.1	0.1
Judge 11	7.5	9.4	1.8	No	Yes	Yes	Yes	0.1	0
Routine 4									
SV 8.7: Restricted salto dismount (-.5)									
Did not award SR (-.5) for dismount									
No dismount (-.3)									
Judge 1	Dropped High								
Judge 2	8.3	8.7	0.35	Yes	Yes	Yes	No	0	0.05
Judge 3	8.1	8.7	0.55	Yes	Yes	Yes	No	0	0.05
Judge 4	7.6	8.7	1.1	Yes	Yes	Yes	No	0	0
Judge 5	7.6	8.7	1	Yes	Yes	Yes	No	0.05	0.05
Judge 6	7.9	8.7	0.75	Yes	Yes	Yes	No	0	0.05
Judge 7	8	8.7	0.7	Yes	Yes	Yes	No	0	0
Judge 8	7.5	8.7	1	Yes	Yes	Yes	No	0.1	0.1
Judge 9	7.7	8.7	1	Yes	Yes	Yes	No	0	0
Judge 10	Dropped Low								
Judge 11	7.6	8.7	1.1	Yes	Yes	Yes	No	0	0
Routine 5									
Judge 1	Dropped High								
Judge 2	9.45	10	0.4	Yes	Yes	Yes	Yes	0.05	0.1
Judge 3	9.25	10	0.65	Yes	Yes	Yes	Yes	0.05	0.05
Judge 4	Dropped Low								
Judge 5	9.25	10	0.75	Yes	Yes	Yes	Yes	0	0
Judge 6	9.2	10	0.7	Yes	Yes	Yes	Yes	0.05	0.05
Judge 7	9.55	10	0.4	Yes	Yes	Yes	Yes	0	0.05
Judge 8	9.35	10	0.5	Yes	Yes	Yes	Yes	0.1	0.05
Judge 9	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
Judge 10	9.2	10	0.65	Yes	Yes	Yes	Yes	0.05	0.1
Judge 11	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0

XCEL SILVER BEAM

	Score	SV	Executio	Artistry	Posture	Footwor	Dynamics	Surenes
Routine 1								
	SV 10.0: Awarded handstand within 45° of vertical							
Judge 1	Dropped Low							
Judge 2	8.15	10	1.4	0.1		0.05	0.15	0.15
Judge 3	Dropped High							
Judge 4	8.7	10	1.05	0.05	0.05	0.05	0.05	0.05
Judge 5	8.5	10	1	0.05	0.1	0.15	0.1	0.1
Judge 6	8.45	10	0.7	0.2	0.2	0.2	0.15	0.1
Judge 7	8.35	10	1.25	0.2	0.1	0.05		0.05
Routine 2								
Judge 1	9.7	10	0.3					
Judge 2	9.55	10	0.4				0.05	
Judge 3	Dropped High							
Judge 4	9.7	10	0.3					
Judge 5	9.65	10	0.35					
Judge 6	9.6	10	0.3	0.05	0.05			
Judge 7	Dropped Low							
Routine 3								
Judge 1	8.8	10	0.75	0.2	0.1	0.1	0.05	
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	8.8	10	0.7	0.2	0.1	0.1	0.1	
Judge 5	8.8	10	0.7	0.2	0.1	0.1	0.1	
Judge 6	8.95	10	0.55	0.15	0.05	0.1	0.1	0.1
Judge 7	9.25	10	0.65		0.05	0.05		
Routine 4								
Judge 1	9.2	10	0.55			0.05	0.1	0.1
Judge 2	8.9	10	0.75	0.05			0.15	0.15
Judge 3	Dropped High							

Judge 4	9.05	10	0.85	0.05			0.05	
Judge 5	9.15	10	0.7	0.05			0.05	0.05
Judge 6	8.95	10	0.6	0.15	0.1	0.05	0.1	0.05
Judge 7	Dropped Low	10	0.95	0.05		0.1		
Routine 5								
Judge 1	9	10	0.5	0.05	0.05	0.1	0.1	0.1
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	9.2	10	0.7	0.05			0.05	
Judge 5	9.4	10	0.4	0.05		0.05	0.05	0.05
Judge 6	9.5	10	0.25	0.1	0.05	0.05		0.05
Judge 7	9.3	10	0.55	0.05		0.05		0.05

