# General Optional and Xcel Deductions

0.20

1.00

2.00

2.00

Xcel 0.00

## **EXECUTION**

Flexed/sickled feet during value parts 0.05 each Legs: Crossed: ^ 0.10 Bent: ^ 0.30 each Separated: ^0.20 Not landing with feet together in jumps/leaps ^ 0.10 Bent arms in support VT ^ 0.50 ^ 0.30 Insufficient exactness tuck/pike ^ 0.20

Insufficient exactness in stretched position (arch or pike each) VT ^ 0.30 UB, BB, FX ^ 0.20

Failure to maintain stretched body (pike down early)

VT ^ 0.30 UB, BB, FX ^ 0.20

Insufficient extension (open) of body on landing:

VT saltos, UB/BB dismt, BB/FX acro ^ 0.30

Insufficient height (amplitude):

UB elements, BB saltos/aerials, FX acro, J/L/H ^ 0.20 UB/BB salto dismounts, FX saltos ^ 0.30

UB/BB dism'nt of no value; FX- last salto no value (L8-10) 0.30 SV (no value= restricted, salto not initiated, 3<sup>rd</sup>/2<sup>nd</sup> time no VP)

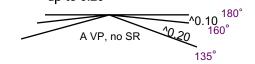
Spotting during landing/inadvertent touch: no VP/SR/Bonus 0.50 spot Spotting during VP: no VP/SR/Bonus <u>0.50</u> spot

Coach catch a falling gymnast: no ded for spot, only fall

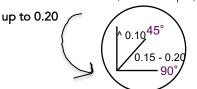
If 2 different restricted elements are performed whether or not it

received VP, a 0.50 deduction for  $2^{n\dot{d}}$  restricted element will occur.

Insufficient split (dance, non-flight walkover-style acro) up to 0.20



Insufficient turn/twist (360° example)



Degree of turn within 90 ° of target angle to get credit, with deduction up to 0.20. If more than 90° from target angle, give credit

for closest VP angle Placement of front foot upon landing (twist) or

heal drop (turn) determines angle of completion

All variation of root Acro skills will receive an "A" VP regardless of entrance, exit, or final position.

# CHIEF JUDGE DEDUCTIONS (FROM AVG)

DP 0.10 Coaches: remains between UB/next to BB whole routine - Xcel 0.00 Failure to mark FX boundary on add' I mats 0.10 Fail to present before/after(not reg'd to face judge) each 0.10 Out of Bounds (touch outside FX boundary) each 0.10 0.10 Coach sprays water or chalks bar after routine started 0.20 0.20 Exceeds warm-up time (after warning) (perform elem on mat after fall, no warning) Excessive use of chalk, or incorrect use of tape 0.20 Failure to begin routine within 30 sec CJ signal 0.20 DP 0.20 Incorrect attire/jewelry 0.20 Judge hears vocal technical cues to gymnast: after warning, take 1time per routine (if coach instructs what is next, no warning) 0.20

Unsportsmanlike conduct of gymnast (after warning) Warming up on mat after a fall (no warning)

(move mats/ remove object ok- incl athlete)

0.20 Wearing padding (hip, heels on UB) Coach on FX during routine DP 0.30

Failure to remove board after mount 0.30 Failure to remove spotting device ASAP

Incorrect equipment: unauthorized equip: insuff or add'l mat; use hand placement mat on fwd vaults; incorrect apparatus specs; board spring config; board on unauthorized surface;

landing dismt/FX salto onto foam pit each <u>0.30</u> DP 0.50 Start ex before signal from CJ (from repeat) Xcel 0.00

Absence of music on FX (not tech failure) Short exercise – UB <5 VP== FX/BB <30 sec Xcel - less than 3 elements

Level 6 BB under 30 sec but has 10 SV

\*Whenever a 1.00 or greater flat deduction is applied, score ranges DO NOT apply, and scores will be just averaged.

Minimum score: JO = 1.00 Xcel = 4.00

# LANDING DEDUCTIONS

For VT, dismounts UB/BB, acro on FX

ge)
0.05
0.10
^ 0.10
^ 0.10
^ 0.10
^ 0.10
^ 0.10
os) ^ 0.20
s ^ 0.20
^ 0.30
^ 0.30
^ 0.30
0.30 + <u>0.50</u>
^ 0.30
<u>0.10</u> – <u>0.15</u>
each <u>0.20</u>
0.50

Failure to land on bottom of feet first. no VP, no SR >> if also no initiation of salto (dismt, last FX salto) = 0.30 SV

Fall on or against apparatus

0.50

# Levels 6 & 7 Vaulting

Neutral head Except Tsuk entry Step/hop hands Staggered/alt hand Alt repulsion Shoulder angle Arched (excessive) Flight Phases: Bent leas Legs crossed ^0.10 Failure to pass thru vertical ^0.20 Legs separation Arms bent (except Tsuk lead arm) Leas bent ^0.30 One hand on table Foot form ^0.10 Head touch (includes arms ded.) Neutral head ^0.10 Arched ^0.20 Ang of repulsion Piked ^0.30 Too long support

Length (center of mass at initial contact on mat stack)	^ 0.20
Maintain body position Failure to create rotation (excessive arch/pike)	^ 0.20 ^ 0.30
Height	^ 0.50

When hands leave the table, angle of <u>hands through hips</u> . If there is a shoulder angle, then shoulder through hips (look for Center of Mass)

^ 0.25 **/ <sup>45</sup>** 

0.30-0.50

Table height – up to 135 cm

Mat stack - MUST be equal to or higher than the underside of the top of the table.

^ 0.10

^ 0.10

^ 0.20

^ 0.20

^ 0.20

^ 0.30

^ 0.30

^ 0.50

1.00

2.00

^ 0.50

^ 0.50

ea 0.10 max 0.30

This does not need to be pushed under the table.

Direction ^ 0.30 (at initial contact of mat) Dynamics ^ 0.30

Coach between board and table (except RO vaults)	<u>0.50</u>
Coach aid landing (no deduction after landing)	0.50
Coach aiding vault	VOID
No contact of hands on table	VOID
Salto performed after landing	VOID
Not performing allowable choice of vault	VOID
Use of alternate springboard	VOID
Failure to use safety zone (RO vaults)	VOID
Failure to use mat stack	VOID
Incorrect tape/excessive chalk on table or runway	0.20 (CJ)
Unauthorized matting, unauthorized spring config or	<u>0.30</u> (CJ)
incorrect mat stack height	
Perform vault w/o judge prior signal- off repeated vault	<u>0.50</u> (CJ)

Landing

Slight hop/small adj feet towards table ^ 0.10 each 0.10 – 0.15 max 0.40 Large step/jump (approx. 3 ft) each 0.20 max 0.20 Brush/hit far end of table ^ 0.20 Lands on feet alternately, or only one foot (=LS) <u>0.20</u> Body posture on landing (landing on feet) ^ 0.50

Lands on mat and falls/support against table 0.50 1.00 Failure to land on top of mat stack

Failure to land on bottom of feet first:

VOID Handspring: Yurch & Tsuk: L6 1.00 L7 NO deduction

VOID Land standing/sitting/lying on table First point of contact on mat is head or neck VOID

(Allowed continued steps/rolls direction of momentum

of the vault; finish optional)

**Balk** = run approach that does NOT come to a rest or support on top of the table.  $2^{nd}/3^{rd}$  balk = VOID -- allowed 3 approaches to perform 1 OR 2 vaults

Quick symb	ols			
L LS LCr ft h pk arc	sh arm arc stag alt step h	L V Dir Dy	H D Rot La - st B	

Range Avg		
9.5 - 10.0	0.20	
9.0 - 9.475	0.50	
8.0 - 8.975	0.70	
below 8.0	1.00	

Whenever a zero or 1.00 deduction is applied as one of the counting scores, the score range average does NOT apply.

gymnast on her feet...if exceeds time, no 2<sup>nd</sup> vault attempt allowed

All levels: 45 sec fall time starts once

<u>Timed warmup</u> – amount determined by **largest squad** in meet.

Timing not includes run back/drills/run past table on

Start time: a mount onto table for jump off table or with run/touch springboard.

