

TEAM	Gymnast	Gymnast	TEAM	Gymnast	Gymnast
	Vault #	Vault #		Vault #	Vault #
	Symbol	Symbol		Symbol	Symbol
FIRST FLIGHT PHASE			FIRST FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed			> 0.1 Legs - Crossed		
> 0.2 Legs - Separated			> 0.2 Legs - Separated		
> 0.3 Legs - Bent			> 0.3 Legs - Bent		
> 0.3 Hips - Angle Poor			> 0.3 Hips - Angle Poor		
> 0.2 Excessive Arch			> 0.2 Excessive Arch		
> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete		
REPULSION PHASE			REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate			> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion			> 0.2 Hands - Alternate Repulsion		
> 0.3 Hands - Step(s) with hand(s) 0.1 each			> 0.3 Hands - Step(s) with hand(s) 0.1 each		
0.3 Hop(s) with both hands simultaneously			0.3 Hop(s) with both hands simultaneously		
> 0.5 Arms - Bent			> 0.5 Arms - Bent		
2.0 Head contact in Support (inc. arms)			2.0 Head contact in Support (inc. arms)		
> 0.2 Shoulder - Angle Poor			> 0.2 Shoulder - Angle Poor		
> 0.2 Excessive Arch			> 0.2 Excessive Arch		
> 0.3 Turn - Begun Too Early			> 0.3 Turn - Begun Too Early		
> 0.3 Legs Bent or Early Tuck (Salto Vaults)			> 0.3 Legs Bent or Early Tuck (Salto Vaults)		
> 0.3 Failure to Pass through Vertical			> 0.3 Failure to Pass through Vertical		
> 0.5 Support - Too Long (Non-Salto)			> 0.5 Support - Too Long (Non-Salto)		
> 1.0 Angle of Repulsion (Non-Salto)			> 1.0 Angle of Repulsion (Non-Salto)		
SECOND FLIGHT PHASE			SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)			> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed			> 0.1 Legs - Crossed		
> 0.2 Legs - Separated			> 0.2 Legs - Separated		
> 0.3 Legs - Bent			> 0.3 Legs - Bent		
> 0.3 Insufficient Tuck / Pike			> 0.3 Insufficient Tuck / Pike		
> 0.3 Insufficient Stretch (excessive arch / pike)			> 0.3 Insufficient Stretch (excessive arch / pike)		
> 0.3 Pike Down of Stretch position			> 0.3 Pike Down of Stretch position		
> 0.3 Insufficient Opening (tuck/pike)			> 0.3 Insufficient Opening (tuck/pike)		
> 0.1 Salto - Under Rotation (all vaults)			> 0.1 Salto - Under Rotation (all vaults)		
> 0.1 Turn - Insufficient Exactness			> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)			> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun Too Late			> 0.5 Turn - Begun Too Late		
> 0.2 Touch - Brush / Hit vault table			> 0.2 Touch - Brush / Hit vault table		
> 0.3 Length (flight distance)			> 0.3 Length (flight distance)		
> 0.5 Height (hip rise)			> 0.5 Height (hip rise)		
LANDING / GENERAL			LANDING / GENERAL		
> 0.1 Arms - Extra Swings			> 0.1 Arms - Extra Swings		
> 0.2 Incorrect Body Posture			> 0.2 Incorrect Body Posture		
> 0.2 Trunk - Additional Movements			> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete			> 0.3 Turn - Incomplete		
> 0.3 Direction (location of mat contact)			> 0.3 Direction (location of mat contact)		
0.05 Fail to HOLD landing for (1) second			0.05 Fail to HOLD landing for (1) second		
0.05 Fail to join Feet when < Hip-Width			0.05 Fail to join Feet when < Hip-Width		
0.1 Land Feet > Hip-Width apart			0.1 Land Feet > Hip-Width apart		
> 0.1 Slight hop, small adjustment / staggered			> 0.1 Slight hop, small adjustment / staggered		
> 0.4 Steps (0.1 - 0.15) Large Step / Hop (0.2)			> 0.4 Steps (0.1 - 0.15) Large Step / Hop (0.2)		
> 0.3 Squat on Landing			> 0.3 Squat on Landing		
> 0.3 Brush / Touch Mat (no support)			> 0.3 Brush / Touch Mat (no support)		
> 0.3 Dynamics (power / speed)			> 0.3 Dynamics (power / speed)		
0.5 Fall (to support, against table)			0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table			0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing			0.5 Coach - Spot Landing		
1.0 One Arm, No Hands, Not to Feet, Spot			1.0 One Arm, No Hands, Not to Feet, Spot		
START VALUE			START VALUE		
DEDUCTIONS			DEDUCTIONS		
JUDGE #1			JUDGE #1		
JUDGE #2			JUDGE #2		
CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5			CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5		
AVERAGE			AVERAGE		