Silver Floor

	Score	Start	Execution	Artistry	Footwork	Posture	Rhythm/ Music	Dynamics
Routine 1		Value						
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 2								
SV 10.0: Awarded second acro flight skill								
Judge 1	9	10	0.9	0.1	0.1	0	0.05	0.05
Judge 2	9.3	10	0.65	0	0.05	0	0	0
Judge 3	Dropped Low							
Judge 4	8.8	10	0.75	0.15	0.05	0.05	0	0
Judge 5	8.85	10	9	0.25	0.05	0	0.05	0.1
Judge 6	9.35	10	0.5	0.05	0.1	0	0	0
Judge 7	Dropped High							
Judge 8	8.95	10	0.55	0.15	0.1	0.05	0.1	0.05
Judge 9	8.7	10	0.9	0.2	0.2	0	0	0
Routine 3								
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 4								
SV 9.0: Restricted salto dismount (-.5) (max 1 salto or aerial)								
Did not award SR (-.5) for the second acro pass								
Do not take "no dismount" (-.3) on floor								
Judge 1	Dropped Low							
Judge 2	7.8	9	1.1	0	0.1	0	0	0
Judge 3	7.9	9	0.9	0	0.1	0	0	0.05
Judge 4	8.05	9	0.85	0	0.05	0	0	0.05
Judge 5	Dropped High							
Judge 6	8.15	9	0.85	0	0	0	0	0
Judge 7	7.5	9	1	0.15	0.05	0.05	0.05	0.1
Judge 8	7.6	9	0.95	0.15	0.1	0.1	0	0.1
Judge 9	7.8	9	0.9	0.2	0.1	0	0	0
Routine 5								
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							

XCEL GOLD VAULT

	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support
					NOTE:Some	Categories	Are Not
						"Range"	"Range"
Routine 1							
Judge 1	Handspring	8.25	10	1.75	0	.15-.3	.05-.1
Judge 2	Handspring	8.5	10	1.5	0	.15-.3	.05-.1
Judge 3	Handspring	Dropped Low					
Judge 4	Handspring	Dropped High					
Judge 5	Handspring	8.4	10	1.6	.15-.25	.15-.3	.25-.3
Judge 6	Handspring	8.5	10	1.5	0	.15-.3	.05-.1
Judge 7	Handspring	8.7	10	1.3	0	.15-.3	.05-.1
Judge 8	Handspring	8.7	10	1.3	0	.15-.3	.05-.1
Routine 2							
Judge 1	LA TURN	8.55	10	1.45	.05-.1	.15-.3	.15-.2
Judge 2	LA TURN	8.8	10	1.2	0	.15-.3	.15-.2
Judge 3	LA TURN	Dropped Low					
Judge 4	LA TURN	8.5	10	1.5	.05-.1	.15-.3	.15-.2
Judge 5	LA TURN	8.6	10	1.4	0	.35-.5	.15-.2
Judge 6	LA TURN	8.7	10	1.3	.05-.1	.15-.3	.15-.2
Judge 7	LA TURN	Dropped High					
Judge 8	LA TURN	9.2	10	0.8	0	.15-.3	.05-.1
Routine 3							
Judge 1	Handspring	7.9	10	2.1	.15-.25	.15-.3	.25-.3
Judge 2	Handspring	7.8	10	2.2	.15-.25	.35-.5	.25-.3
Judge 3	Handspring	Dropped Low					
Judge 4	Handspring	Dropped High					
Judge 5	Handspring	8.4	10	1.6	0.5	.15-.3	.25-.3
Judge 6	Handspring	8	10	2	.15-.25	.15-.3	.15-.2
Judge 7	Handspring	8.05	10	1.95	.05-.1	.15-.3	.15-.2

Judge 8	Handspring	8	10	2	.05-.1	.35-.5	.25-.3
Routine 4							
Judge 1	Handspring	Dropped Low					
Judge 2	Handspring	8.45	10	1.55	.05-.1	.15-.3	.05-.1
Judge 3	Handspring	8.4	10	1.6	0	.15-.3	0
Judge 4	Handspring	8.6	10	1.4	.05-.1	.15-.3	.25-.3
Judge 5		No Data					
Judge 6	Handspring	8.6	10	1.4	.05-.1	.15-.3	.25-.3
Judge 7	Handspring	Dropped High					
Judge 8	Handspring	9.15	10	0.85	0	.15-.3	.05-.1
Routine 5							
Judge 1	Handspring	8.35	10	1.65	0	.15-.3	.15-.2
Judge 2	Handspring	8.35	10	1.65	0	.15-.3	.15-.2
Judge 3	Handspring	Dropped Low					
Judge 4	Handspring	9.15	10	0.85	0	.05-.1	.15-.2
Judge 5	Handspring	8.8	10	1.2	0	.15-.3	.15-.2
Judge 6	Handspring	9.15	10	0.85	.05-.1	.05-.1	.05-.1
Judge 7	Handspring	Dropped High					
Judge 8	Handspring	9.3	10	0.7	0	.15-.3	.15-.2

HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landing	Posture on Landing
<u>Displayed</u>	<u>But ALL are</u>	<u>Included</u>	<u>In TOTAL</u>	<u>Deductions!</u>	
"Range"	"Range"	"Range"			
.45-.5	.05-.1	.05-.1	0	3	BP on landing, Trunk movem.
.15-.25	.05-.1	.05-.1	0	2	BP on landing
.15-.25	.05-.1	.05-.1	0.1	2	BP on landing, Trunk movem.
.15-.25	.15-.2	.05-.1	0.1	2	BP on landing, Trunk movem.
.15-.25	.15-.2	.05-.1	0.1	1	BP on landing
.15-.25	.15-.2	.05-.1	0.1	1	Deep Squat
.45-.5	.15-.2	.05-.1	0	1	BP on landing
.15-.25	.05-.1	.05-.1	0.05	1	BP on landing
.15-.25	.15-.2	.15-.2	0.05	1	BP on landing
.3-.4	.15-.2	0	0.05	1	BP on landing
.15-.25	.15-.2	.05-.1	0.05	1	BP on landing
.15-.25	.15-.2	.05-.1	0	1	None
.45-.5	.15-.2	.15-.2	0	1	Deep Squat
.3-.4	.15-.2	.15-.2	0	1	BP on landing
.3-.4	.15-.2	.05-.1	0.1	1	None
.3-.4	.15-.2	.05-.1	0	1	BP on landing
.3-.4	.15-.2	.15-.2	0	1	BP on landing

.3-.4	.15-.2	.15-.2	0	1	BP on landing
.15-.25	.15-.2	.05-.1	0	1	BP on landing
.3-.4	.25-.3	.15-.2	0.1	1	None
.15-.25	.15-.2	.05-.1	0.05	2	None
.15-.25	.15-.2	.05-.1	0.05	2	None
.15-.25	.05-.1	.15-.2	0.05	1	BP on landing
.45-.5	.05-.1	.05-.1	0	2	Deep Squat
.15-.25	.15-.2	.05-.1	0	2	BP on landing
.15-.25	.05-.1	.05-.1	0	1	None
.15-.25	.15-.2	0	0.1	2	BP on landing
.15-.25	.05-.1	0	0	2	None
.05-.1	.05-.1	.05-.1	0	1	BP on landing

Gold Bars

	Score	SV	Execution	SR#1 clr supp to horiz	SR#2 360° circle skill	SR#3 360° 2nd circle skill	SR#4 Dsmt. From HB	Rhythm	Dynamics
Routine 1									
SV 9.5: No second circling skill (-.5)									
Judge 1	Dropped High								
Judge 2	8.7	9.5	0.6	Yes	Yes	No	Yes	0.05	0.15
Judge 3	9	9.5	0.45	Yes	Yes	No	Yes	0.05	
Judge 4	8.85	9.5	0.6	Yes	Yes	No	Yes		0.05
Judge 5	9	9.5	0.45	Yes	Yes	No	Yes	0.05	
Judge 6	Dropped Low								
Judge 7	8.9	9.5	0.5	Yes	Yes	No	Yes		0.1
Judge 8	8.75	9.5	0.7	Yes	Yes	No	Yes	0	0.05
Routine 2									
SV 9.5: No second circling skill (-.5)									
Judge 1	Dropped High								
Judge 2	8.95	9.5	0.45	Yes	Yes	No	Yes	0.05	0.05
Judge 3	9.05	9.5	0.45	Yes	Yes	No	Yes		
Judge 4	9	9.5	0.45	Yes	Yes	No	Yes	0.05	
Judge 5	9.05	9.5	0.35	Yes	Yes	No	Yes	0.05	0.05
Judge 6	9	9.5	0.4	Yes	Yes	No	Yes	0.1	
Judge 7	9.05	9.5	0.4	Yes	Yes	No	Yes	0.05	
Judge 8	Dropped Low								
Routine 3									
SV 9.5: No second circling skill (-.5)									
Awarded the cast to horizontal									
Judge 1	8.6	9.5	0.8	Yes	Yes	No	Yes	0.05	0.05
Judge 2	8.7	9.5	0.6	Yes	Yes	No	Yes	0.05	0.15
Judge 3	8.65	9.5	0.8	Yes	Yes	No	Yes		0.05
Judge 4	Dropped High								
Judge 5	8.9	9.5	0.5	Yes	Yes	No	Yes	0.1	0.1
Judge 6	8.5	9.5	1	Yes	Yes	No	Yes		
Judge 7	8.7	9.5	0.65	Yes	Yes	No	Yes	0.05	0.1