No blocked time.

Next competitor can run/jump on runway - but not touch equipment and NOT in front of judges <u>Touch warm-up</u> = 3 vaults Allow ONE stand on table to jump off per gymnast before time; ONE run back after team presents to judges.

# Levels 8-10 & XG - XA -- Optional Vaulting

Except Grp 3 Tsuk or Grp 5 full on- salto

# First Flight:

Arched (excessive)	^ 0.20
Piked	^ 0.30
Incomplete twist	^ 0.30
(1/1+ or -1/4)	

**Both Flight Phases:** 

^ 0.10
^ 0.10
^ 0.20
^ 0.30

^ 0.10 Staggered/alt hand) Alt repulsion ^ 0.20 ea <u>0.10</u>, max <u>0.30</u> Step hands Shoulder angle ^ 0.20 Excessive arch ^ 0.20 ^ 0.30 Bent legs (early tuck salto vaults) LA turn too early (on table) ^ 0.30 Failure to pass through vertical ^ 0.30 Hop on hands 0.30 Bent Arms (except Tsuk lead arm) ^ 0.50 One hand on table 1.00 Head touch (includes arms) 2.00

Length	^ 0.30
Height	^ 0.50

# Body shape -

body snape	
Insuff Tuck, Pike	^ 0.30
stretch – (arch or pike)	^ 0.30
Pike down of stretched	^ 0.30
Lack of opening	^ 0.25
total absence	0.30
(stretch prior to landing, sal	tos only)

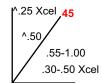
Twists -	
Exact twist (crisp)	^ 0.10
Complete twist late (on mat) Grps 1, 4&5 w/o salto)	^ 0.30
ncomplete turn	^ 0.30

Under rotate **all** vaults up to 0.10



Direction ^ 0.30 Dynamics ^ 0.30

Too long support		^ 0.50
Ang of repulsion	L8-10	^ 1.00
•	Xcel	^ 0.50



Coach between board and table (except RO vaults) DP 0.50 XG, XP, XD NO deduction Coach aid landing 0.50 >> if also fall, additional 0.50 Coach catching falling gymnast deduct for fall only 0.50 Coach aiding vault DP: VOID XG, XP, XD =1.00 **L8 only:** coach spot **post** flight (salto vaults only) 1.00 No contact of hands on table VOID Land standing/sitting/lying on table VOID Either vault not on appropriate chart (restricted) VOID No safety zone for RO & Hdspr onto brd vaults VOID Use of alternate springboard XG 9.50 SV Incorrect tape/excessive chalk on table or runway CJ 0.20 Unauthorized matting, unauthorized spring config CJ 0.30 Perform vault w/o judge prior signal (off repeated vault) CJ <u>0.50</u> Xcel: No deduction

> All levels: 45 sec fall time starts once gymnast on her feet (after injury assessment), ends at salute for 2nd vault

**Balk** = run approach that does NOT come to a rest or support on top of the table.  $2^{nd}/3^{rd}$  balk = VOID -- allowed 3 approaches to perform 1 OR 2 vaults

Range Avg		
9.5 - 10.0	0.20	
9.0 - 9.475	0.50	
8.0 - 8.975	0.70	
below 8.0	1.00	

Whenever a zero or 1.00 deduction is applied as one of the counting scores, the score range average does NOT apply.

Angle = hands to body part furthest past the vertical when leaving the table

# Landing:

Landing.	
Feet land max hip width and not close	0.05
Feet land <i>wider</i> than hip width, not close	0.10
Entire foot/feet slide or lift off floor to join	^ 0.10
Arm swings to maintain balance	^ 0.10
Staggered feet, small hop, adjust	^ 0.10
Add'l trunk movements to maintain balance	^ 0.20
Body posture (upon landing)	^ 0.20
Brush/hit body on far end of table	^ 0.20
Steps: each <u>0.10</u> – <u>0.15</u>	max <u>0.40</u>
Large step/jump (approx. 3 ft) each <u>0.20</u>	max <u>0.20</u>
Brush/touch floor (no support)	^ 0.30
Squat (hips lower than knees)	^ 0.30
-> then falls	0.50
Falls against table	0.50
Falls to hand(s)/knee(s)/hips on floor	0.50
Failure to land feet first	VOID

<u>Timed warmup</u> – amount determined by **largest squad** in meet. Timing not includes run back/drills/run past table on runway. Start time: a mount onto table for jump/salto off table or with run/touch springboard.

No blocked time.

Next competitor can run/jump on runway - but not touch equipment and NOT in front of judges Touch warm-up = #vaults : XG,XP = 2; XD = 3 L8-10=3

Allow ONE stand on table to jump/salto off per gymnast before time starts, ONE run back after present to judges.

# Levels 8, 9, 10 VAULT VALUES

	Group 1: Handspring/Yami w w/o twist					
				L8	L9	L10
1.101	Hdsp			9.0	8.5	8.1
1.102	Hdsp	1/2		9.1	8.6	8.2
1.103	Yami			9.0	8.5	8.1
1.104	Yami	1/2		9.1	8.6	8.2
1.105	1/2 - 1/2	or 1/4 - 3/4		9.2	8.6	8.2
1.106	1/4 - 1/2	repul		9.0	7.0	7.0
1.108	1/4 - 1/4	repul		9.0		
1.109	Hsp-hdsp	hdsp		9.1	8.6	8.2
1.110	Hsp-hdsp	1/2		9.2	8.7	8.3
1.111	Hsp-1/2	repul		9.1	7.1	7.1
1.201	Hdsp	full		9.5	9.0	8.8
1.202	Hdsp	11/2		9.7	9.4	9.2
1.203	Yami	full		9.5	9.0	8.8
1.205	1/2 - 1 1/2	or 1/4 - 1 3/4 face av	way	9.6	9.3	9.1
1.206	1/2	full		9.4	8.9	8.7
1.207	full	hdsp/yami		9.5	9.0	8.9
1.208	full	1/2		9.7	9.3	9.1
1.209	Hsp-hdsp	full		9.6	9.1	8.9
1.211	Hsp-1/2	1/2		9.3	8.7	8.3
1.301	Hdsp	2		10.0	10.0	9.8
1.306	1/2 + 2	or 1/4 + 2 1/4		10.0	9.8	9.6
1.307	full	full			9.8	9.7
1.308	full	11/2	face t	able		9.8
1.311	Hsp-1/2	full		9.5	9.0	8.8
1.402	Hdsp	21/2				10+
1.504	Yami	21/2				10+

G	iroup 2: Hds	p w w/o full twist, sal	tos fwd	/bkwd		
				L8	L9	L10
2.301	Hdsp	front tuck			10.0	9.8
2.302	Hdsp	fr tuck 1/2			10.0	10.0
2.303	Hdsp	1/2 bk tuck				9.9
2.304	Hdsp	fr pike			10.0	9.9
2.310	Hsp-hdsp	fr tuck			10.0	9.9
2.311	Hsp-hdsp	fr pike			10.0	10.0
2.402	Hdsp	fr tuck full				10+
2.403	Hdsp	1/2 bk tuck 1/2				10+
2.404	Hdsp	fr pike 1/2				10+
2.405	Hdsp	1/2 bk pike				10+
2.406	Hdsp	fr layout				10+
2.407	Hdsp	fr layout 1/2				10+
2.407	Hdsp	1/2 bk layout				10+
2.408	Hdsp	fr pike full				10+
2.409	full	fr tuck				10+
2.410	Hsp-hdsp	fr tuck 1/2				10+
2.411	Hsp-hdsp	fr pike 1/2				10+
2.501	Hdsp	double front				10+
2.502	Hdsp	fr tuck 1 1/2				10+
2.507	Hdsp	fr layout full				10+
2.508	Hdsp	fr layout 1 1/2				10+
2.509	full	fr pike				10+
2.607	Hdsp	fr layout 2				10+
2.609	full	fr layout				10+