TEAM	Gymnast	Gymnast
	Vault #	Vault #
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> 0.1 Foot Form (flexed, sickled)		
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REPULSION PHASE		
> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion		
> 0.3 Hands - Step(s) with hand(s) 0.1 each		
0.3 Hop(s) with both hands simultaneously		
> 0.5 Arms - Bent		
2.0 Head contact in Support (inc. arms)		
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> 0.3 Turn - Begun Too Early		
> 0.3 Legs Bent or Early Tuck (Salto Vaults)		
> 0.3 Failure to Pass through Vertical		
> 0.5 Support - Too Long (Non-Salto)		
> 1.0 Angle of Repulsion (Non-Salto)		
SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)		
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> 0.2 Legs - Separated		
> 0.3 Legs - Bent		
> 0.3 Insufficient Tuck / Pike		
> 0.3 Insufficient Stretch (excessive arch / pike)		
> 0.3 Pike Down of Stretch position		
> 0.3 Insufficient Opening (tuck/pike)		
> 0.1 Salto - Under Rotation (all vaults)		
> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun Too Late		
> 0.2 Touch - Brush / Hit vault table		
> 0.3 Length (flight distance)		
> 0.5 Height (hip rise)		
LANDING / GENERAL		
> 0.1 Arms - Extra Swings		
> 0.2 Incorrect Body Posture		
> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete		
> 0.3 Direction (location of mat contact)		
0.05 Fail to HOLD landing for (1) second		
0.05 Fail to join Feet when < Hip-Width		
0.1 Land Feet > Hip-Width apart		
> 0.1 Slight hop, small adjustment / staggered		
> 0.4 Steps (0.1 - 0.15) Large Step / Hop (0.2)		
> 0.3 Squat on Landing		
> 0.3 Brush / Touch Mat (no support)		
> 0.3 Dynamics (power / speed)		
0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing		
1.0 One Arm, No Hands, Not to Feet, Spot		
START VALUE		
DEDUCTIONS		
JUDGE #1		
JUDGE #2		
CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5		
AVERAGE		

TEAM	Gymnast	Gymnast
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> 0.1 Foot Form (flexed, sickled)		
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> 0.3 Pike Down of Stretch position		
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> 0.1 Salto - Under Rotation (all vaults)		
> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun Too Late		
> 0.2 Touch - Brush / Hit vault table		
> 0.3 Length (flight distance)		
> 0.5 Height (hip rise)		
LANDING / GENERAL		
> 0.1 Arms - Extra Swings		
> 0.2 Incorrect Body Posture		
> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete		
> 0.3 Direction (location of mat contact)		
0.05 Fail to HOLD landing for (1) second		
0.05 Fail to join Feet when < Hip-Width		
0.1 Land Feet > Hip-Width apart		
> 0.1 Slight hop, small adjustment / staggered		
> 0.4 Steps (0.1 - 0.15) Large Step / Hop (0.2)		
> 0.3 Squat on Landing		
> 0.3 Brush / Touch Mat (no support)		
> 0.3 Dynamics (power / speed)		
0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing		
1.0 One Arm, No Hands, Not to Feet, Spot		
START VALUE		
DEDUCTIONS		
JUDGE #1		
JUDGE #2		
CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5		
AVERAGE		