Judge 8	Dropped Low									
Routine 4										
SV 9.5: No second circling skill (-.5)										
Awarded the cast to horizontal										
Judge 1	Dropped High									
Judge 2	7.9	9.5	1.4	Yes	Yes	No	Yes	0.1	0.1	
Judge 3	7.6	9.5	1.65	Yes	Yes	No	Yes	0.05	0.2	
Judge 4	NO DATA									
Judge 5	8.1	9.5	1.2	Yes	Yes	No	Yes	0.1	0.1	
Judge 6	Dropped Low									
Judge 7	7.9	9.5	1.45	Yes	Yes	No	Yes	0.05	0.1	
Judge 8	7.8	9.5	1.5	Yes	Yes	No	Yes	0.1	0.1	
Routine 5										
SV 9.5: No second circling skill (-.5)										
Judge 1	Dropped High									
Judge 2	8.6	9.5	0.7	Yes	Yes	No	Yes	0.1	0.1	
Judge 3	8.75	9.5	0.55	Yes	Yes	No	Yes	0.1	0.1	
Judge 4	8.6	9.5	0.75	Yes	Yes	No	Yes	0.05	0.1	
Judge 5	8.5	9.5	0.9	Yes	Yes	No	Yes	0.1		
Judge 6	8.4	9.5	1	Yes	Yes	No	Yes		0.1	
Judge 7	8.95	9.5	0.4	Yes	Yes	No	Yes	0.1	0.05	
Judge 8	Dropped Low									

XCEL GOLD BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
Routine 1								
Judge 1	8.6	10	0.7	..15	0.2	0.15	0.1	0.1
Judge 2	8.6	10	0.9	0.15		0.05	0.15	0.15
Judge 3	Dropped High							
Judge 4	Dropped Low							
Judge 5	9.15	10	0.75			0.05	0.05	
Judge 6	8.85	10	0.5	0.15	0.15	0.15	0.1	0.1
Routine 2								
Judge 1	8.7	10	1.1		0.05	0.1	0.1	
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	8.45	10	1.2	0.25			0.05	0.05
Judge 5	8.6	10	1.2	0.1		0.05	0.05	
Judge 6	8.7	10	0.95	0.1		0.05	0.1	0.1
Routine 3								
Judge 1	8.9	10	0.7	0.05	0.05	0.1	0.1	0.1
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	9.25	10	0.65	0.05			0.05	
Judge 5	9.35	10	0.55	0.05			0.05	
Judge 6	9.1	10	0.6	0.15		0.05	0.05	0.05
Routine 4								
Judge 1	8.8	10	1				0.1	0.1
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	9.05	10	0.95					
Judge 5	8.75	10	1	0.05			0.05	0.05
Judge 6	8.8	10	1	0.1			0.05	0.05

Routine 5								
Judge 1	8.85	10	0.55	0.3	0.1	0.1	0.1	
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	9.2	10	0.7	0.05			0.05	
Judge 5	9.05	10	0.7	0.05			0.05	
Judge 6	9	10	0.65	0.1	0.05		0.05	0.05

Gold Floor

	Score	Start	Execution	Artistry	Footwork	Posture	Rhythm/ Music
Routine 1		Value					
Judge 1	9.05	10	0.7	0.15	0.05	0.05	0
Judge 2	9.05	10	0.7	0.05	0.1	0.05	0
Judge 3	9.4	10	0.5	0	0	0	0
Judge 4	Dropped Low						
Judge 5	9.2	10	0.7	0.05	0.05	0	0
Judge 6	Dropped High						
Judge 7	8.9	10	0.9	0.15	0.05	0	0
Judge 8	9.15	10	0.7	0	0.1	0.05	0
Judge 9	9.2	10	0.6	0.05	0.1	0.05	0
Routine 2							
Judge 1	9.25	10	0.45	0.15	0.1	0.1	0
Judge 2	9.1	10	0.7	0.05	0.05	0.05	0
Judge 3	9.25	10	0.5	0.05	0	0	0.15
Judge 4	9.15	10	0.75	0	0.05	0	0.05
Judge 5	9.35	10	0.5	0	0.05	0	0
Judge 6	Dropped High						
Judge 7	Dropped Low						
Judge 8	9.4	10	0.5	0	0.05	0	0.05
Judge 9	9.35	10	0.45	0.05	0.1	0	0
Routine 3							
Judge 1	9.25	10	0.65	0.05	0	0	0
Judge 2	Dropped Low						
Judge 3	9.4	10	0.5	0.05	0	0	0
Judge 4	9.5	10	0.5	0	0	0	0
Judge 5	9.5	10	0.45	0	0.05	0	0
Judge 6	Dropped High						
Judge 7	9.45	10	0.55	0	0	0	0
Judge 8	9.5	10	0.5	0	0	0	0

