TEAM	Gymnast	Gymnast	TEAM	Gymnast	Gymnast
	Vault #	Vault #		Vault #	Vault #
	Symbol	Symbol		Symbol	Symbol
FIRST FLIGHT PHASE > 0.1 Foot Form (flexed, sickled)			FIRST FLIGHT PHASE > 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed	-		> 0.1 Foot Form (flexed, sickled) > 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 > 0.2 Excessive Arch			> 0.3 Hips - Angle Poor		
> 0.2 Excessive Arch > 0.3 Turn - Incomplete	-	-	> 0.2 Excessive Arch > 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 simultaneously0.5 Arms - Bent			0.3 Hop(s) with both hands simultaneously > 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 Legs Bent or Early Tuck (Salto Vaults)			> 0.3 Turn - Begun Too Early > 0.3 Legs Bent or Early Tuck (Salto Vaults)		
> 0.3 Failure to Pass through Vertical	-		> 0.3 Eegs Bent of Early Tuck (Salto Vaults) > 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 Insufficient Tuck / Pike			> 0.3 Legs - Bent > 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 Turn - Insufficient Exactness			> 0.1 Salto - Under Rotation (all vaults) > 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 Trunk - Additional Movements			> 0.2 Incorrect Body Posture > 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 0.1 Land Feet > Hip-Width apart			0.05 Fail to join Feet when < Hip-Width 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 Dynamics (power / speed)			> 0.3 Brush / Touch Mat (no support) > 0.3 Dynamics (power / speed)		
0.5 Fall (to support, against table)			<u>0.5</u> 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		
OTABT VALUE			CTART VALUE		
START VALUE			START VALUE		
DEDUCTIONS			DEDUCTIONS		
HIDGE #4			IUDOF #4		
JUDGE #1			JUDGE #1		
JUDGE #2			JUDGE #2		
CJ:			CJ:		
Chalk on Runway, Tape on Table = 0.2			Chalk on Runway, Tape on Table = 0.2		
Unauthorized Matting = 0.3 Vault with No Signal = 0.5			Unauthorized Matting = 0.3		
vauit with No Signal = 0.5	AVERAGE	AVERAGE	Vault with No Signal = 0.5	AVERAGE	AVERAGE
			1_1		

First Partie Firs	TEAM	Cumpost	Gymnast	TEAM	Gymnast	Cumpost	TEAM	Cumnant	Cumpost
PREF FLORIF PIMAGE	I EAW	Gymnast	Gymnast	I EAW	Gymnast	Gymnast	IEAW	Gymnast	Gymnast
0.0 For Free Heads salted 0.0 For Free Head Salted		Vault #	Vault #		Vault #	Vault #		Vault #	Vault #
0.0 Logs Cossed		Symbol	Symbol		Symbol	Symbol		Symbol	Symbol
2.0.2 Lips: Segrement									
2.3 deg. Ref. 2.3 deg. Pert									
2.0.3 Miles Angel Rose									
2.2 Corespon Prich									
2.0.3 Turn - Incomplete									
Comparison Provided									
2.0 Hards - Suggered / Alternade									
2 2 Instr Allerman Repulsion									
2. 3.3 Frost - Seque (with haveled) 0.1 sech 2.3 Frost - Seque) with haveled (0.1 sech 2.3 Frost - Seque)						-			
2.0 1 1 1 1 1 1 1 1 1				> 0.3 Hands - Step(s) with hand(s) 0.1 each					
2.2 Head correat in Support (inc. arms) 2.3 Strooms - Reging Nov 2.3 Lead Start of Start - Reging Nov 2.3 Start - Reging Reging Nov 2.3 Start - Reging Reging Nov 2.3 Start - Reging Reging Nov 2.3 Start - Reging Nov 2.3 Start - Reging Reging Nov 2.3 Start - Reging Reging Nov 2.4 Lead - Reging Reging Nov 2.5 Start - Reging Reg	0.3 Hop(s) with both hands simultaneously			0.3 Hop(s) with both hands simultaneously			0.3 Hop(s) with both hands simultaneously		
2 0.2 Encosters Angle Proc									
2 0 2 Frocesion Act									
2.0.3 Turn. Seguin Too Early 2.0.3 Seguin Too Early									
2.0.3 Legs Berin or Early Tuck (Statio Vasins)									
2 0.3 Support - Too Long (Non-Salbut)									
2 0.5 Support - Too Long (Non-Saltor) 2 0.6 Anglor of Reputation (Non-Saltor) 3 0.6 Anglor of Reputation (Non-Saltor) 3 0.1 Lega - Crosses (Saltor) 4 0.1 Lega - Crosses (Saltor) 5 0.2 Lega - Separated (Saltor) 5 0.2 Lega - Separated (Saltor) 5 0.2 Lega - Separated (Saltor) 5 0.3 Lega -									
