Vault: Level 6/7			
General Faults	Support Phase	Second Flight Phase	Landing
Dev from straight dir: ^0.3 Dynamics: ^0.3 General (Each Phase) Foot form: ^0.1 Legs Separated: ^0.2 Legs Bent: ^0.3 Neutral Head Position: ^0.1 First Phase Excessive Arch: ^0.2 Hip Angle: ^0.3	Staggered Hands: ^0.1 Inc. Shoulder angle: ^0.2 Excessive Arch: ^0.2 Alt Repulsion: ^0.2 Add hand place: 0.1 ea (max 0.3) Hop both hands: 0.3 Fail to pass through Vert: ^0.3 Arms Bent: ^0.5 Head Contacting Table: 2.0 1 hand touch: 1.0 No hands touch: Void	Brush/hit body on table: 0.2 Insufficient Length: ^0.2 Fail to create rotation: ^0.3 Fail to maintain body pos: ^0.5 Insufficient Height: ^0.5 Too Long in Support: ^0.5 Angle of Repulsion: ^1.0	Inc. Body post on landing: ^0.5 Alt Feet Landing: 0.2 Hop/step toward table: 0.1 ea (max 0.4) Fail to land on mat stack: 1.0 Land on table: Void Fail to land on feet: - FHS: Void - Level 6: Void - Level 7: No Deduction
Gymnast#: General (Each Phase)  Feet. Legs Sep: Legs Bent: Arch. Pike.	Support Phase Shoulder: Arms Bent: Long Support: Hand Placement: Vert:	Second Flight  Height:  Angle:  Length:  Create Rotation:  Maintain Body Pos:	Landing
<b>**</b>		Distance Dynamics Direction	Start Value: 10.0
Gymnast#: General (Each Phase)  Feet. Legs Sep: Legs Bent: Arch. Pike.	Support Phase  Shoulder: Arms Bent: Long Support: Hand Placement: Vert:	Second Flight  Height:  Angle:  Length:  Create Rotation:  Maintain Body Pos:	Landing
		Distance Dynamics Direction	Start Value: 10.0
Gymnast#: General (Each Phase)  Feet. Legs Sep: Legs Bent: Arch. Pike.	Support Phase Shoulder: Arms Bent: Long Support: Hand Placement: Vert:	Second Flight  Height:  Angle:  Length:  Create Rotation:  Maintain Body Pos:	Landing
		Distance Dynamics Direction	Start Value: 10.0