	Group 3: Tsukahara (1/4 to 1/2 on), saltos					
				L8	L9	L10
3.201	Tsuk	bk tuck		10.0	9.6	9.4
3.301	Hsp-Tsuk	bk tuck			9.7	9.5
3.302	Tsuk	bk tuck full			10.0	9.8
3.303	Tsuk	bk pike		10.0	9.7	9.5
3.304	Tsuk	bk layout			10.0	9.7
3.305	Hsp-Tsuk	bk pike			9.8	9.6
3.306	Tsuk	1/2 or 3/4 fr tuck			10.0	9.7
3.306	Tsuk	bk tuck 1/2			10.0	9.7
3.307	Tsuk	1/2 or 3/4 fr pike				9.8
3.307	Tsuk	bk pike 1/2				9.8
3.308	Tsuk	1/2 or 3/4 fr tuck 1/2	face t	able	10.0	9.8
3.402	Tsuk	bk tuck 1 1/2				10+

G	Group 3: Tsukahara (1/4 to 1/2 on), saltos (cont)					
				L8	L9	L10
3.405	Hsp-Tsuk	bk tuck full				9.9
3.407	Tsuk	1/2 or 3/4 fr layout	face	away		10.0
3.407	Tsuk	bk layout 1/2				10.0
3.504	Tsuk	bk layout 1 1/2				10+
3.505	Tsuk	bk layout 2				10+
3.507	Tsuk	1/2 or 3/4 fr layout 1/2	face	table		10+
3.508	1/4-1/4	fr tuck 1 1/2				10+
3.509	Tsuk	1/2 or 3/4 fr tuck full	face a	away		10+
3.605	Tsuk	bk layout 2 1/2				10+

	Group	4: Round Off (Yurchen	ko) enti	у		
				L8	L9	L10
4.101	RO	repul		9.0	7.0	7.0
4.102	RO	1/2 tw		9.1	7.7	7.7
4.201	RO	full tw		9.4	9.1	8.9
4.202	RO	1 1/2 tw		9.6	9.3	9.1
4.203	RO	bk tuck		10.0	9.6	9.4
4.301	RO	2 tw			9.8	9.7
4.303	RO	bk tuck full	face t	able	10.0	9.8
4.304	RO	bk pike		10.0	9.7	9.5
4.305	RO	bk layout			10.0	9.7
4.306	RO	bk layout full				10.0
4.307	RO	1/2 fr tuck	face away		10.0	9.8
4.307	RO	bk tuck 1/2			10.0	9.8
4.308	RO	1/2 fr pike				9.9
4.308	RO	bk pike 1/2				9.9
4.309	RO	1/2 fr layout				10.0
4.309	RO	bk layout 1/2				10.0
4.403	RO	bk tuck 1 1/2	face a	away		10.0
4.406	RO	bk layout 1 1/2				10+
4.407	RO	1/2 fr tuck 1/2	face t	face table		10.0
4.503	RO	bk tuck 2				10+
4.506	RO	bk layout 2				10+
4.508	RO	1/2 fr pike 1/2				10+
4.606	RO	bk layout 2 1/2				10+

Gro	oup 5: RO 1,	/2 or Full (Yurchenko 1,	2 or fu	ıll) entry		
				L8	L9	L10
5.101	RO 1/2	hdsp		9.2	8.9	8.9
5.102	RO 1/2	1/2		9.4	9.1	9.1
5.107	RO full	1/2			9.2	9.2
5.108	RO full	repul			8.2	8.2
5.201	RO 1/2	full tw		9.6	9.2	9.2
5.202	RO 1/2	1 1/2 tw		9.8	9.4	9.4
5.207	RO full	full tw			9.3	9.3
5.301	RO 1/2	fr tuck			10.0	10.0
5.312	RO 1/2	2 tw		10.0	10.0	9.9
5.401	RO 1/2	1/2 fr tuck				10+
5.402	RO 1/2	bk tuck 1/2	face t	able		10+
5.403	RO 1/2	fr pike				10+
5.404	RO 1/2	1/2 fr pike				10+
5.405	RO 1/2	bk pike 1/2				10+
5.406	RO 1/2	fr layout				10+
5.408	RO full	bk tuck	face t	able		10.0
5.409	RO full	bk pike				10.0
5.410	RO full	1/2 fr tuck	face a	away		10+
5.501	RO 1/2	fr tuck 1 1/2	face t	able		10+
5.505	RO 1/2	1/2 bk layout				10+
5.505	RO 1/2	fr layout 1/2				10+
5.509	RO full	bk layout				10+
5.510	RO full	bk tuck full				10+
5.511	RO full	bk layout full				10+

### **Optional Uneven Bars** J. Lippert 9/24 6 10 3A 3B 2C 5A 1B 5A 2B Value 4A 4B 3A 4B 1C one allowed C = Ballowed C = Ballowed C = BAny B/C root elem w/ 1/2 to Parts and rev/L/mix grip or 1/1 pir other C = 0.5, no other C = 0.5, no VP one Rst C = BRestricted VP no rel HB⇔LB \*other C = -0.5, no rules 1st D/E = C for CV/SR. +.1VP/SR D/E bonus \*Whether it meets reg't \*other D/E = -0.5, no VP/SR for VP Unless other D/E is a allow elem Special one cast 45 + one cast hdst one bar change 2 bar change C flight element (45° fulfills SR) Reamts (above horiz = SR) min B flight elem(diff) B circle (3/6/7) B flight elem one bar change Two clear circles: C flight elem (diff) C LA turn (not 0.5 each B elem flight (not one Gp 3/6/7 =one Gp 3/6/7 mt/dismt) dsmt) **or** LA turn -OR- B LA turn elem =B circle (same or diff) No VP = 360 clear cir (not mt/dsmt) (not mt/dsmt) C salto dismt no SR A salto dismt A salto dismt A salto dismt B salto dismt 9.7 (+0.3 bonus) SV 10.0 10.0 10.0 9.5 (+0.5 bonus) .3 CV, max +.1 DV max +.4 CV or DV C, VP, SR, C, VP, SR, Rst C, VP, SR, Rst D/E, VP, SR, Deduct= no dismt no dismt no dismt no dismt VP, SR, no dismt (includes mt/dismt) Connection Value (CV) **GENERAL COMPOSITION (8-10)** L 8 Lack elements achieve vertical ^ 0.20 L10 C + C = 0.1C + D = 0.10**L8-10** Dismount not up to the level of comp ^ 0.10 Both elem must have LA turn or flight L9/10 Facing same direction throughout (ex mt/dmt) 0.10 However, if both Gp 3/6/7, no LA/flt D + D = 0.20**L9/10** Choice of Elements - 2 out of 3 (ex dmt) needed, but must be different 1. Fwd elem circle/release- min B 2 elem 0.00 2. 3/6/7 element- min B 1 elem 0.10 L 9 C + C = 0.1C + C = 0.203. Min 180° LA Turn w/wo flt- min C 0 elem 0.20 one/both elem w/o LA turn/flight If both elem have If none have LA/flt, must be different LA/flight L10- Choice of release elem not up to level comp (two diff D/E releases for no deduction) ^ 0.20 L10- Lack of 2<sup>nd</sup> bar change 0.20 Range (avg) L 10 ADDITIONAL BONUS: +0.1 must have 10 L10- More than one squat/stoop LB jump to HB each 0.10 SV, 0.6+ bonus, 1 E elem (no fall/spot). Not in 9.5 - 10.0 0.20 34 giant with/without grip change each 0.10 SV- add to score and visibly indicate each 0.10 9.0 - 9.475 0.50 Uncharacteristic elem (and breaks series) -fwd on HB feet on LB, stand, w/w/o 1/2 turn; climb/crawl 8.0 - 8.975 0.70 Allowed elements: onto LB; squat on LB, w 1/2 turn on feet to grasp HB below 8.0 1.00 B for L6,L 7, L8: APPARATUS DEDUCTIONS Dismount UTL - no ded B for L7, L8: Insuff angle of arrival-flt to HS on LB 0.05 **L10** D/E + C dismt **or** ^ 0.10 Hesitation in hdst or jump to HB D/E dismt Insuf extension of glides/sw to kip ^ 0.10 (Reg grip) ^ 0.10 L9 C dismt Poor rhythm in element/conn Precision of hdst positions ^ 0.10 **L8** B + A dismt **or** B dismt 45 sec fall time when on feet Swing fwd/bwd under horiz ea ^ 0.10 (after injury assessment) L10 UTL - 2 diff D/E release Touch, brush foot on apparatus/mat ^ 0.10 Under rotation of release/flight elem ^ 0.10 high Landing too close to bars on dismt 0.10 30 no VP VΡ ^ 0.20 Amplitude of bar elements, releases Lower B VP Dynamics (energy, swingful, effortless) ^ 0.20 Failure to maintain stretch (pike down) dmt. ^ 0.20 Hit foot: on apparatus 0.20 0.30 45 on mat .25-.3 Incomplete twist salto dismt ^ 0.20 ^.25 Insuff amplitude of salto dismounts ^ 0.30 ^.2 0.3 Casts, swings Insuff extension/open of tk/pk prior to land ^ 0.30 Clear Hips .35 - .4 Circles Bent arms in support or legs ^ 0.30 Dismount of no value/ restricted (from SV) 0.30 Extra swing/cast (max 0.5 for 2+ consec) ea $\overline{0.30}$ 20 Grasp to avoid fall 0.30 Incorrect padding (heel/hip) CJ 0.20 Coach between bars throughout exercise CJ 0.10 L6 cast No SR Coach sprays water on bar after routine begins CJ 0.20 Failure to remove bd/spot block CJ 0.30 Exercise fewer than 5 VP elem CJ 2.00 180-360 turns Healy, 540 turns Flt to Hdst LB