Judge 9	9.45	10	0.4	0.05	0.05	0	0
Routine 4							
Judge 1	8.65	10	1.05	0.15	0	0.1	0
Judge 2	Dropped Low						
Judge 3	8.75	10	0.95	0.05	0.05	0.05	0
Judge 4	8.6	10	1.2	0.1	0.05	0	0
Judge 5	8.6	10	1.05	0.1	0.1	0	0
Judge 6	8.45	10	1.3	0.1	0.1	0	0
Judge 7	8.5	10	1.05	0.2	0	0	0
Judge 8	Dropped High						
Judge 9	8.45	10	1	0.2	0.1	0.1	0
Routine 5							
Judge 1	9.2	10	0.55	0.15	0	0	0.05
Judge 2	8.95	10	0.8	0.05	0.05	0.1	0
Judge 3	8.95	10	0.75	0	0.05	0.05	0.1
Judge 4	9.05	10	0.85	0	0.1	0	0
Judge 5	9.1	10	0.7	0	0.1	0.05	0
Judge 6	9.2	10	0.6	0.1	0.1	0	0
Judge 7	Dropped Low						
Judge 8	Dropped High						
Judge 9	8.8	10	0.9	0.1	0.05	0.05	0

Dynamics	Falls
0	0
0.05	0
0.1	0
0	0
0	0
0	0
0	0
0	0
0.05	0
0.05	0
0	0
0.1	0
0	0
0.05	0
0.05	0
0.05	0
0	0
0	0
0	0
0	0

0.05	0
0.1	0
0.1	0.5
0	0.5
0.1	0.5
0	0.5
0.2	0.5
0.1	0.5
0.05	0
0.05	0
0.1	0
0	0
0.05	0
0	0
0.1	0

XCEL PLATINUM VAULT

	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	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</u>	<u>Included</u>	<u>In</u>	<u>Deductions</u>	
					"Range"	"Range"	"Range"	"Range"	"Range"	"Range"	TOTAL	!	
Routine 1													
Judge 1	Handspring	Dropped High											
Judge 2	Handspring	8.45	9.7	1.25	0	.15-.3	.15-.2	.45-.5	.05-.1	.05-.1	0	1	None
Judge 3	Handspring	Dropped Low											
Judge 4	Handspring	8.75	9.7	9.5	.05-.1	.15-.3	.15-.2	.05-.1	.05-.1	0	0	2	None
Judge 5	Handspring	8.55	9.7	1.15	0	.15-.3	0	.15-.25	.15-.2	.05-.1	0.1	1	None
Judge 6	Handspring	8.5	9.7	1.2	0	.05-.1	.25-.3	.15-.25	.15-.2	.15-.2	0	1	None
Judge 7	Handspring	8.3	9.7	1.4	.05-.1	.35-.5	.25-.3	.15-.25	.15-.2	.05-.1	0.05	1	None
Judge 8	Handspring	8.5	9.7	10	.05-.1	.15-.3	.15-.2	.15-.25	.05-.1	0	0	1	None
Judge 9	Handspring	8.8	9.7	0.9	0	.15-.3	0	.05-.1	.05-.1	.05-.1	0	1	BP on Land.
Judge 10	Handspring	8.55	9.7	1.15	.05-.1	.15-.3	.15-.2	.15-.25	.15-.2	0	0	1	None
Routine 2													
Judge 1	LA Turn	9.15	9.9	0.75	0	.05-.1	0	.05-.1	.05-.1	0	0	2	None
Judge 2	LA Turn	Dropped Low											
Judge 3	LA Turn	8.4	9.9	1.5	0	.15-.3	.15-.2	.15-.25	.05-.1	.05-.1	0	2	None
Judge 4	LA Turn	8.9	9.9	1	.05-.1	.15-.3	.15-.2	.05-.1	.05-.1	0	0	3	Trunk Mov.
Judge 5	LA Turn	8.2	9.9	1.7	.05-.1	.35-.5	0	.3-.4	.25-.3	.15-.2	0.1	1	None
Judge 6	LA Turn	8.7	9.9	1.2	.15-.25	.15-.3	.15-.2	.15-.25	.05-.1	.15-.2	0	2	None
Judge 7	LA Turn	8.6	9.9	1.3	.05-.1	.15-.3	.15-.2	.15-.25	.15-.2	.05-.1	0.1	2	BP on Land.
Judge 8	LA Turn	8.7	9.9	12	.15-.25	.15-.3	.15-.2	.15-.25	.05-.1	0	0	1	None
Judge 9	LA Turn	Dropped High											
Judge 10	LA Turn	8.4	9.9	1.5	0	.15-.3	.15-.2	.15-.25	.15-.2	0	0.1	1	None
Routine 3													
Judge 1	Handspring	9.1	9.7	0.6	0	.05-.1	0	0	0	.05-.1	0.1	1	None
Judge 2	Handspring	8.8	9.7	0.9	0	.05-.1	.05-.1	.3-.4	.05-.1	.05-.1	0	1	BP on Land.