Vault: Level 8/9/10			
General Faults	Support Phase	Second Flight Phase	Landing
Dev from straight dir: ^0.3	Staggered Hands: ^0.1	Exactness of Body pos: ^0.3	LA turn incomplete: ^0.3
Dynamics: ^0.3	Inc. Shoulder angle: ^0.2	Fail maintain Stretch: ^0.3	Feet Apart (Hip width): 0.1(0.05)
General (Each Phase)	Excessive Arch: ^0.2	Insuf extent (no ext): ^0.25 ( <u>0.3</u> )	Hop/adjust/stag feet: ^0.1
•	Alt Repulsion: ^0.2	Under Rotation: 0.1	Steps: <u>0.1</u> ea. (max <u>0.4</u> )
Foot form: ^0.1	Add hand place: <u>0.1</u> ea (max 0.3)	Insuf Exact LA turn: ^0.1	Lg. Jump: <u>0.2</u> (max <u>0.4)</u>
Legs Separated: ^0.2	Hop both hands: <u>0.3</u>	Late completion of twist: ^0.3	Arm Swings: ^0.1
Legs Bent: ^0.3	Fail to pass through Vert: ^0.3	Brush/hit body on table: ^0.2	Inc Body Post: ^0.2
	Arms Bent: ^0.5	Insufficient Length: ^0.3	Add Trunk Movement: ^0.2
·	LA turn too early: ^0.5	Insufficient Height: ^0.5	Squat on Landing: ^0.3
First Phase	Head Contacting Table: 2.0	Non-Salto Vaults	Brush/Touch hands on mat: ^0.3
Excessive Arch: ^0.2	1 hand touch: 1.0	Too Long in .05 – .50	Spot on landing: <u>0.5</u>
Hip Angle: ^0.3	No hands touch: Void	Support: ^0.5	Fall: 0.5 – Land on table: Void
		Angle of	Fail land on feet: Void
		Repulsion: ^1.0	Land Hands & Feet: 0.5
Gymnast#:			
General (Each Phase)	Support Phase	Second Flight	Landing
Feet	Shoulder:	Height	Legs
Legs Sep:	Arms Bent:	Length:	Steps
	Hand Placement:	Exact Body pos:	Trunk
Legs Bent:	Vert:	Stretch:	Arms
Arch	LA turn:	LA Turn/Twist:	Squat
Pike.		Extension:	
		Angle	
		Too long Support:	Start Value:
		Distance	
		Dynamics	
23		Direction	
Gymnast#:			
General (Each Phase)	Support Phase	Second Flight	Landing
Feet.	Shoulder:	Height	Legs
	Arms Bent:	Length:	Steps
Legs Sep:	Hand Placement:	Exact Body pos:	 Trunk
Legs Bent:	Vert:	Stretch:	Arms
Arch	LA turn:	LA Turn/Twist:	 Squat
Pike.		Extension:	
<del></del>			
		Angle	
		Too long Support:	Start Value:
		<u> </u>	
		Distance	
		Dynamics	
233		Direction	
Gymnast#:		·	1
General (Each Phase)	Support Phase	Second Flight	Landing
	Shoulder:	Height	Legs
	Arms Bent:	Length:	Steps
Legs Sep:	Hand Placement:	Exact Body pos:	Trunk
Legs Bent:	Vert:	Stretch:	Arms
Arch	LA turn:	LA Turn/Twist:	Squat
Pike.		Extension:	3quat
		LACCIOUII.	
		Angle	
		Too long Support:	Start Value:
		Too long Support.	Start value.
Le		Distance	
		Distance	
E		Direction	
		שוו פכנוטוו	Î.

Bars	Level 6		Warm up: 1:30				
1. Cast 45° >		Allowable:	Extra Swings: Max .5 each occurrence	Award "B" Value	Insufficient Dynamics: ^0.2		
	pove Horiz fulfills SR) A(5) 0.1		Swing Under Horizontal: ^0.1 each	20° no ded	- Insuf swingful execution throughout		
2. 1 Bar Chan		B(1) 0.3	Insf Extension of Glide/Swing Kip: ^0.1	no rature 45° ded.	- Energy not mainta		
3. 1-360° Clea		1 allowable C = B	Hesitation of Jump to HB: ^0.1	40	- Fail to make difficu		
3/6/7	J	Dostrictions	Landing too close to the bars: <u>0.1</u>	.0530	Rhythm in elements/		
4. Salto Dmt,	min A	Restrictions - Add C's	Touch/brush apparatus: ^0.1 each		,		
ŕ		-D/E elements	Hit apparatus: <u>0.2</u>				
		-Flt/release	Hit mat: <u>0.3</u>	Special Requirement NOT awarded if all Casts are at Horizontal or below			
Start Value:			Execution:		Dynamics:		
Start Value:			Execution:		Dynamics:		

Bars Level 7		Warm up: 1:30						
<ol> <li>Cast to Handstand         <ul> <li>(Above 45° fulfills SR)</li> </ul> </li> <li>1-360° Clear Circling         <ul> <li>3/6/7</li> </ul> </li> <li>1-360° Clear Circling         <ul> <li>3/6/7</li> </ul> </li> <li>Salto Dmt, min A</li> </ol>	Allowable: A(5) 0.1 B(2) 0.3 Allowed C's = B  Restricted: - Add C's - D/E elements	Extra Swings: Max .5 each occurrence Swing Under Horizontal: ^0.1 each Insf Extension of Glide/Swing Kip: ^0.1 Hesitation of Jump to HB: ^0.1 Landing too close to the bars: 0.1 Touch/brush apparatus: ^0.1 each Hit apparatus: 0.2 Hit mat: 0.3	Award Value Part Value Part 30° 20° 10° so 45′ 19 - 20° 10° so 45′ 19 - 20° 10° so 25′ - 30° 25′	Insufficient Dynamic - Insuf swingful exec - Energy not maintai - Fail to make difficu Rhythm in elements,	ution throughout ned throughout			
Start Value:		Execution:	<u> </u>	Dynamics:				
Start Value:		Execution:		Dynamics:				