# Level 9 Optional Uneven Bars

	9
Value Parts and Restricted rules	<b>3A 4B 1C</b> ½ or 1/1 pir of B/C root elem allowed
	1st D/E = C for CV, $+.1$ D/E bonus other restricted D/E = $-0.5$ , no VP
Special Reqmts 0.5 each	2 bar change B flight elem
No VP = no SR	C flight elem (diff) <b>-OR-</b> B LA turn elem (not mt/dsmt) B salto dismt
Start Value  Deduct from SV >	9.7 (+0.3 bonus) .3 CV, max +.1 DV Rst D/E, VP, SR, No dismt (0.3)

Connection Value (CV)	(includes mt/dismt)
C + C = 0.1 one/both elem w/o LA turn/flight If none have LA/flt, must be different	C + C = 0.2 If both elem have LA/flight

# L9 Bonus notes:

All allowable D/E becomes C for CV

First restricted D/E may earn +.10 DV bonus (no fall or spot) one time only

If first D/E has fall with 0 VP and the same element is repeated and gets VP, then apply +0.1 D/E bonus.

Any other restricted D/E whether or not it meets the req't to get VP: deduct <u>0.50</u> from SV for restricted element. No VP/SR is awarded.

If no VP on restricted elem, and do an allowable D/E, + 0.10 bonus can be given.

UTL	Dismounts			
0.0	C dismt			
0.05	C + B dismt			
0.1	B + B dismt			

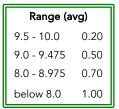
45 sec fall time when on feet, after med assessment

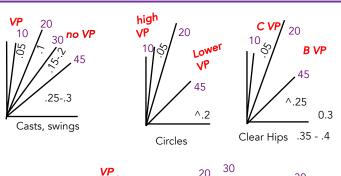
# **GENERAL COMPOSITION**

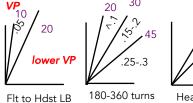
Dismount up to the level of comp	^ 0.10
Facing same direction throughout (ex mt/dsmt)	^ 0.10
Choice of Elements - 2 out of 3 (ex dmt)	
1. Fwd elem circle/release- min B	<b>r</b> 2 elem <u>0.00</u>
2. 3/6/7 element- min B	2 elem <u>0.00</u> 1 elem <u>0.10</u>
3. Min 180° LA Turn w/wo flt- min C	0 elem <u>0.20</u>
¾ giant with/without grip change	<u>0.10</u>
Uncharacteristic elem (and breaks series)	ea <u>0.10</u>
	the state of the s

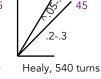
-fwd on HB feet on LB, stand, w/w/o 1/2 turn; climb/crawl onto LB; squat on LB, w 1/2 turn on feet to grasp HB

APPARATUS DEDUCTIONS
Insuff angle of arrival- flt to HS on LB $0.05$
Hesitation in hdst or jump to HB ^ 0.10
Insuf extension of glides/sw to kip ^ 0.10
Poor rhythm in element/conn ^ 0.10
Precision of hdst positions ^ 0.10
Swing fwd/bwd under horiz ea ^ 0.10
Touch, brush foot on apparatus/mat ^ 0.10
Under rotation of release/flight elem ^ 0.10
Landing too close to bars on dismt $0.10$
Amplitude of bar elements, releases ^ 0.20
Dynamics (energy, swingful, effortless) ^ 0.20
Fail to maintain stretch (pike down) dmt. ^ 0.20
Hit foot: on apparatus $0.20$ on mat $0.30$
Incomplete twist salto dismt ^ 0.20
Insuff amplitude of salto dismounts ^ 0.30
Insuff extension/open of tk/pk prior to land ^ 0.30
Bent arms in support or legs ^ 0.30
Dismount of no value/ restricted (from SV) <u>0.30</u>
Extra swing/cast (max 0.5 for 2+ consec) ea <u>0.30</u>
Grasp to avoid fall $0.30$
Hit foot on mat $0.30$
Coach between bars throughout exercise CJ <u>0.10</u>
Coach sprays water on bar/ rtn started CJ <u>0.20</u>
Incorrect padding (heel/hip) CJ <u>0.20</u>
Failure to remove bd/spot block CJ <u>0.30</u>
Exercise fewer than 5 VP elem CJ <u>2.00</u>









# Level 10 Optional Uneven Bars

	10
Value Parts	3A 3B 2 C
Special Reqmts 0.5 each No VP = no SR	C flight element min B flight elem(diff) C LA turn (not mt/dismt) C salto dismt
Start Value  Deduct from SV >	9.5 (+0.5 bonus) max +.4 CV or DV
Deduct from SV >	VP, SR, no dismt

# **GENERAL COMPOSITION**

Dismount not up to the level of comp	^ 0.10
Choice of release elem not up to level comp	
(two diff D/E releases for no deduction)	^ 0.20
Choice of Elements - 2 out of 3 (ex dmt)	
1. Fwd elem circle/release- min B 2 elem	0.00
2. 3/6/7 element- min B $\Gamma$ 1 elem	0.10
3. Min 180° LA Turn w/wo flt- min C - 0 elem	0.20
Lack of 2 <sup>nd</sup> bar change	0.20
Facing same direction throughout (ex mt/dmt)	0.10
More than one squat/stoop LB jump to HB ea	nch <u>0.10</u>
34 giant with/without grip change each	ch <u>0.10</u>
Uncharacteristic elem (and breaks series) ea	ich <u>0.10</u>
-fwd on HB feet on LB, stand, w/w/o 1/2 turn;	
climb/crawl onto LB; squat on LB, w 1/2 turn on	
feet to grasp HB	

### APPARATUS DEDUCTIONS

APPARATUS DEDUCTIONS	
Insuff angle of arrival- flt to HS on LB	0.05
Hesitation in hdst or jump to HB	^ 0.10
Insuff extension of glides/sw to kip	^ 0.10
Poor rhythm in element/conn	^ 0.10
Precision of hdst positions	^ 0.10
Swing fwd/bwd under horiz	ea ^ 0.10
Touch, brush foot on apparatus/mat	^ 0.10
Under rotation of release/flight elem	^ 0.10
Landing too close to bars on dmt	<u>0.10</u>
Amplitude of bar elements, releases	^ 0.20
Dynamics (energy, swingful, effortless)	^ 0.20
Fail to maintain stretch (pike down) dmt	^ 0.20
Incomplete twist salto dmt	^ 0.20
	mat <u>0.30</u>
Insuff amplitude of salto dmts	^ 0.30
Insuff ext/open of tk/pk prior to land	^ 0.30
Bent arms in support or legs	^ 0.30
Dismount of no value/ restricted (from S'	V) <u>0.30</u>
Extra swing/cast (max 0.5 for 2+ consec)	
Grasp to avoid fall	<u>0.30</u>
Coach between bars throughout exercis	
Coach sprays water on bar/ rtn started	CJ <u>0.20</u>
Incorrect padding (heel/hip)	CJ <u>0.20</u>
Failure to remove bd/spot block	CJ <u>0.30</u>
Third run approach	CJ <u>0.50</u>
Exercise fewer than 5 VP elem	CJ 2.00