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REPULSION PHASE		
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> 0.2 Hands - Alternate Repulsion		
> 0.3 Hands - Step(s) with hand(s) 0.1 each		
0.3 Hop(s) with both hands simultaneously		
> 0.5 Arms - Bent		
2.0 Head contact in Support (inc. arms)		
> 0.2 Shoulder - Angle Poor		
> 0.2 Excessive Arch		
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> 0.3 Legs Bent or Early Tuck (Salto Vaults)		
> 0.3 Failure to Pass through Vertical		
> 0.5 Support - Too Long (Non-Salto)		
> 1.0 Angle of Repulsion (Non-Salto)		
SECOND FLIGHT PHASE		
> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - Separated		
> 0.3 Legs - Bent		
> 0.3 Insufficient Tuck / Pike		
> 0.3 Insufficient Stretch (excessive arch / pike)		
> 0.3 Pike Down of Stretch position		
> 0.3 Insufficient Opening (tuck/pike)		
> 0.1 Salto - Under Rotation (all vaults)		
> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun Too Late		
> 0.2 Touch - Brush / Hit vault table		
> 0.3 Length (flight distance)		
> 0.5 Height (hip rise)		
LANDING / GENERAL		
> 0.1 Arms - Extra Swings		
> 0.2 Incorrect Body Posture		
> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete		
> 0.3 Direction (location of mat contact)		
0.05 Fail to HOLD landing for (1) second		
0.05 Fail to join Feet when < Hip-Width		
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> 0.1 Slight hop, small adjustment / staggered		
> 0.4 Steps (0.1 - 0.15) Large Step / Hop (0.2)		
> 0.3 Squat on Landing		
> 0.3 Brush / Touch Mat (no support)		
> 0.3 Dynamics (power / speed)		
0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Coach - Spot Landing		
1.0 One Arm, No Hands, Not to Feet, Spot		
START VALUE		
DEDUCTIONS		
JUDGE #1		
JUDGE #2		
CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5		
AVERAGE		

BARS Connection Values	0.1	0.2	BARS - SR 0.2 each	BARS Composition			VP	NCAA
Group 367 + Group 367 Both with Flight or Turn with or without Flight or Turn with or without Flight or Turn	C + C C + C C + D	D + D	2 - Bar Changes (minimum)	0.05	Insufficient Distribution of Elements	difficulty not maintained or place in same section	A	3
			C - Flight (not dismount)	0.05	Lack of Variety	in Choice of Elements and Connections	B	3
			D - Flight (2 different flight)	0.1	Squat or Stoop on LB to grasp HB	more than one = 0.1 each (after Fall allowed to squat-on no deduction)	C	2
			1 - C Turn (not in mount or dismount)	0.1	Uncharacteristic Elements:	squat on LB 1/2 t. on feet, HB swing LB feet w/o circle	SV	9.4
			C - Dismount	0.1	Forward 3/4 Giant Circle	less than 200, breaks connection	AV	0.6
Additional Bonus Same Bar "D" or Any "E" Release	D / E		C - Dismount C preceded by minimum C element D/E - Dismount	(UTL)	ONE Single Bar ("D") Release Or Minimum (2) two ("D") Releases AND ("D") Dismount or ("C") with CV	Or ONE ("E") Release Or Minimum (2) two ("E") Elements	SR	0.2

				Hold Landing (1) second - _____	Exec. - _____	Comp. - _____	A - _____	SV Level: 9.4	S.V. + _____
							B - _____	VP - _____	Ded. - _____
							C - _____	SR - _____	J1 Score _____
							D - _____		J2 Score _____
							E - _____	Sub: _____	Average _____
							CV+ _____	BONUS + _____	Off Ave. - _____
							DE+ _____		Score _____
				Hold Landing (1) second - _____	Exec. - _____	Comp. - _____	A - _____	SV Level: 9.4	S.V. + _____
							B - _____	VP - _____	Ded. - _____
							C - _____	SR - _____	J1 Score _____
							D - _____		J2 Score _____
							E - _____	Sub: _____	Average _____
							CV+ _____	BONUS + _____	Off Ave. - _____
							DE+ _____		Score _____
				Hold Landing (1) second - _____	Exec. - _____	Comp. - _____	A - _____	SV Level: 9.4	S.V. + _____
							B - _____	VP - _____	Ded. - _____
							C - _____	SR - _____	J1 Score _____
							D - _____		J2 Score _____
							E - _____	Sub: _____	Average _____
							CV+ _____	BONUS + _____	Off Ave. - _____
							DE+ _____		Score _____