Judge 3	Handspring	8.8	9.7	0.9	0	.05-.1	0	.15-.25	.05-.1	.05-.1	0	2	BP on Land.
Judge 4	Handspring	9.1	9.7	0.6	0	.05-.1	.05-.1	.05-.1	.05-.1	0	0	2	Trunk Mov.
Judge 5	Handspring	8.9	9.7	0.8	0	.05-.1	0	.15-.25	.05-.1	.15-.2	0.1	1	None
Judge 6	Handspring	8.9	9.7	0.8	0	.05-.1	.15-.2	.05-.1	.05-.1	.05-.1	0	1	None
Judge 7	Handspring	9	9.7	0.7	0	.05-.1	.05-.1	.05-.1	.05-.1	.15-.2	0.1	1	None
Judge 8	Handspring	Dropped High											
Judge 9	Handspring	8.9	9.7	0.8	0	.15-.3	.05-.1	.15-.25	.05-.1	.05-.1	0	1	None
Judge 10	Handspring	Dropped Low											
Routine 4													
Judge 1	LA Turn	9.5	9.9	0.4	0	.05-.1	0	.05-.1	.05-.1	.05-.1	0.1	1	BP on Land.
Judge 2	LA Turn	8.8	9.9	1.1	0	.05-.1	.05-.1	.3-.4	.05-.1	.05-.1	0	1	None
Judge 3	LA Turn	9.1	9.9	0.8	0	.05-.1	.05-.1	.15-.25	.05-.1	.05-.1	0	1	None
Judge 4	LA Turn	9.25	9.9	6.5	.05-.1	.05-.1	0	.05-.1	.05-.1	0	0.05	1	None
Judge 5	LA Turn	8.75	9.9	1.15	0	.05-.1	0	.3-.4	.15-.2	.05-.1	0.1	1	None
Judge 6	LA Turn	9	9.9	0.9	0	.15-.3	.15-.2	.15-.25	.05-.1	.05-.1	0	1	None
Judge 7	LA Turn	9.4	9.9	0.5	0	.05-.1	.05-.1	.05-.1	.05-.1	.05-.1	0.05	1	None
Judge 8	LA Turn	Dropped Low											
Judge 9	LA Turn	Dropped High											
Judge 10	LA Turn	9.15	9.9	0.75	0	.05-.1	.05-.1	.05-.1	.05-.1	0	0.05	1	None
Routine 5													
Judge 1	LA Turn	9	9.9	0.9	0	.15-.3	0	.05-.1	.05-.1	.05-.1	0.1	1	BP on Land.
Judge 2	LA Turn	9.15	9.9	0.75	0	.05-.1	.05-.1	.3-.4	.05-.1	.05-.1	0	1	BP on Land.
Judge 3	LA Turn	8.6	9.9	1.3	0	.15-.3	.05-.1	.15-.25	.15-.2	.05-.1	0	1	BP on Land.
Judge 4	LA Turn	9.2	9.9	0.7	0	.05-.1	.05-.1	.05-.1	0	0	0	2	Trunk Mov.
Judge 5	LA Turn	8.7	9.9	1.2	0	.05-.1	0	.3-.4	.15-.2	.05-.1	0.1	1	Trunk Mov.
Judge 6	LA Turn	8.8	9.9	1.1	.05-.1	.15-.3	.15-.2	.15-.25	.05-.1	.15-.2	0	1	BP on Land.
Judge 7	LA Turn	8.9	9.9	1	.05-.1	.15-.3	.15-.2	.15-.25	.05-.1	.05-.1	0.05	1	None
Judge 8	LA Turn	Dropped Low											
Judge 9	LA Turn	Dropped High											
Judge 10	LA Turn	8.6	9.9	1.3	.05-.1	.15-.3	.15-.2	.15-.25	.15-.2	0	0.1	1	None

Platinum Bars

	Score	SV	Execution	SR#1 Cast abv horiz	SR#2 360 circle	SR#3 Kip	SR#4 HB Dismount "A"	VP Missing	Rhyth m	Dynamic s
Routine 1										
Judge 1	Dropped High									
Judge 2	8.6	10	1.3	Yes	Yes	Yes	Yes		0	0.1
Judge 3	8.8	10	1.2	Yes	Yes	Yes	Yes		0	0
Judge 4	8.65	10	1.25	Yes	Yes	Yes	Yes		0	0.1
Judge 5	8.5	10	1.5	Yes	Yes	Yes	Yes		0	0
Judge 6	8.45	10	1.45	Yes	Yes	Yes	Yes		0	0.1
Judge 7	8.7	10	1.25	Yes	Yes	Yes	Yes		0.05	0
Judge 8	Dropped Low									
Judge 9	No data									
Judge 10	9	10	0.9	Yes	Yes	Yes	Yes		0	0.1
Judge 11	8.6	10	1.3	Yes	Yes	Yes	Yes		0	0.1
Routine 2										
SV 10.0: Awarded a back hip circle (A) not a clear hip circle (B)										
Awarded the salto half turn dismount (B)										
Judge 1	Dropped High									
Judge 2	7.6	10	2.2	Yes	Yes	Yes	Yes		0.1	0.1
Judge 3	8.4	10	1.5	Yes	Yes	Yes	Yes		0.1	0
Judge 4	8	10	1.8	Yes	Yes	Yes	Yes		0.1	0.1
Judge 5	8.25	10	1.6	Yes	Yes	Yes	Yes		0.05	0.1
Judge 6	Dropped Low									
Judge 7	8	10	1.9	Yes	Yes	Yes	Yes		0.1	0
Judge 8	8.7	10	1	Yes	Yes	Yes	Yes		0.1	0.2
Judge 9	7.9	10	2	Yes	Yes	Yes	Yes		0	0.1
Judge 10	8.55	10	1.35	Yes	Yes	Yes	Yes		0	0.1
Judge 11	8.15	10	1.6	Yes	Yes	Yes	Yes		0.1	0.15
Routine 3										
Judge 1	Dropped High									
Judge 2	8.6	10	1.2	Yes	Yes	Yes	Yes		0.1	0.1
Judge 3	8.9	10	1.1	Yes	Yes	Yes	Yes		0	0
Judge 4	8.3	10	1.5	Yes	Yes	Yes	Yes		0.1	0.1
Judge 5	8.65	10	1.2	Yes	Yes	Yes	Yes		0.1	0.05