Pars	Level 8		Warm up: 2:00		
Bars			Extra Swings: Max .5 each occurrence	Composition	Insufficient Dynamics: ^0.2
<ol> <li>Min. 1 Bar (</li> <li>1-360° Clea 3/6/7</li> <li>Flight or Tul</li> <li>Salto Dmt, r</li> </ol>	r Circling rn	Allowed: A(4) 0.1 B(4) 0.3 Allowed C's = B 1 restricted C = B Restricted: - Add C's - D/E elements	Swing Under Horizontal: ^0.1 each Insf Extension of Glide/Swing Kip: ^0.1 Hesitation of Jump to HB: ^0.1 Landing too close to the bars: <u>0.1</u> Touch/brush apparatus: ^0.1 each Hit apparatus: <u>0.2</u> Hit mat: <u>0.3</u>	Composition:  Dmt not up to level: ^0.1  - AA: 0.1  - B or BA: no ded.  Unch Element: 0.1  Lack of elem. achieve vertical: ^0.2	Insuf swingful execution throughout     Energy not maintained throughout     Fail to make difficult look effortless Rhythm in elements/connections: ^0.1 ea
Start Value:		,	Execution:	Composition:	Dynamics:
Start Value:			Execution:	Composition:	Dynamics:

Bars	Level 9				Warm up: 2:00	
<ol> <li>Min. 2 Bar</li> <li>Min. B Flight</li> <li>Diff C Flight</li> <li>Turn</li> <li>Salto Dmt,</li> </ol>	tht nt or B	A(3) 0.1 B(4) 0.3 C(1) 0.5 1 Restricted D/E = C	Connection Value: C+C = +0.1 (diff if no tn/flt) C+C (both tn/flt)+.2 D/E = +0.1	Composition: Dmt not up to level: ^0.1  2 of 3 elements: <u>0.1</u> each -Forward – 3/6/7 – LA Trn/Flt	Faces same dir throughout: <u>0.1</u> Unch Element: <u>0.1</u> Lack of achieve vertical: ^0.2	Insufficient Dynamics: ^0.2 - Insuf swingful execution throughout - Energy not maintained throughout - Fail to make difficult look effortless Rhythm in elements/connections: ^0.1 ea
SV: 9.7 +	=			Execution:	Composition:	Dynamics:
SV: 9.7 +	=			Execution:	Composition:	Dynamics:
34. 3.7				LACCULIOII.	Composition.	Dynamics.

Bars Level 1	0			Warm up: 2:00	
<ol> <li>Min. C Flight</li> <li>Min. B Flight (diff)</li> <li>Min. C Turn</li> <li>Salto Dmt, min C</li> </ol>	A(3) 0.1 B(3) 0.3 C(2) 0.5	Connection Value: C+C = +0.1 C+ D/E = +0.1 D+D = +.2	Composition: Dmt not up to level: ^0.1 Releases not up to level ^0.2 2 of 3 elements: <u>0.1</u> each - Forward – 3/6/7 – LA Trn/Flt	Faces same dir throughout: <u>0.1</u> Unch Element: <u>0.1</u> Lack of achieve vertical: ^0.2 More than 1 squat on: <u>0.1</u> each Lack of 2 bar changes: <u>0.2</u>	Insufficient Dynamics: ^0.2 - Insuf swingful execution throughout - Energy not maintained throughout - Fail to make difficult look effortless Rhythm in elements/connections: ^0.1 ea
SV: 9.5			Execution:	Composition:	Dynamics:
SV: 9.5 + =			Execution:	Composition:	Dynamics:

Beam Level 6  Special Requirements:  1. Acro series or flight  2. 180° Leap/Jump  3. 360° turn (1 foot)  4. A Dmt (salto/aerial)	A(5) 0.1 B(1) 0.3 C = B	Allowable Difficulty: A's B's One "C" Dance element count as "B" VP	Warm up: 1:30  Concentration Pause: 2 sec: 0.1 each > 2 sec: 0.2 each	VPs throughou Relaxed / incorr VPs throughout	st direction on dmnt: 0.1	Warning: 1:05 Artistry/Presentation - Lack of variety in ch - Quality of movemer - Quality of expression Insuf. rhythm/tempo to Insuf Surness through Insufficient dynamics: A Energy maintained through the Comakes difficult look efforts.	nt: ^0.1 n: ^0.1 hroughout: ^0.2 out: ^0.2 0.2 ut exercise
Start Value:			Execution:		Artistry / Dynamics / Rhy	rtnm:	
Start Value:			Execution:		Artistry / Dynamics / Rhy	rthm:	

Beam Level Special Requirement 1. Acro series & flig 2. 180° Leap/Jump 3. 360° turn (1 foot 4. A Dmt (salto/aer	ght B(2)	0.3	Allowable Difficulty: A's B's C Dance	Warm up: 1:30 Concentration Pause: 2 sec: 0.1 each > 2 sec: 0.2 each	VPs throughou Relaxed / incorr VPs throughout	nent, position, or posture in non- it exercise: ^0.3 rect footwork on non- exercise: ^0.3 st direction on dmnt: 0.1	Warning: 1:10 Artistry/Presentation - Lack of variety in ch - Quality of movemer - Quality of expressio Insuf. rhythm/tempo t Insuf Surness throughe Insufficient dynamics: ^ • Energy maintained thro (makes difficult look effor	nt: ^0.1 n: ^0.1 hroughout: ^0.2 out: ^0.2 0.2 at exercise
Start Value:				Execution:		Artistry / Dynamics / Rhy	/thm:	
Start Value:				Execution:		Artistry / Dynamics / Rhy	rthm:	

Beam Level 8			Warm up: 2:00	Time: 1:30	Warning: 1:20	
Special Requirements: 1. Acro series 1 w/ flight 2. 180° Leap/Jump 3. 360° turn (1 foot) 4. A Dmt (salto/aerial)	A(4) 0.1 B(4) 0.3 C = B	Allowable Difficulty: A's B's C Dance ONE restricted "C" Acro element	Acro not up to level ^0.2 Dance not up to level ^0.2 Dmt not up to level ^0.1  Lack of dance series: 0.2 Fail to Acro in 2 directions 0.1 Dmt only 0.05 Insuf level change: ^0.1 Insuf Spacial use: ^0.1	Inc. body alignment, position, or posture in non-VPs throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmnt: 0.1  Concentration Pause: 2 sec: 0.1 each > 2 sec: 0.2 each	Artistry/Presentation - Lack of variety in ch - Quality of moveme - Quality of expressic Insuf. rhythm/tempo Insuf Surness through Insufficient dynamics: 4 • Energy maintained thro (makes difficult look effi-	oreo: ^0.1 nt: ^0.1 on: ^0.1 throughout: ^0.2 out: ^0.2 v0.2 ut exercise
SV:	Execu	tion:	Composition:		A/D/R:	
SV:	Execu	tion:	Composition:		A/D/R:	

Beam	Level 9	9			Warm up: 2:00	Time: 1:30	Warning: 1:20
Special Requirements:  1. Acro series 2 directly connected fl 2. 180° Leap/Ju 3. 360° turn (114 4. B Dmt Allowable Difficul D/E Dance 1 restr SV:9.7	ii 2 Flight ump foot)	A(3) 0.  B(4) 0.  C(1) 0.  D/E = 0.  3's C's  D/E" acro	Value:  Acro 3 Acro Fit Dance/ MIX Turns Difficulty Bo  Additional +	+0.1 3 acr	Acro not up to level ^0.2 Dance not up to level ^0.2 Dmt not up to level ^0.2 Dmt not up to level ^0.1  Lack of dance series: 0.2 Fail to Acro in 2 directions 0.1 - Dmt only 0.05 Fail to show movment/non-VP in 2 of 3 directions: 0.05 ea Insuf level change: ^0.1 Insuf Spacial use: ^0.1 More than 1 pvt turn: 0.1  Composition:	Inc. body alignment, position, or posture in non-VP throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmnt: 0.1  Concentration Pause: 2 sec: 0.1 each > 2 sec: 0.2 each	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm/tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 • Energy maintained throut exercise (makes difficult look effortless)  A / D / R:
SV:		$\overline{}$	Execution:		Composition:		A / D / R:

Beam	Level :				Warm up: 2:00	Time: 1:30	Warning: 1:20
Special Requirements 1. Acro series 2 directly con. Flight min C 2. 180° Leap/Ju 3. 360° turn (1 4. C Dmt Difficulty Bonus:	salto imp foot)	A(3) 0.1  B(3) 0.3  C(2) 0.5  D/E = C	Value:	B+D/E C+C/D/E B+C+C B+B/C+D/E B+D C+C/D/E	Acro not up to level ^0.2 Dance not up to level ^0.2 Dmt not up to level ^0.1  Lack of dance series: 0.2 Fail to Acro in 2 directions 0.1 - Dmt only 0.05 Fail to show movment/non-VP in 2 of 3 directions: 0.05 ea Insuf level change: ^0.1 Insuf Spacial use: ^0.1 More than 1 pvt turn: 0.1	Inc. body alignment, position, or posture in non-VP throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmnt: 0.1  Concentration Pause: 2 sec: 0.1 each > 2 sec: 0.2 each	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm/tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 - Energy maintained throut exercise (makes difficult look effortless)
SV:9.5		Ex	ecution:		Composition:		A / D / R:
SV:9.5		E	ecution:		Composition:		A/D/R:

Floor Level 6		Warm up: 1:30	Time: 1:15				
Special Requirements:  1. Acro pass 3 elem, 2 w/flt 2. 2 <sup>nd</sup> pass w salto/aerial 3. 360° turn (1 foot) 4. Dance pass w 180° leap	A(5) 0.1 $B(1) 0.3$ $C = B$	Allowable Difficulty: A's B's One "C" Dance element count as "B" VP	Hold end pose 1 sec: 0.05 Sync music w end pose: 0.1 Conc. Pause 2 sec: 0.1 ea	Inc. body alignr VPs throughou Relaxed / incorr VPs throughout Deviation from	ment, position, or posture in non- tt exercise: ^0.3 rect footwork on non- exercise: ^0.3 st direction on dmnt; 0.1 music/movement throut: ^.3	Artistry/Presentation - Lack of variety in ch Quality of movemer - Quality of expressio Insuf. rhythm/tempo th Insuf Surness througho Insufficient dynamics: ^ • Energy maintained throughout the companies of	nt: ^0.1 n: ^0.1 roughout: ^0.2 ut: ^0.2 0.2 at exercise
Start Value:			Execution:		Artistry / Dynamics / Rh	vthm:	
Start Value:			Execution:		Artistry / Dynamics / Rhy	ythm:	

Floor Level 7		Warm up: 1:30	Time: 1:30				
Special Requirements: 1. 2. Min 2 acro passes - 1 salto back min 2 elem - 1 salto fwd - 1 salto stretched fwd / bwd 3. Dance Pass min 2 diff with 1 180° leap 4. 360° turn (1 foot)	A(5) 0.1 $B(2) 0.3$ $C = B$	Allowable Difficulty: A's B's C Dance	Hold end pose 1 sec: 0.05 Sync music w end pose: 0.1 Conc. Pause 2 sec: 0.1 ea	Inc. body alignment, position, or posture in non- VPs throughout exercise: ^0.3 Relaxed / incorrect footwork on non- VPs throughout exercise: ^0.3 Deviation from st direction on dmnt: 0.1 Poor relation music/movement throut: ^.3		Artistry/Presentation - Lack of variety in ch - Quality of movemer - Quality of expression Insuf. rhythm/tempo th Insuf Surness through Insufficient dynamics: - Energy maintained thro (makes difficult look effe	nt: ^0.1 on: ^0.1 or: ^0.2 out: ^0.2 ^0.2 ut exercise
Start Value:			Execution:	Artistry / Dynamics / Rh			
Start Value:			Execution:		Artistry / Dynamics / Rh	ythm:	