2.1.0 Angle of Regulation (Non-Statio) SECOND FLIGHT PHASE 2.0.1 Foot Form (Inseed, solido) 2.0.1 Eagle of Florid (Inseed) 2.0.1 Eagle of Eagle									
SECOND FLIGHT PHASE									
2 0.1 Foot From (Besed, sideled) 2 0.1 Logo - Crossed 3 0.1 Logo - Crossed 3 0.2 Logo - Separated 3 0.3 Logo - Sep									
2 0.1 Legs - Cossaed									
2 0.2 Legs - Separated									
0.3 insufficient Tuck / Pike						-			
0.3 Insufficient Stretch (excessive and / pike) 0.3 Insufficient Stretch (potacesive and / pike) 0.3 Pike Down of Stretch position 0.3 Insufficient Stretch (potacesive and / pike) 0.3 Insufficient Stretch (potacesive and / pike) 0.3 Insufficient Stretch (potacesive and / pike) 0.3 Insufficient (potacesive and /						-			
0.3 Pike Down of Stretch position	> 0.3 Insufficient Tuck / Pike			> 0.3 Insufficient Tuck / Pike			> 0.3 Insufficient Tuck / Pike		
0.0 Safet - Under Rotation (all vousible)	> 0.3 Insufficient Stretch (excessive arch / pike)			> 0.3 Insufficient Stretch (excessive arch / pike)			> 0.3 Insufficient Stretch (excessive arch / pike)		
2 0.1 Sallo - Under Rotation (all voults) 2 0.1 Turn - Insufficient Exachess 3 0.3 Turn - Late Completion (non-saltos) 5 0.3 Turn - Interpretation	> 0.3 Pike Down of Stretch position			> 0.3 Pike Down of Stretch position			> 0.3 Pike Down of Stretch position		
2 0.1 Turn - Insufficient Exactness									
2 0.3 Turn - Late Completion (non-sallos) 2 0.5 Turn - Begun Tro Late = 2 0.2 Touch - Brush / Hit wull table = 2 0.2 Touch - Brush / Hit wull table = 2 0.2 Touch - Brush / Hit wull table = 2 0.3 Length (fight distance) = 3 0.5 Height (the tisse) = 3 0.5 Height (th									
2									
0.2 Touch - Brush / Ht wault table 0.3 Length (fight distance) 0.3 Length (fight distance) 0.5 Height (fip rise) 0.5 Length (fight distance) 0.5									
2 0.3 Length (light distance) 2 0.5 Height (ligh rise) 3 0.6 Height (ligh rise) 3 0.7 Irran Horsen 3 0.6 Height (ligh rise) 3 0.6 Jim rises 3 0.6 Height (light distance) 3 0.6 Jim rises 3 0.6 Jim rises 3 0.6 Jim rises 3 0.6 Jim rises 3 0.7 Irran Horsen 3 0.6 Jim rises 3 0.6 Jim rises 3 0.7 Irran Horsen 3 0.7 Irran Hors									
2									
LANDING (GENERAL									
0.1 Arms - Extra Swings 0.2 Incorrect Body Posture 0.2 Trunk - Additional Movements 0.2 Incorrect Body Posture 0.3 Turn - Incomplete 0.05 Fail to Plot Diamofing for (1) second 0.05 Fail to Plot Diamofing for (1)									
0.2 Incorrect Body Posture									
2 0.2 Trunk - Additional Movements									
2						-			
0.05 Fail to HOLD landing for (1) second 0.05 Fail to in FlowWidth 0.05 Fail to									
0.05 Fail to join Feet when < Hip-Width part 0.1 Land Feet > Hip-Width Part 0.2 Land Feet >	> 0.3 Direction (location of mat contact)			> 0.3 Direction (location of mat contact)			> 0.3 Direction (location of mat contact)		
0.1 Land Feet > Hip-Width apart									
> 0.1 Slight hop, small adjustment / staggered									
2 O.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 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 START VALUE DEDUCTIONS START VALUE DEDUCTIONS JUDGE #1 JUDGE #2 CAI: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5									
> 0.3 Dynamics (power / speed)									
0.5 Fall (to support, against table) 0.5 Coach - Between Board-Table 0.5 Coach - Between Board-Table 0.5 Coach - Between Board-Table 0.5 Coach - Spot Landing 0.5 Coach - S	` /								
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 J. Coach - Between Board-Table 0.5 Coach - Between Board-Table 0.5 Coach - Between Board-Table 0.5 Coach - Spot Landing 1.0 One Arm, No Hands, Not to Feet, Spot START VALUE START VALUE START VALUE JUDGE #1 JUDGE #1 JUDGE #2 CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 Vault with No Signal = 0.5									