BARS Connection Values	0.1	0.2	BARS - SR 0.2 each	BARS Composition			VP	NCAA
Group 367 + Group 367 Both with flight/turn w/without flight/turn w/without flight/turn	C+C C+C C+D	D+D	2 - Bar Changes (minimum)	0.05	Insufficient Distribution of Elements	difficulty not maintained or place in same section		
			C - Flight (not dismount)	0.05	Lack of Variety	in Choice of Elements and Connections	A	3
			D - Flight (2 different flight)	0.1	Squat or Stoop on LB to grasp HB	more than one = 0.1 each (after Fall allowed to squat-on no deduction)	B	3
			1 - C Turn (not in mount or dismount)	0.1	Uncharacteristic Elements:	squat on LB 1/2 t. on feet, HB swing LB feet w/o circle	C	2
				0.1	Forward 3/4 Giant Circle	less than 20o, breaks connection		
					Choice of Elements:	not up to competitive level	SV	9.4
Additional Bonus Same Bar "D" or Any "E" Release	D / E		C - Dismount C preceded by minimum C element D/E - Dismount	0.1	ONE Single Bar ("D") Release	Or ONE ("E") Release	AV	0.6
			(UTL)		Or Minimum (2) two ("D") Releases	Or Minimum (2) two ("E") Elements		
					AND ("D") Dismount or ("C") with CV		SR	0.2

				Hold Landing (1) second - _____ Exec. - _____ Comp. - _____	A - _____	SV Level: 9.4	S.V. + _____
					B - _____	VP - _____	Ded. - _____
					C - _____	SR - _____	J1 Score _____
					D - _____		J2 Score _____
					E - _____	Sub: _____	Average _____
					CV+ _____		Off Ave. - _____
					DE+ _____	BONUS + _____	Score _____

				Hold Landing (1) second - _____ Exec. - _____ Comp. - _____	A - _____	SV Level: 9.4	S.V. + _____
					B - _____	VP - _____	Ded. - _____
					C - _____	SR - _____	J1 Score _____
					D - _____		J2 Score _____
					E - _____	Sub: _____	Average _____
					CV+ _____		Off Ave. - _____
					DE+ _____	BONUS + _____	Score _____

BEAM Connection Values	0.1	0.2	Beam - SR 0.2 each	BEAM Composition		VP	NCAA
Acro Flight - 2 elements <i>(including mounts)</i>	B acro > C** C dance > C** Dismounts**	B+D * C+C	1 Acro Flight Series	0.05	Insufficient Distribution of Elements	difficulty not maintained or placed in same section	A 3 B 3 C 2
			* 1 - ("C") Flight	0.05	Insufficient Use of Entire Beam		
			1 Dance / Mixed Series	0.05			
Acro Flight - 3 elements <i>Bonus (3 Acro Series) +0.1 CV Dismount Must be "C" for CV</i>	B+B+C	B+B+D * B+C+C B+C+D	* 1 - ("C") Dance - <i>On the Beam</i>	0.05		Level Changes	SV 9.4 AV 0.6
			1 Leap / Jump	0.1	Lack of Variety in Acro		
			* 180o split	0.1			
Dance or Mixed <i>(including mounts)</i>	A+D B+C	B+D* C+C	1 Full turn	0.1	Choice of Acro Elements Acro Flight Series <u>on</u> the Beam	Mount / Dismount included	SR 0.2
			C - Aerial/Salto				
Turns	A+C		Dismount	(UTL)	Not Up to Competitive Level	Additional "D/E" Acro into Dismount = Not UTL Additional "D"	

	Hold Landing (1) second - _____ Artistry - _____ Exec. - _____ Comp. - _____	A -	Time: _____	S.V. + _____
		B -	SV Level: 9.4	Ded. - _____
		C -	VP - _____	J1 Score _____
		D -	SR - _____	J2 Score _____
		E -	Sub: _____	Average _____
		CV+ _____		Off Ave. - _____
		DE+ _____	BONUS + _____	Score _____

	Hold Landing (1) second - _____ Artistry - _____ Exec. - _____ Comp. - _____	A -	Time: _____	S.V. + _____
		B -	SV Level: 9.4	Ded. - _____
		C -	VP - _____	J1 Score _____
		D -	SR - _____	J2 Score _____
		E -	Sub: _____	Average _____
		CV+ _____		Off Ave. - _____
		DE+ _____	BONUS + _____	Score _____

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

					Hold Landing (1) second - _____ Artistry - _____ Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
					Hold Landing (1) second - _____ Artistry - _____ Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
					Hold Landing (1) second - _____ Artistry - _____ Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____