Judge 6	8.65	10	1.25	Yes	Yes	Yes	Yes		0.05	0.05
Judge 7	8.75	10	1.15	Yes	Yes	Yes	Yes		0	0.1
Judge 8	8.8	10	1	Yes	Yes	Yes	Yes		0.1	0.1
Judge 9	Dropped Low									
Judge 10	8.9	10	1	Yes	Yes	Yes	Yes		0.05	0.05
Judge 11	9	10	1	Yes	Yes	Yes	Yes		0	0
Routine 4										
Judge 1	Dropped High									
Judge 2	9.5	10	0.4	Yes	Yes	Yes	Yes		0.05	0.05
Judge 3	9.5	10	0.5	Yes	Yes	Yes	Yes		0	0
Judge 4	9.6	10	0.4	Yes	Yes	Yes	Yes		0	0
Judge 5	9.55	10	0.45	Yes	Yes	Yes	Yes		0	0
Judge 6	9.6	10	0.4	Yes	Yes	Yes	Yes		0	0
Judge 7	9.5	10	0.5	Yes	Yes	Yes	Yes		0	0
Judge 8	9.6	10	0.35	Yes	Yes	Yes	Yes		0.05	0
Judge 9	9.55	10	0.45	Yes	Yes	Yes	Yes		0	0
Judge 10	Dropped Low									
Judge 11	9.5	10	0.5	Yes	Yes	Yes	Yes		0	0
Routine 5										
SV 10.0: Awarded the cast to above horizontal (w/n 10°)										
Judge 1	8.25	10	1.55	Yes	Yes	Yes	Yes		0.1	0.1
Judge 2	8.2	10	1.6	Yes	Yes	Yes	Yes		0.1	0.1
Judge 3	8.5	10	1.5	Yes	Yes	Yes	Yes		0	0
Judge 4	7.8	10	2	Yes	Yes	Yes	Yes		0.1	0.1
Judge 5	7.9	10	1.9	Yes	Yes	Yes	Yes		0.1	0.1
Judge 6	Dropped Low									
Judge 7	7.9	10	1.95	Yes	Yes	Yes	Yes		0	0.15
Judge 8	7.4	10	2.3	Yes	Yes	Yes	Yes		0.1	0.2
Judge 9	8.1	10	1.9	Yes	Yes	Yes	Yes		0	0
Judge 10	Dropped High									
Judge 11	8.1	10	1.8	Yes	Yes	Yes	Yes		0	0.1

XCEL PLATINUM BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Surenes
Routine 1								
SV 9.5: Did not award SR (-.5) for the acro series (balance error between skills)								
Judge 1	8.6	9.5	0.6	0.1	0.05	0.05	0.1	
Judge 2	8.7	9.5	0.65				0.15	
Judge 3	Dropped High							
Judge 4	8.95	9.5	0.45	0.05			0.05	
Judge 5	Dropped Low							
Judge 6	8.5	9.5	0.65	0.15	0.05	0.05	0.1	
Routine 2								
SV 9.5: Did not award SR (-.5) for the acro series (fall in between skills)								
The cartwheel (7.103) is a different skill than the kick to side handstand (5.106), so both receive VP credit								
Awarded the split jump to a minimum of 135° as a B								
Judge 1	8.4	9.5	1.1	0.1				
Judge 2	Dropped Low							
Judge 3	8.2	9.5	1.1	0.1				0.1
Judge 4	8.4	9.5	1					
Judge 5	8.4	9.5	0.95	0.05			0.05	0.05
Judge 6	Dropped High							
Routine 3								
SV 10.0: Awarded the split jump to a minimum of 135° as a B								
Judge 1	9.25	10	0.75	0.1			0.1	
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	9.25	10	0.7	0.05				
Judge 5	9.4	10	0.5	0.05			0.05	
Judge 6	9.3	10	0.6				0.05	0.05
Routine 4								