Connection Value (CV) (includes mt/dismt)	
C + C = 0.1 -Both elem must have LA turn or flight	C + D = 0.1
-If both Gp 3/6/7, no LA/flt needed, but must be different	D + D = 0.2

**L 10 ADDITIONAL BONUS: +0.1** must have 10 SV, 0.6+ bonus, 1 E elem (no fall/spot). Not in SV- add to score and visibly indicate

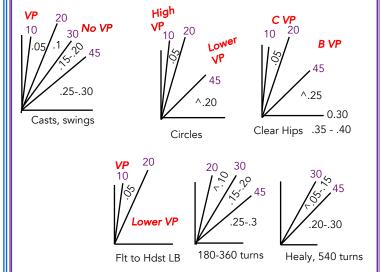
DV Bonus: if performed D/E with a fall w/ VP (0 bonus)... then repeats element in different connection successfully - can receive DV bonus  $2^{\rm nd}$  time

UTL	Releases
0.0	D/E D/E
0.05	D+C conn
0.1	Isol D & isol C
0.15	C+C conn or isol D & isol B
0.2	2 isol C or isol C & B

Range (avg)
9.5 - 10.0 0.20
9.0 - 9.475 0.50
8.0 - 8.975 0.70
below 8.0 1.0

UTL	Dismounts				
0.0	D/E or D+C dmt				
0.05	C+C+C or D+C+C				
0.1	C+C dismt or less				

45 sec fall time when on feet, after med assessment



# Optional Balance Beam

		Optional Balance Beam						J. Lippert 8/24					
	6	7			8	8 9		9	10				
Value Parts and Restricted rules	<b>5A 1B</b> one dance C = I Rst C = -0.5, no		any dance C = B dance acro C= -0.5, no VP one Rst C		one acro	nce C = B e acro C = B t C= -0.5, no VP		3A 4B 1C Dance D/E = C 1st acro D/E = C for CV, +.1 D/E bonus Rst D/E = -0.5, no VP		3A 3B 2C			
Special Reqmts 0.5 each No VP = no SR	Acro series w/o flt OR one acro flt elem (iso or in series) Leap/jump 180 split 360° turn A salto/aerial dismt		acro flight element  Leap/jump 180 split  split  360° turn  360		elem acro flight element les) Leap/jump 180 split 360° turn		Acro ser elem Leap/jur split 360° tur A salto/a	mp n	180	Lea 36	ro Series, 2 flt elem ap/jump 180° split 0° turn alto/aerial dismt	(o Lea 360 C c	ro Series, 2 flt elem with one min C or E flt + A non-flt) ap/jump 180° split 0° turn dismount (or a B dismt dir conn to a C acro flight/dance elem or C acro series)
SV Deduct=>	10.0 C, VP, SR, dismt value (0.3)	no	10.0 C , VP, SR, dis value (0.3)	C , VP, SR, dismt no Rst		-	iR, dismt 3)	.3 Rst	' (+0.3 bonus) 3 CV, max +.1 DV : D/E, VP, SR, dismt value (0.3)	m	(+0.5 bonus) ax +.4 CV or DV , SR, dismt no value (0.3)		
Connection Value (CV)	2 acro flight no dismt	(try	cro flight 2-acro bonus)		, no dismt)		turns				Range (avg decides)		
+ 0.1	B + C (salto)	B +	- B + C	A + D/ B + C	E		A + C				9.5 - 10.0 0.20 9.0 - 9.475 0.50		
+ 0.2	C + C B + D/E C + D/E D + D	B +	- C + C - B + D - C + D	C + C L 10 ADDI' must have		10 S\ ot). N	IAL BONUS: +0.1 V, 0.6+ bonus, 1 E aci lot in SV- add to scor ate		8.0 - 8.975 0.70 below 8.0 1.00				
ADDITIONAL			CV PONILIS, 10.1	l land on	baam	Fa	ailure to lar	nd fe	APPARATUS DED et together in L/J (lan				
ADDITIONAL 3-elem acro flt series CV BONUS: +0.1 land on beam (no dsmt), with min C salto/aerial or D/E flt w/wo hand support.  GENERAL COMPOSITION (8-10)  Show 2 directions (F/S/B) choreography ea 0.05 Level changes ^0.10  Spatially (use whole beam) ^0.10  Choice of dismount not up to level of comp ^0.10  Fail to perform acro in 2 diff dir (Fw/Sw and Bw) 0.10  if only Fw/Sw or Bw in dismt 0.05  More than 2 dance of same shape V, W, or V ea 0.10  More than 1 pivot (1/2) turns (releve', str legs) 0.10  Choice of acro up to level of competition ^0.20  Choice of dance up to level of comp ^0.20  Lack of dance series 0.20				0.05 0.10 0.10 0.10 0.10 0.05 0.10 0.10	H-In La D La A RI RI In In In	esitation in correct bo ack of precirection of anding too rtistry of praqualit availed to make the continuous torso out ailure to meight of accomplete correct bo suff dynam	i jum  dy po ision landii close resen y of c y of r y of r of lir ro/da turn o dy po dy po isios (e	expression - projection choreography movement cro connection (fwd/b ody, slow, slight exten the with beam in stretch body (pk do ance/saltos or twist osition landing elemenergy, effortless)	nt ack, fo d-ben own ds	^ 0.10 ^ 0.10 wd/side, non-flight) id knees			
L10: UTL 3elem-C series or 2 elem-C salto series <u>plus</u> D/E flight and additional C salto or D/E flight (additional C salto can be a 2nd salto in 2-C salto series)  UTLd C C C -or- C C D/E  UTL→ B flt + C dismt -or- D/E flt + B dsmt -or- D/E dismt  L9: UTL 2 ele-C ser <u>plus</u> salto/aerial and D/E flight  UTLd C C  UTL→ B flight + B dismt -or- C dismt  L8: UTL B + B ser, plus acro B, A  UTL→ B acro + A dismt -or- B dismt  Overtime: CJ 0.10 Shorter than 30 sec = CJ 2.00  L8-10: 1:30 warning 1:20  L7 - 1:20 warning 1:05 → shorter than 30 sec, w 10 SV = 0.50 CJ				mt	In In Le RI Va Su Su In In Re Ba	suff leg sp suff surene egs not pai nythm duri ariation of oncentration upport of le irrection of eight of sa correct bo suf extensi elaxed/ince alance: se supplen	lit in ess of rallel ng da rhyth on pa eg ag gaine lto di dy al ion o  ^ ( nent:	f tuck/pike/stretch po L/J, walkover (less that performance through to beam in split/strad ance/mix conn. m and tempo through use: 2 sec ea 0.10 gainst beam, hit er dismount off end smount ignment, posture in n f body (open) prior to otwork in non-VP through support (feet on floor am throughout exercises.	on-VP land or bar or bar	(a = A)			

# Level 9 Optional Balance Beam

	9
Value Parts and Restricted rules	<b>3A 4B 1C</b> Dance D/E = C  1st acro D/E = C for CV, +.1 D/E bonus Rst D/E = -0.5, no VP
Special Reqmts 0.5 each No VP = no SR	Acro Series, 2 flt elem  Leap/jump 180° split  360° turn B salto/aerial dismt
SV  Deduct from SV>	<b>9.7</b> (+0.3 bonus) .3 CV, max +.1 DV Rst D/E, VP, SR, no dismt

Dance
СС
СВ
С
ВВ
В

UTL acro	B + C flight series			
0.0	C sal, aerial, D w hand			
0.05	C w hand			
0.1	B flight			
	B + B flight series			
0.15	C salto/aerial			
0.2	B, or no B			
0.2	Broken series			

Connection Value (CV)	2 acro flight no dismt	3 acro flight (try 2-acro bonus)	dance/mixed (acro flt, no dismt)	turns
+ 0.1	B + C (salto)	B + B + C	<b>A + D</b> B + C	A + C
+ 0.2	C + C B + D/E C + D/E D + D	B + C + C B + B + D B + C + D	C + C B + D C + D	

UTL	Dism t	Acro conn	Dance conn
0.0	C	B + B	C + B
0.05		A + B	B + B
0.1	В	А	

ea ^ 0.10

ea ^ 0.10

^ 0.10

^ 0.20

ADDITIONAL 3-elem acro flt series CV BONUS: +0.1 land on beam (no dsmt), with min C salto/aerial or D/E flt w/wo hand support.