Floor	Level 8			Warm up: 2:00	Time: 1:30		
Special Requir 1. 2 salto pass 2. 3 diff saltos 3. Min A salto 4. Dance Pass with 1 180°	ements: dmt min 2 diff	A(4) 0.1 $B(4) 0.3$ $C = B$	Allowable Difficulty: A's B's C Dance 1 Restricted C acro element	Last Salto not up to level: ^0.1 Acro not up to level: ^0.2 Dance Elem not up to level: ^0.1 No B turn: <u>0.2</u> Lack of min 3 A saltos: <u>0.3</u> Fail to salto fwd/side&bkw: <u>0.1</u> Insf use of floor, space: ^0.1	Hold end pose 1 sec: 0.05  Sync music w end pose: 0.1  Conc. Pause 2 sec: 0.1 ea Inc. body alignment, position, or posture in non- VPs throughout exercise: ^0.3  Relaxed / incorrect footwork on non- VPs throughout exercise: ^0.3  Deviation from st direction on dmnt: 0.1  Poor relation music/movement throut: ^.3	Artistry/Presentation - Lack of variety in ch - Quality of moveme - Quality of expression Insuf. rhythm/tempo Insuf Surness through Insufficient dynamics: - Energy maintained thro (makes difficult look eff	noreo: ^0.1 nt: ^0.1 on: ^0.1 throughout: ^0.2 out: ^0.2 ^0.2 out exercise
SV:		Execu	tion:	Composition:		A / D / R:	ortiess)
SV:		Execu	tion:	Composition:		A / D / R:	

Floor	Level 9				Warm Up: 2:00	Time: 1:30		
Special Requirements: 1. 2 salto pass 2. 3 diff saltos 3. Min B salto dmt 4. Dance Pass min 2 diff with 1 180° leap	A(3) 0.1 B(4) 0.3 C(1) 0.5 D Dance 1 Res. D/E Acro: +.1	Acro Indir Acro Direc Dance/ Mix	AAC BC BB AC CC	O.2 CC BC CC	Last Salto not up to level: ^0.1 Acro not up to level: ^0.2 Dance Elem not up to level: ^0.1 No B turn: 0.2 Lack of min 3 A saltos: 0.3 Fail to salto fwd/side&bkw: 0.1 Insf use of floor, space: ^0.1	Hold end pose 1 sec: 0.05 Sync music w end pose: 0.1 Conc. Pause 2 sec: 0.1 ea Inc. body alignment, position, or p osture in non-VPs throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmnt: 0.1 Poor relation music/movement throughout: ^.3	Artistry/Presentation  Lack of variety in choreo: ^0.1  Quality of movement: ^0.1  Quality of expression: ^0.1  Insuf. rhythm/tempo throughout: ^0.2  Insuf Surness throughout: ^0.2  Energy maintained throut exercise (makes difficult look effortless)	
SV: 9.7	Execution				Composition:	throughout.	A/D/R:	
SV: 9.7	Execution				Composition:		A/D/R:	

Floor	Level 10				Warm Up: 2:00	Time: 1:30		
Special Requirements: 1. 2 salto pass 2. 3 diff saltos 3. Min C salto dmt 4. Dance Pass min 2 diff with 1 180° leap	A(3) 0.1 B(3) 0.3 C(2) 0.5 D/E = C D: +.1 E: +.2	Acro Indir  Acro Direc  Dance/Mix	BB AC BD/E CC D/EA	O.2 CC AAD AE BD* BC AD* CC CD/E	Last Salto not up to level: ^0.1 Acro not up to level: ^0.2 Dance Elem not up to level: ^0.1 No B turn: <u>0.2</u> Lack of min 3 A saltos: <u>0.3</u> Fail to salto fwd/side&bkw: <u>0.1</u> Insf use of floor, space: ^0.1	Hold end pose 1 sec: 0.05  Sync music w end pose: 0.1  Conc. Pause 2 sec: 0.1 ea  Inc. body alignment, position, or p osture in non-VPs throughout exercise: ^0.3  Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3  Deviation from st direction on dmnt: 0.1  Poor relation music/movement throut: ^.3	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm/tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 • Energy maintained throut exercise (makes difficult look effortless)	
SV: 9.5	Execution				Composition:	modtJ	A/D/R:	
SV: 9.5	Execution	<u>.                                      </u>			Composition:		A/D/R:	