0.5 Coach - Spot Landing 1.0 One Arm, No Hands, Not to Feet, Spot START VALUE DEDUCTIONS DEDUCTIONS DEDUCTIONS JUDGE #1 JUDGE #2 CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 One Arm, No Hands, Not to Feet, Spot START VALUE START VALUE JUDGE #1 JUDGE #1 JUDGE #2 CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 Vault with No Signal = 0.5 Vault with No Signal = 0.5									
START VALUE DEDUCTIONS DEDUCTIONS DEDUCTIONS DEDUCTIONS JUDGE #1 JUDGE #2 CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 Valut with No Signal = 0.5 START VALUE START VALUE START VALUE START VALUE DEDUCTIONS DEDUCTIONS DEDUCTIONS CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 Valut with No Signal = 0.5 Valut with No Signal = 0.5 Valut with No Signal = 0.5									
START VALUE									
DEDUCTIONS DED									
DEDUCTIONS DED									
JUDGE #1 JUDGE #2 CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 Vault with No Signal = 0.5 Vault with No Signal = 0.5 Valut with No Signal = 0.5	START VALUE			START VALUE			START VALUE		
JUDGE #2 CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 Vault with No Signal = 0.5 Vault with No Signal = 0.5	DEDUCTIONS			DEDUCTIONS			DEDUCTIONS		
JUDGE #2 CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 Vault with No Signal = 0.5 Vault with No Signal = 0.5									
JUDGE #2 CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 Vault with No Signal = 0.5 Vault with No Signal = 0.5	JUDGE #1		1 11	JUDGE #1			JUDGE #1		
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 CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5			<u> </u>	13362 # 1		<u> </u>			
Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 Vault with No Signal = 0.5 Vault with No Signal = 0.5	JUDGE #2		1	JUDGE #2			JUDGE #2		
Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 Vault with No Signal = 0.5 Vault with No Signal = 0.5	CI								
Unauthorized Matting = 0.3 Vault with No Signal = 0.5 Vault with No Signal = 0.5 Valut with No Signal = 0.5	Chalk on Runway. Tape on Table = 0.2			Chalk on Runway. Tape on Table = 0.2		I	Chalk on Runway. Tape on Table = 0.2		
Vault with No Signal = 0.5 Vault with No Signal			1					.	
AVERAGE AVERAGE AVERAGE AVERAGE AVERAGE AVERAGE AVERAGE AVERAGE	Vault with No Signal = 0.5								
		AVERAGE	AVERAGE		AVERAGE	AVERAGE		AVERAGE	AVERAGE

BARS		1	BARS - SR	BARS	1						
Connection Values	0.1	0.2	0.2 each	Composition					4 1	VP N	ICAA
Connection values	0.1	0.2	2 - Bar Changes	0.05	Insufficient Distribution of Elements	difficulty not maintained or place in san	ne section		<u> </u>	VI N	NOAA
Group 367 + Group 367	C+C		(minimum)	0.05	Lack of Variety	in Choice of Elements and Connections	ie section		4	Α	3
Both with Flight or Turn	C+C		C - Flight (not dismount)	0.1	Squat or Stoop on LB to grasp HB	more than one = 0.1 each (after Fall allowe	d to squat-o	n no deduction)			3
with or without Flight or Turn	C+D		D - Flight (2 different flight)	0.1	Uncharacteristic Elements:	squat on LB 1/2 t. on feet, HB swing LB fee		irrio deddcliorij			2
with or without Flight or Turn	0+5	D + D	1 - C Turn	0.1	Forward 3/4 Giant Circle	less than 20o, breaks connection	it w/o circio		4	Ĭ	-
war or warout riight or runn			(not in mount or dismount)	0.1	Choice of Elements:	not up to competitive level			4	sv	9.4
Additional Bonus			C - Dismount	0.1	ONE Single Bar ("D") Release	Or ONE ("E") Release					0.6
Same Bar "D" or Any "E" Release	D/E		C preceded by minimum C element	(UTL)	Or Minimum (2) two ("D") Releases	Or Minimum (2) two ("E") Elements			4 11	· · ·	0.0
Same Bar B Strainy E risioass	-,-		D/E - Dismount	(0.2)	AND ("D") Dismount or ("C") with CV				4 1	SR	0.2
							I				
					Hold Landing (1) second	Exec Comp	A -	SV	S.V. +		
	1				riola Landing (1) second -	Exec comp	Λ-	Level: 9.4	JV.		