# L9 Bonus notes:

Any D/E becomes C for CV

Dance D/E are not eligible for +.1 D/E

First Acro D/E (restricted) may earn +.1 D/E bonus (no fall or spot).

The same restricted element may be repeated if the element receives 0 VP the first time.

Any additional restricted element performed whether or not they receive VP credit: deduct <u>0.50</u>, No VP/No SR.

# **APPARATUS DEDUCTIONS** Failure to land feet together in L/J (land side)

, , , ,	
Incorrect body position in VP dance	ea ^ 0.10
Lack of precision in VP dance	ea ^ 0.10
Direction of landing on dismt	0.10
Landing too close to beam on dismount	0.10
Artistry of presentation:	
~quality of expression - projection, focus	^ 0.10
~variety of choreography	^ 0.10
~quality of movement	^ 0.10
Rhythm during acro connection (fwd/back, fwd/side, no	on-flight)
continuous body, slow, slight extend-bend knees	^ 0.10
torso out of line with beam	.15 to 0.20
Failure to maintain stretch body (pk down dsmt)	^ 0.20
Height of acro/dance/saltos	^ 0.20
Incomplete turn or twist	^ 0.20
Incorrect body position landing elements/dismounts	^ 0.20
Insuff dynamics (energy, effortless)	^ 0.20

GENERAL	<b>COMPOSIT</b>	TION (8	3-10)
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CENTERAL COMIN CONTION (C 10)				
Show 2 directions (F/S/B) choreography	ea <u>0.05</u>			
Level changes	^ 0.10			
Spatially (use whole beam)	^ 0.10			
Choice of dismount not up to level of comp	^ 0.10			
Fail to perform acro in 2 diff dir (Fw/Sw and Bw)	<u>0.10</u>			
if only Fw/Sw or Bw in dismt	0.05			
More than 2 dance of same shape $\wedge$ , $W$ , or $V$	ea <u>0.10</u>			
More than 1 pivot (1/2) turns (releve', str legs)	0.10			
Choice of acro up to level of competition	^ 0.20			
Choice of dance up to level of comp	^ 0.20			
Lack of dance series	0.20			

**Time**: 1:30 Overtime

J. Lippert 8/24

CJ 0.10 Ex less than 30 sec CJ 2.00

45 sec fall time when back on feet

or <i>Μ</i>	0.05 ea <u>0.10</u>	Insuff leg split in L/J, walkover (less than 135 = A) Insuff sureness of performance throughout Legs not parallel to beam in split/strad L/J	^ 0.20 ^ 0.20 ^ 0.20
egs)	0.10 ^ 0.20 ^ 0.20 <u>0.20</u>	Rhythm during dance/mix conn.  Variation of rhythm and tempo throughout Concentration pause: 2 sec ea <u>0.10</u> more than 2 se Support of leg against beam, hit Direction of gainer dismount off end	^ 0.20 ^ 0.20
		Height of salto dismount	^ 0.30
Range (avg c	decides)	Incorrect body alignment, posture in non-VP	^ 0.30
9.5 - 10.0	0.20	Insuf extension of body (open) prior to land	^ 0.30
9.0 - 9.475	0.50	Relaxed/incorr footwork in non-VP throughout	^ 0.30
9.0 - 9.475	0.50	Balance: ^ 0.3 Grasp to preven	
8.0 - 8.975	0.70	Use supplement support (feet on floor or base)	<u>0.30</u>
below 8.0	1.00	Coach next to beam throughout exercise	CJ <u>0.10</u>

Insuf exactness of tuck/pike/stretch position

Failure to perform turns in high relevé

Hesitation in jump/press/swing to hdst

# Level 10 Optional Balance Beam

	10
Value Parts	3A 3B 2C
Special Reqmts 0.5 each No VP = no SR	Acro Series, 2 flt elem with one min C (or E flt + A non-flt) Leap/jump 180° split 360° turn C dismount (or a B dismt dir conn to a C acro flight/dance elem or C acro series)
Start Value  Deduct from SV>	<b>9.5</b> (+0.5 bonus) max +.4 CV or DV VP, SR, dismt no value (0.3)

Ī	UTL	Additional	_	
	acro	elements with:		
		C salto series	D series	C series (hand sup)
	0	D and D / C salto (can be 2 <sup>nd</sup> in series)	D	(3 elements) D and D / C salto
	0.05	D	C salto	
	0.1	C salto	B/C	(2 elements) D and C-salto
	0.15	None or D	None or D	D
	0.2	No series	No series	C salto

Connection Value (CV)	2 acro flight no dismt	3 acro flight (try 2-acro bonus)	dance/mixed (acro flt, no dismt)	turns
+ 0.1	B + C (salto)	B + B + C	<b>A + D</b> B + C	A + C
+ 0.2	C + C B + D/E C + D/E D + D	B + C + C B + B + D B + C + D	C + C B + D C + D	

ADDITIONAL 3-elem acro flt series CV BONUS: +0.1 land on beam (no dsmt), with min C salto/aerial or D/E flt w/wo hand support.

UTL DV Bonus: if 0.0 performed D/E with a fall w/ VP but 0 bonus... 0.05 then repeats element in different 0.1 connection successfully -0.15 can receive DV bonus 2nd time 0.2

Dance

CCC

D D

CCB

CD

СС

D<sub>B</sub>

СВ

D/E

С

ВВ

^ 0.10

.15 to 0.20

L 10 ADDITIONAL BONUS: +0.1 must have 10 SV, 0.6+ bonus, 1 E acro (no fall/spot). Not in SV- add to score and visibly indicate

UTL	Dismt	Acro connect	Dance connect
0.0	D	B + C dsmt	C + C dsmt
0.05		A + C dsmt C+B +B D/E + B	B + C dsmt
0.1	С	C + B dsmt	C + B dsmt

			C+B +B D/E + B			
	0.1	С	C + B dsmt	C + B ds	smt	
	GENERAL COMPOSITION (8-10)					
(	Show 2 directions (F/S/B) choreography ea <u>0.05</u>					
	Level changes ^ 0.10					
	Spatially (use whole beam)			^ 0.10		
Choice of dismount not up to level of comp				^ 0.10		
I	Fail to perform acro in 2 diff dir (Fw/Sw and Bw)				0.10	

Edek of darree series	<b>,</b>
<b>Time</b> : 1:30	
Overtime	CJ 0.10
Ex less than 30 sec	CJ <u>2.00</u>

Lack of dance series

if only Fw/Sw or Bw in dismt

Choice of acro up to level of competition

Choice of dance up to level of comp

More than 2 dance of same shape V, W, or V

More than 1 pivot (1/2) turns (releve', str legs)

45 sec fall time starts when back on feet

Range (avg decides)		
9.5 - 10.0	0.20	
9.0 - 9.475	0.50	
8.0 - 8.975	0.70	
below 8.0	1.00	

0.05

0.10

0.20

^ 0.20

^ 0.20

ea 0.10

APPARATUS DEDUCTIONS	
Failure to land feet together in L/J (land side)	ea ^ 0.10
Failure to perform turns in high relevé	ea ^ 0.10
Hesitation in jump/press/swing to hdst	^ 0.10
Incorrect body position in VP dance	ea ^ 0.10
Lack of precision in VP dance	ea ^ 0.10
Direction of landing on dismt	0.10
Landing too close to beam on dismount	0.10
Artistry of presentation:	
~quality of expression - projection, focus	^ 0.10
~variety of choreography	^ 0.10
~quality of movement	^ 0.10