FLOOR Connection Values	0.1	0.2	(5) FLOOR - SR 0.2 each	FLOOR	Compostion Deductions	NCAA
Acro. Indirect <i>(Aerials / Saltos)</i>	B + C	B + D C + C	note: Acro Pass = min. 1 "C" Salto	0.05	Insufficient Use of Floor Area	<i>Spatial use</i>
	A/B + A/B + C	A + A + D	2 Saltos Direct or 2 Saltos Indirect	0.05	Insufficient Distribution of Elements	<i>Difficulty not maintained or placed in same section</i>
	A + D	A + E	3 Different Saltos	0.1	Lack of Variety in Acro	<i>Minimum ("A") Salto Backward</i>
	A + C	B + C	1 Dance Pass	0.1	Lack of Variety in Acro	<i>Minimum ("A") Salto Forward/Sideward</i>
Acro. Direct <i>(Aerials / Saltos)</i>	B + B	C + C (+0.3)	2 Diff. Group 1, One 180° Split Leap	UTL 0.1	Lack of Variety in Dance	<i>Dance Bonus CV or D/E element</i>
	A + A + C	A/B + D A + A + D	2 - Acro Passes on 2 - Different Diagonals C - Last Salto Pass		All routines must have	<i>1 Dance/Acro ("E") element OR 2 Different ("D") elements (1) Acro</i>
Dance / Mixed <i>(Turn + Jump = OK)</i>	B + D	C + D			All routines must have	<i>Dismount ("C") Salto with +0.1 CV OR Dismount ("D/E") Salto</i>
Mixed	Salto D + A Jump	D + D	+0.1 (2 pass = D-S acro CV / E-acro) +0.1 (3 pass = Double Salto / E-acro)		2 Acro Pass Routine 1 Acro Pass Routine	<i>1 Pass with ("D/E") and 1 Pass with ("D/E") OR +0.2 CV will not meet UTL requirement</i>

		Hold Finish (1) second - _____ Artistry - _____ Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
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		Hold Finish (1) second - _____ Artistry - _____ Exec. - _____ Comp. - _____	A - _____ B - _____ C - _____ D - _____ E - _____ CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
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FLOOR Connection Values	0.1	0.2	(5) FLOOR - SR 0.2 each	FLOOR	Composition Deductions	NCAA
Acro. Indirect (Aerials / Saltos)	B + C	B + D	note: Acro Pass = min. 1 "C" Salto	0.05	Insufficient Use of Floor Area	Spatial use
	A/B + A/B + C	C + C	2 Saltos Direct <i>or</i>	0.05	Insufficient Distribution of Elements	Difficulty not maintained or placed in same section
	A + D	A + A + D	2 Saltos Indirect	0.1	Lack of Variety in Acro	Minimum ("A") Salto Backward
	A + A + C	A + E	3 Different Saltos	0.1	Lack of Variety in Acro	Minimum ("A") Salto Forward/Sideward
Acro. Direct (Aerials / Saltos)	A + C	B + C	1 Dance Pass	0.1	Lack of Variety in Dance	Dance Bonus CV <i>or</i> D/E element
	B + B	C + C (+0.3)	2 Diff. Group 1, One 180° Split Leap	UTL 0.1	All routines must have	1 Dance/Acro ("E") element
	A + A + C	A/B + D	2 - Acro Passes on			OR 2 Different ("D") elements (1) Acro
	A + A + C	A + A + D	2 - Different Diagonals			Dismount ("C") Salto with +0.1 CV
Mixed	D + D	C - Last Salto Pass	OR Dismount ("D/E") Salto			
Dance / Mixed (Turn + Jump = OK)	B + D	C + D	+0.1 (2 pass = D-S acro CV / E-acro)		2 Acro Pass Routine	1 Pass with ("D/E") and 1 Pass with ("D/E") OR +0.2 CV
Mixed	C + C	D + D	+0.1 (3 pass = Double Salto / E-acro)		1 Acro Pass Routine	will <u>not</u> meet UTL requirement

	Hold Finish (1) second - _____ Artistry - _____ Exec. - _____ Comp. - _____	A - B - C - D - E - CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
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	Hold Finish (1) second - _____ Artistry - _____ Exec. - _____ Comp. - _____	A - B - C - D - E - CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
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	Hold Finish (1) second - _____ Artistry - _____ Exec. - _____ Comp. - _____	A - B - C - D - E - CV+ _____ DE+ _____	Time: _____ SV Level: 9.4 VP - _____ SR - _____ Sub: _____ BONUS + _____	S.V. + _____ Ded. - _____ J1 Score _____ J2 Score _____ Average _____ Off Ave. - _____ Score _____
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