							_	Level. 3.4	d		
							В -	1/0	Ded.	-	
							C -	VP	J1 Scor	ro	
							C-	SR -	J1 3001	_	
							D -	JK	J2 Scor	re	
							5 -		J2 3001		
							E-		4		
								Sub:	Average	e	
								Jub	I Veragi	_	
							CV+		Off Ave	a	
								BONUS +	1		
							DE+		Score		
							DE		130010	-	
									4		
					Hold Landing (1) second	Exec Comp	A -	SV	S.V. +	+ _	
	-							Level: 9.4	4		
							В-		Ded.	_	
								VP -	1 200.	_	
							C -		J1 Scor	re	
								SR -	4	-	
							D -		J2 Scor	re	
									4	_	
							E-		4		
								Sub:	Average	e	
									4 -	_	
							CV+		Off Ave	e	
								BONUS +	4		
							DE+		Score	_	
									4		
	ı						 	1	4—		
					Hold Londing (4) accord	Evec C	_	CV			
	l				Hold Landing (1) second	Exec Comp	A -	SV	S.V. 4	-	
								Level: 9.4	4		
							B -		Ded.		
								VP	4		
							C -		J1 Scor	re _	
								SR	4		
							D -		J2 Scor	re _	
							_		4		
							E -	1	4.		
								Sub:	Average	е _	
							1		d		
							CV+		Off Ave	e	
							1	BONUS +	4.		
							DE+		Score	-	
									4		
							İ				

BARS			BARS - SR	DADE				1			1
	0.1	0.2		BARS					I I.,		
Connection Values	0.1	0.2	0.2 each 2 - Bar Changes	Composition	Insufficient Distribution of Elements	difficulty and anniatoired an along in come			⊢	P N	CAA
				0.05		difficulty not maintained or place in same	section		ΙΙ.		_
Group 367 + Group 367	C+C		(minimum)	0.05	Lack of Variety	in Choice of Elements and Connections					3
Both with flight/turn	C+C		C - Flight (not dismount)	0.1	Squat or Stoop on LB to grasp HB	more than one = 0.1 each (after Fall allowed		n no deduction)			3
w/without flight/turn	C+D		D - Flight (2 different flight)	0.1	Uncharacteristic Elements:	squat on LB 1/2 t. on feet, HB swing LB fe	et w/o circle		'		2
w/without flight/turn		D+D	1 - C Turn	0.1	Forward 3/4 Giant Circle	less than 20o, breaks connection			l I.		
			(not in mount or dismount)		Choice of Elements:	not up to competitive level					9.4
Additional Bonus			C - Dismount	0.1	ONE Single Bar ("D") Release	Or ONE ("E") Release			A	V 0	0.6
Same Bar "D" or Any "E" Release	D/E		C preceded by minimum C element	(UTL)	Or Minimum (2) two ("D") Releases	Or Minimum (2) two ("E") Elements					
			D/E - Dismount	L	AND ("D") Dismount or ("C") with CV				S	R (0.2
					Hold Landing (1) second -	_ Exec Comp	A - B - C - D - E - CV+	SV Level: 9.4 VP SR Sub:	S.V. + Ded J1 Score J2 Score Average Off Ave. Score	_	
					Hold Landing (1) second	Exec Comp	A - B - C - D - E - CV+	SV Level: 9.4 VP SR	S.V. + Ded J1 Score J2 Score Average	-	
							DE+	BONUS +	Score		

DE414	1		D OD	DEAM	1			INCAF			· ·	
BEAM	0.4	0.0	Beam - SR	BEAM								ı
Connection Values	0.1	0.2	0.2 each	Composition		Ture is a second of			\vdash	VP	NCAA	
Acro Flight - 2 elements	B acro > C**	B+D *	1 Acro Flight Series	0.05		difficulty not maintained or placed	in same sec	ction				ı
(including mounts)	C dance > C**	C+C	* 1 - ("C") Flight	0.05	Insufficient Use of Entire Beam	Spatially				Α	3	ı
	Dismounts**		1 Dance / Mixed Series	0.05		Directionally				В	3	ı
Acro Flight - 3 elements	B+B+C	B+B+D *	* 1 - ("C") Dance - On the Beam	0.05		Level Changes				С	2	ı