Rhythm during acro connection (fwd/back, fwd/side, non-flight) continuous body, slow, slight extend-bend knees

torso out of line with beam

Failure to maintain stretch body (pk down dsmt) ^ 0.20 Height of acro/dance/saltos ^ 0.20 ^ 0.20 Incomplete turn or twist Incorrect body position landing elements/dismounts ^ 0.20 Insuff dynamics (energy, effortless) ^ 0.20 Insuf exactness of tuck/pike/stretch position ^ 0.20 Insuff leg split in L/J, walkover (less than 135 = A) ^ 0.20 Insuff sureness of performance throughout ^ 0.20

Legs not parallel to beam in split/strad L/J ^ 0.20 Rhythm during dance/mix conn. ^ 0.20 Variation of rhythm and tempo throughout ^ 0.20 Concentration pause: 2sec ea 0.10 more than 2 sec ea 0.20 Support of leg against beam, hit ea 0.20

Direction of gainer dismount off end ^ 0.30 Height of salto dismount ^ 0.30 Incorrect body alignment, posture in non-VP ^ 0.30 Insuf extension of body (open) prior to land ^ 0.30 ^ 0.30

Relaxed/incorr footwork in non-VP throughout ^ 0.3 Grasp to prevent fall 0.30 Use supplement support (feet on floor or base) 0.30 Coach next to beam throughout exercise CJ 0.10

J. Lippert 8/24

# Optional Floor Exercise

		i			
	6	7	8	9	10
Value Parts and Restricted rules	<b>5A 1B</b> one dance C = B Rst C = -0.5, no VP	<b>5A 2B</b> any dance C = B acro C= -0.5, no VP No D/E	dance C = B one acro C = B Rst C= -0.5, no VP No D/E	3A 4B 1C dance D/E = C 1st acro D/E = C for CV, +.1 D/E bonus Rst D/E = -0.5, no VP	3A 3B 2C
Special Reqmts 0.5 each No VP = no SR	Acro pass (3 elem, 2 w/flight, no rolls) One salto/aerial (iso, or in separate pass) Dance passage (2 diff Gp 1 elem, one 180° leap) 360° turn	1.0 hax 1.0 ha	Acro pass with 2 saltos (2 or more elem) 3 different saltos  Dance passage (2 diff Gp 1 elem, one 180° leap)  A last salto	Acro pass with 2 saltos (2 or more elem) 3 different saltos  Dance passage (2 diff Gp 1 elem, one 180° leap)  B last salto	Acro pass with 2 saltos (2 or more elem) 3 different saltos  Dance passage (2 diff Gp 1 elem, one 180° leap)  C last salto
SV Deduct=	10.0 Rstr C, VP, SR	10.0 Rstr C , VP, SR	Rstr C, VP, SR, last salto of no value (0.3)	9.7 (+0.3 bonus) .3 CV, max +.1 DV Rst D/E, VP, SR, last salto of no value (0.3)	9.5 (+0.5 bonus) max 0.4 CV or DV VP, SR, last salto of no value (0.3)

Conn Value (CV)	Indirect Acro	Direct Acro	Dance/mixed (no turn to jump)
+ 0.1	B + C A + D A/B + A/B + C	A + C A + A + C B + B	B + D C + C D salto + A jump
+ 0.2	C + C B/C + D A + E A + A + D	B + C A/B + D C + C A + A + D	C + D

→Bonus: possible to connect
L-H-J to 1 foot => turn or
turn => hop

Overtime: 0.10 CJ

9.5 - 10.0 0.20 9.0 - 9.475 0.50 8.0 - 8.975 0.70 below 8.0 1.00

CJ 2.00

Range (avg decides)

L7- 10 1:30

L 10 ADDITIONAL BONUS: +0.1

L6 1:15

Must have 10 SV, 0.6+ bonus, 1 E acro (no fall/spot). Not in SV- add to score and visibly indicate

# **GENERAL COMPOSITION (L8-10)**

Insuff use of FX (spatially) ^ 0.10 Last salto (iso or in last conn) up to level of comp ^ 0.10 Fail to perform saltos in 2 different direction F/S & B 0.10 Overuse of dance of same shape  $\Lambda$  or W or Nea 0.10 Choice of dance not up to level of comp ^ 0.20 Choice of saltos not up to level of competition ^ 0.20 Lack of one foot turn, min B 0.20 Fail to perform last salto of value (from SV) 0.30 Lack min 3A salto (L8) /B salto (L9) /C salto (L10) 0.30

# <u>Up To Level of Competition – for No deduction:</u>

 UTL dance
 UTL Salto\*

 L10:
 C C C or D D
 D D D A or D D C B

 L9:
 C C
 C C C A

 L8:
 B B B A
 B B B A

\*UTL acro based on 4 saltos performed regardless of connection, isolated or within a pass. Additional <u>0.05</u> for each missing salto.

UTL Acro Deduction	Level 8	Level 9	Level 10
No Deduction (0.05 for each missing salto)	в в в а	C C C A	D D D A OR D D C B
0.05	B B A A	ССВВ	D D C A
0.10	B A A A	C C B A	D C C B
0.15	В А А -	СВВВ	D C C A
0.20	No "B" Salto	No "C" Salto	No "D"/"E" Salto

# **APPARATUS DEDUCTIONS**

Poor relationship of music: Not hold ending pose	0.05
Artistry of presentation	
<ul> <li>quality of expression- projection, focus</li> </ul>	^ 0.10
variety of choreography	^ 0.10
quality of movement	^ 0.10
Failure to land feet together in L/J	ea ^ 0.10
Incorrect body posture in VP dance	ea ^ 0.10
Lack of precision in VP dance	ea ^ 0.10
Legs crossed in twisting saltos	^ 0.10
Rhythm during direct connection	ea ^ 0.10
Turns not in high relevé	ea ^ 0.10
Concentration pauses (2 sec or more)	ea <u>0.10</u>
Poor relationship of music: Not ending with music	<u>0.10</u>
Incomplete turn/twist	ea ^ 0.20
Insuff dynamics (energy, effortless)	^ 0.20
Insuff exactness of tuck/pike/layout positions	^ 0.20
Insuff height of dance, acro w/hands, aerials	ea ^ 0.20
Insuff leg split in leaps/jumps/walkovers	^ 0.20
Legs not parallel to the floor in split/straddle	^ 0.20
Pike down of stretched salto	^ 0.20
Rhythm and tempo (whole exercise)	^ 0.20
Insuff height of salto (not apply to accel elem)	^ 0.30
Insuff opening prior to landing (saltos)	^ 0.30
Poor rel'p of music and movement: throughout exercise	^ 0.30
Relaxed body posture, alignment, position	^ 0.30
Relax/incorrect footwork on non-VP	^ 0.30
Failure to mark boundary on mat	CJ <u>0.10</u>
Unauthorized matting(no more than 2 on floor,1 per pass)	CJ <u>0.30</u>
Coach on Floor (one time only)	CJ <u>0.30</u>
Coach/teammate touch/push to prevent run/fall out of bou	
<u>0.50</u> spot, and <u>0.10</u> out of bounds (CJ)	, no bonus

Absence of music (not technical failure) or music with voice

Exercise less than 30 sec

# Level 9 Optional Floor Exercise

	9
Value Parts and Restricted rules	<b>3A 4B 1C</b> Dance D/E = C  1st acro D/E = C for CV, +.1 D/E bonus Rst D/E = -0.5, no VP
Special Reqmts 0.5 each	Acro pass with 2 saltos (2 or more elem) 3 different saltos
No VP =	<b>Dance passage</b> (2 diff Gp 1 elem, one 180° leap)
	B last salto
SV	9.7 (+0.3 bonus)
Deduct=>	.3 CV, max +.1 DV Rst D/E, VP, SR, no last salto of value (0.3)

	UTL acro 0.05 for each salto missing from formula	Dance
0.0	CCCA	Min 2 C's
0.05	ССВВ	СВ
0.1	ССВА	С
0.15	СВВВ	ВВ
0.2	No C saltos	В