SV 9.5: Did not award the split jump + beat jump dance series (straighten and pli  in between skills) (-.5)

Judge 1	8.8	9.5	0.6	0.15				
Judge 2	8.8	9.5	0.55				0.1	0.05
Judge 3	Dropped High							
Judge 4	9	9.5	0.5					
Judge 5	9	9.5	0.4					
Judge 6	Dropped Low							
Routine 5								

SV 9.5: Awarded the handstand + cartwheel acro series; the kick in between the skills was right at 45°, not above

Did not award the split leap + beat jump dance series (straighten and pli  in between skills) (-.5)

Judge 1	8.5	9.5	0.6		0.05	0.1		
Judge 2	8.6	9.5	0.85				0.05	
Judge 3	Dropped High							
Judge 4	Dropped Low							
Judge 5	8.25	9.5	1.1	0.05			0.05	0.05
Judge 6	8.65	9.5	0.4	0.15	0.05	0.05	0.1	0.1

Platinum Floor

	Score	Start	Execution	Artistry	Footwork	Posture	Rhythm/ Music	Dynamics	
Routine 1		Value							
Judge 1	Dropped High								
Judge 2	9.25	10	0.55	0.05	0.1	0	0	0.05	
Judge 3	Dropped Low								
Judge 4	9.2	10	0.5	0.1	0.2	0	0	0	
Judge 5	9.2	10	0.4	0.15	0.05	0.05	0.05	0.1	
Judge 6	9.35	10	0.35	0.25	0	0	0	0.05	
Judge 7	9.4	10	0.4	0.1	0.1	0	0	0	
Judge 8	9.4	10	0.3	0.15	0.05	0	0	0.1	
Judge 9	9.3	10	0.5	0.1	0	0	0	0.1	
Routine 2									
Judge 1	9	10	0.65	0.15	0.05	0.1	0	0.05	
Judge 2	Dropped Low								
Judge 3	9.1	10	0.75	0.1	0.05	0	0	0	
Judge 4	9	10	0.8	0.1	0.1	0	0	0	
Judge 5	8.9	10	0.7	0.1	0.05	0.1	0.1	0.05	
Judge 6	8.85	10	0.7	0.15	0.1	0.05	0.1	0.05	
Judge 7	9.05								
Judge 8	Dropped H		10	0.4	0.1	0.05	0.1	0	0.05
Judge 9	8.85	10	0.9	0.05	0.1	0.05	0	0.05	
Routine 3									
Judge 1	9.25	10	0.4	0.15	0.1	0.05	0	0.05	
Judge 2	9.3	10	0.4	0.1	0.1	0	0	0.1	
Judge 3	9.35	10	0.55	0	0.1	0	0	0	
Judge 4	9.4	10	0.5	0.05	0.05	0	0	0	
Judge 5	Dropped Low								
Judge 6	9.35	10	0.45	0.1	0.1	0	0	0	
Judge 7	9.55	10	0.35	0.05	0.05	0	0	0	
Judge 8	Dropped High								
Judge 9	9.35	10	0.5	0.1	0	0	0	0.05	

Routine 4								
Judge 1	9.25	10	0.45	0.1	0.05	0	0.05	0.1
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	9.4	10	0.5	0.05	0.05	0	0	0
Judge 5	9.55	10	0.4	0	0.05	0	0	0
Judge 6	9.05	10	0.6	0.25	0.1	0	0	0
Judge 7	9.3	10	0.5	0.1	0.05	0	0	0.05
Judge 8	9	10	0.5	0.15	0.1	0.05	0.15	0.05
Judge 9	9.1	10	0.75	0.05	0.05	0	0	0.05
Routine 5								
Judge 1	Dropped Low							
Judge 2	8.7	10	1.1	0.15	0	0	0	0.05
Judge 3	8.75	10	1.15	0	0.1	0	0	0
Judge 4	8.9	10	0.85	0.1	0.1	0	0	0.05
Judge 5	8.75	10	0.95	0.1	0.05	0.05	0	0.1
Judge 6	8.6	10	0.9	0.25	0.1	0.15	0	0
Judge 7	Dropped High							
Judge 8	8.75	10	0.9	0.15	0.1	0.05	0	0.15
Judge 9	8.75	10	0.95	0.05	0.1	0.1	0	0.05

XCEL DIAMOND VAULT

	Vault Selection	Score	Start Value	Deduction TOTA	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
					NOTE:Some	Categories	Are Not	Displayed	But ALL	Included	In TOTAL	Deductions		
					"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	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								
	<p>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)</p>							
	<p>Awarded the cartwheel + round off acro series; the kick in between the skills was right at 45°, not above</p>							
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							