Bonus (3 Acro Series) +0.1 CV		B+C+C	1 Leap / Jump	0.1	Lack of Variety in Acro	Minimum ("A") Backward Acro ele						ı
Dismount Must be "C" for CV		B+C+D	* 180o split	0.1		Minimum ("A") Forward/Sideward	Acro eleme	nt			9.4	ı
Dance or Mixed	A+D	B+D*	1 Full turn		Choice of Acro Elements	Mount / Dismount included				ΑV	0.6	ı
(including mounts)	B+C	C+C	C - Aerial/Salto	0.1	Acro Flight Series on the Beam	Series without CV must have Addition						ı
Turns	A+C		Dismount	(UTL)	Not Up to Competitive Level	Additional "D/E" Acro into Dismou	nt = Not UTL	_ Additional "D"		SR	0.2	
					Hold Landing (1) second	Exec Comp	A - B - C - D - E - CV+	Time: SV Level: 9.4 VP SR Sub: BONUS +	S.V. Ded. J1 Sc J2 Sc Avera Off Av Score	ore ore ge		
					Hold Landing (1) secondArtistry -		A - B - C - D - CV+	Time: SV Level: 9.4 VP SR Sub:	S.V. Ded. J1 Sc. J2 Sc. Avera	+ ore ore gge		
									Score			

Connection Values	BEAM			Beam - SR	BEAM							$\overline{}$
March Pages 2 cleaments		0.1	0.2							l v	P NC	AA
Search Company Compa						Insufficient Distribution of Elements	difficulty not maintained or placed	in same sec	ction	H	1	+
Name	•									I I.	λ 3	\$
According 1 - Septements Bell-Part B	(
Name of Second - C	Acro Flight - 3 elements		B+B+D *			•						
Minimum A A A A A A A A A		2.2.0				Lack of Variety in Acro		ement			, l <u>-</u>	
District of Mixed A-D B-D' T-Bill turn B-C C-C				-					nt	9	v 9.	4
Parameter Par		A+D			0.1	Choice of Acro Flements			• • •			
Mode Marie Marie					0.1			nal "D" Acre	o or "E" Dance skill			
Moid Landing (f) second -			010			<u> </u>				9	R O	2
Addistry Exec. Comp	Tarrio	7.10		Distribution	(0.12)	The op to competitive zore.	Traditional B/E Troid into Biomoc	1	L / Idailional B		11 0.2	
Aristry — Exec - Comp B - SV Level: 9.4 1/2 Score - 2/2 Score						Hold Landing (1) cocond		_	Timo	e v		
B -		1						Α-	Tillie	J.v		
Level: 9.4 15 core 25 core 27 corp						Artistry	_ Exec Comp	D	C//	Dod		
C - VP - J Store J Store L SR - L SR - L SR - L ST L ST - L ST - L ST L ST -								D -		Deu.		
Note									Level. 9.4			
D - SR - U - SR - CV + CV								C -		J1 Scor	е	
Hold Landing (1) second -								_	VP			
Hold Landing (1) second -								D -		J2 Scor	e	
Average Average CV+ DE+ BONUS + Score Comp. BONUS + Score Comp. BONUS + Score Comp. Bonus + Store Comp. Bonus +								_	SR			
Hold Landing (1) second - BONUS + BONUS								E -				
Mold Landing (1) second -									Cult	Average		
Hold Landing (1) second -								0)/:	Sub:	0"		
Hold Landing (1) second								Cv+		Off Ave.	- —	
Hold Landing (1) second								DE.	DONILIC :	Coore		
Artistry - Exec Comp B - SV Level: 9.4								DE+	BUNUS +	Score		
Artistry - Exec Comp B - SV Level: 9.4												
Artistry - Exec Comp B - SV Level: 9.4								1				
Artistry - Exec Comp B - SV Level: 9.4						Hold Landing (1) second -		Δ -	Time:	sv.	_	
B. SV Level: 9.4 Ded J1 Score J2 Score		1				Artista	- Even Comp	\ \frac{1}{2}	Tillie	J.V		
C - C - C - D - SR - J2 Score J2 Score Morarge M						Artistry	_ Exec Comp	D	C//	Dod		
C								B -		Deu.		