UTL	Last	Salto
0.0	С	B+B
0.05	BB	B+A
0.1	ВА	B or A

## **GENERAL COMPOSITION**

G2.12.0 (2 GG) (11 GG) (1	
Insuff use of FX (spatially)	^ 0.10
Last salto(iso or in last conn) not up to level of comp	^ 0.10
Fail to perform saltos in 2 different direction F/S & B	0.10
Overuse of dance of same shape $\Lambda$ or $W$ or $W$	ea <u>0.10</u>
Choice of dance not up to level of comp	^ 0.20
Choice of saltos not up to level of competition	^ 0.20
Lack of one foot turn, min B	0.20
Fail to perform last salto of value (from SV)	0.30
Lack of min B salto	0.30

Time: L7- 10	1:30	
Overtime		CJ <u>0.10</u>
Ex less than 3	0 sec	CJ <u>2.00</u>

Range (avg decides)		
9.5 - 10.0	0.20	
9.0 - 9.475	0.50	
8.0 - 8.975	0.70	
below 8.0	1.00	

Conn Value (CV)	Indirect Acro	Direct Acro	Dance/mixed (no turn to jump)
+ 0.1	B + C A + D A/B + A/B + C	A + C A + A + C B + B	B + D C + C D salto + A jump
+ 0.2	C + C B/C + D A + E A + A + D	B+C A/B+D C+C A+A+D	C + D

→bonus: possible to connect L-H-J to 1 foot => turn or turn => hop

0.05

^ 0.20

^ 0.30

^ 0.30

## L9 Bonus notes:

Any D/E becomes C for CV

Artistry of presentation

Insuff dynamics (energy, effortless)

Relaxed body posture, alignment, position

Relax/incorrect footwork on non-VP

Dance D/E are not eligible for +.1 D/E

First Acro D/E (restricted) may earn +.1 D/E bonus (no fall or spot).

The same restricted element may be repeated if the element receives 0 VP the first time.

Any additional restricted element performed whether or not they receive VP credit: deduct 0.50, No VP/No SR.

**APPARATUS DEDUCTIONS**Poor relationship of music: Not hold ending pose

<ul> <li>quality of expression- projection, focus</li> </ul>	^ 0.10
<ul> <li>variety of choreography</li> </ul>	^ 0.10
quality of movement	^ 0.10
Failure to land feet together in L/J	ea ^ 0.10
Incorrect body posture in VP dance	ea ^ 0.10
Lack of precision in VP dance	ea ^ 0.10
Legs crossed in twisting saltos	^ 0.10
Rhythm during direct connection	ea ^ 0.10
Turns not in high relevé	ea ^ 0.10
Concentration pauses (2 sec or more)	ea <u>0.10</u>
Poor relationship of music: Not ending with music	0.10
Incomplete turn/twist	ea ^ $\overline{0.20}$

Insuff exactness of tuck/pike/layout positions ^ 0.20 Insuff height of dance, acro w/hands, aerials ea ^ 0.20 Insuff leg split in leaps/jumps/walkovers ^ 0.20 Legs not parallel to the floor in split/straddle ^ 0.20 Pike down of stretched salto ^ 0.20 Rhythm and tempo (whole exercise) ^ 0.20 Insuff height of salto (not apply to accel elem) ^ 0.30 Insuff opening prior to landing (saltos) ^ 0.30 ^ 0.30 Poor rel'p of music and movement: throughout exercise

Failure to mark boundary on mat
Unauthorized matting(no more than 2 on floor,1 per pass)
Coach on Floor (one time only)

CJ 0.30
CJ 0.30

Coach/teammate touch/push to prevent run/fall out of bounds:

0.50 spot, and 0.10 out of bounds (CJ), no bonus

Absence of music (not technical failure) or music with voice CJ 1.00 Exercise less than 30 sec CJ 2.00

# Level 10 Optional Floor Exercise

	10
Value Parts	3A 3B 2 C
Special Reqmts 0.5 each	Acro pass with 2 saltos (2 or more elem) 3 different saltos
No VP = no SR	<b>Dance passage (</b> 2 diff Gp 1 elem, one 180° leap)
	C last salto
Start Value	9.5 (+0.5 bonus) max 0.4 CV or DV
Deduct=>	VP, SR, last salto of no value (0.3)

	UTL acro * <u>0.05</u> for each salto missing from formula	Dance
0.0	D D D D D D C B	C C C D D
0.05	DDCA	C C B D C
0.1	DCCB	C C D B
0.15	DCCA	C B D
0.2	No D/E saltos	С В В

UTL	Last	Salto
0.0	D	C+B or CC
0.05	СВ	C+A
0.1	CA	C or less

# Insuff use of FX (spatially) $\land$ 0.10 Last salto(iso or in last conn) not up to level of comp $\land$ 0.10 Fail to perform saltos in 2 different direction F/S & B Overuse of dance of same shape $\land$ or $\bigvee$ or $\bigvee$ ea $\bigcirc$ 0.10 Choice of dance not up to level of comp $\land$ 0.20 Choice of saltos not up to level of competition $\land$ 0.20 Lack of one foot turn, min B

**GENERAL COMPOSITION** 

Fail to perform last salto of value (from SV)

CJ 2.00

Time: 1:30	)
Overtime	CJ 0.10

Lack of min C salto

Ex less than 30 sec

Range (avg decides)	
9.5 - 10.0	0.20
9.0 - 9.475	0.50
8.0 - 8.975	0.70
below 8.0	1.00

0.30

0.30

Indirect Acro	Direct Acro	Dance/mixed (no turn to jump)
B + C A + D A/B + A/B + C	A + C A + A + C B + B	B + D C + C D salto + A jump
C+C B/C+D A+E A+A+D	B+C A/B+D C+C A+A+D	C+D
	B+C A+D A/B+A/B+C C+C B/C+D A+E	B+C A+C A+A+C A+A+C B+B C+C B/C+D A/B+D C+C

→bonus: possible to connect L-H-J to 1 foot => turn or turn => hop

# L 10 ADDITIONAL BONUS: +0.1

Must have 10 SV, 0.6+ bonus, 1 E acro (no fall/spot).

**APPARATUS DEDUCTIONS**Poor relationship of music: Not hold ending pose

Not in SV- add to score and visibly indicate

DV Bonus: if performed D/E with a fall w/ VP (0 bonus)... then repeats element in different connection successfully - can receive DV bonus 2<sup>nd</sup> time

Artistry of presentation	
<ul> <li>quality of expression- projection, focus</li> </ul>	^ 0.10
<ul> <li>variety of choreography</li> </ul>	^ 0.10
quality of movement	^ 0.10
Failure to land feet together in L/J	ea ^ 0.10
Incorrect body posture in VP dance	ea ^ 0.10
Lack of precision in VP dance	ea ^ 0.10
Legs crossed in twisting saltos	^ 0.10
Rhythm during direct connection	ea ^ 0.10
Turns not in high relevé	ea ^ 0.10
Concentration pauses (2 sec or more)	ea <u>0.10</u>

ea 0.10 Poor relationship of music: Not ending with music 0.10 ea ^ 0.20 Incomplete turn/twist ^ 0.20 Insuff dynamics (energy, effortless) Insuff exactness of tuck/pike/layout positions ^ 0.20 ea ^ 0.20 Insuff height of dance, acro w/hands, aerials ^ 0.20 Insuff leg split in leaps/jumps/walkovers ^ 0.20 Legs not parallel to the floor in split/straddle Pike down of stretched salto ^ 0.20 Rhythm and tempo (whole exercise) ^ 0.20 Insuff height of salto (not apply to accel elem) ^ 0.30 ^ 0.30 Insuff opening prior to landing (saltos) ^ 0.30 Poor rel'p of music and movement: throughout exercise ^ 0.30 Relaxed body posture, alignment, position ^ 0.30 Relax/incorrect footwork on non-VP

Failure to mark boundary on mat	CJ 0.10
Unauthorized matting(no more than 2 on floor,1 per pass)	CJ 0.30
Coach on Floor (one time only)	CJ <u>0.30</u>
Coach/teammate touch/push to prevent run/fall out of bour	nds:
0.50 spot, and 0.10 out of bounds (CJ), no bonus	
Absence of music (not technical failure) or music with voice	CJ <u>1.00</u>

Exercise less than 30 sec

CJ <u>2.00</u>

0.05