D - VP - J2 Score Morarge CV+ Sk - Sub: CV+ Sk - Sub: CV+ Sk - Score CV+ Sk - Sk -									Level. 9.4			
D - SR -								C -		J1 Scor	е	
Hold Landing (1) second								l _	VP			
E -								D -		J2 Scoi	е	
Hold Landing (1) second Average Average Off Ave Sub: S								_	SR			
Hold Landing (1) second								E -				
CV+									Out	Average	·	
Hold Landing (1) second								CV	Sub:	Off Avo		
Hold Landing (1) second								Cv+		On Ave.		
Hold Landing (1) second								DE±	BONUS ±	Score		
Artistry Exec Comp B -								DL7	DOINGS T	Score	_	
Artistry Exec Comp B -												
Artistry Exec Comp B -												
Artistry Exec Comp B -						Hold Landing (1) second -	_	A -	Time:	S.V.	+	
B-		_				Artistry -	Exec Comp					
C- D- SR CV+ Sub: Off Ave						· · · · · ·		В-	SV	Ded.		
C - VP J1 Score												
D - SR J2 Score								C -		11 800	· A	
E - Sub: Average Off Ave								C -	\/D -	31 200	e	
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E -								5 -	SR -	JZ 3001	·	
CV+								F-				
CV+ Sub: Off Ave								-		Average	!	
CV+ Off Ave									Sub:	I Wordy		
								CV+		Off Ave		
DE+ BONUS + Score],		
								DE+	BONUS +	Score		

FLOOD		1	(5) FLOOR OR		1						
FLOOR Connection Values	0.1	0.2	(5) FLOOR - SR 0.2 each	FLOOR	Compostion Deductions					NCAA	
Acro. Indirect	B + C	B + D	note: Acro Pass = min. 1 "C" Salto	0.05	Insufficient Use of Floor Area	Spatial use				VOAA	
(Aerials / Saltos)		C + C	2 Saltos Direct or	0.05		Difficulty not maintained or placed in same section			0.1	Α	3
(,	A/B + A/B + C	A + A + D	2 Saltos Indirect	0.1	Lack of Variety in Acro	Minimum (" A ") Salto Backward			0.3	В	3
	A + D	A + E	3 Different Saltos	0.1	Lack of Variety in Acro	Minimum (" A ") Salto Forward/Sideward			0.5	С	2
Acro. Direct	A + C	B + C	1 Dance Pass	0.1	Lack of Variety in Dance	Dance Bonus CV or D/E element					
(Aerials / Saltos)	B + B	C + C (+0.3)	2 Diff. Group 1, One 180° Split Leap		All routines must have	1 Dance/Acro ("E") element			S	V 9.4	ļ
		A/B + D	2 - Acro Passes on		All c	OR 2 Different ("D") elements (1) Acro			١.,		
Dance / Mixed	A + A + C B + D	A + A + D C + D	2 - Different Diagonals C - Last Salto Pass	UTL 0.1	All routines must have	Dismount ("C") Salto with +0.1 CV OR Dismount ("D/E") Salto			l A	∨ 0. 6	•
	C+C			0.1	2 Apro Pago Poutino		,			R 0.2	
(Turn + Jump = OK) 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)			1 Pass with ("D/E") and 1 Pass with ("D/E") OR +0.2 CV will not meet UTL requirement				K U.2	•
WINCO	Cano D 171 Camp		10.1 (0 pass = Double Gallo / E dol 0)		Trible Fude Reduire	The treet of 2 requirement		1	—		
					Hold F	inish (1) second					
						Artistry Exec Comp	A -	Time:	S.V. +		
	!										
							B -	SV	Ded.		
								Level: 9.4			
							C -	VP	J1 Scor	е	
							D-	OD.	10.0	_	
							D-	SR	J2 Scor	е	
							E-	Sub:			
									Average		
							CV+	-	044 4		
								BONUS +	Off Ave.		
							DE+	BON03 +			
								-	Score		
					Hold E	inish (1) second					
					Hold P	Artistry Exec Comp	A -	Time:	S.V. +		
						Artistry Exec Oomp		Time	J		
							В-	SV	Ded.		
								Level: 9.4			
							C -	VP	J1 Scor	е	
							D-	SR -	J2 Scor	e	
								J., .	1 52 550	·	
							E -	Sub:			
									Average		
							CV+				
									Off Ave.		
								BONUS +			
							DE+	-			
									Score		
							1	1			

Connection Values 0.1 0.2 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 (Aerials / Saltos) C + C 2 Saltos Direct or 0.05 Insufficient Distribution of Elements Difficulty not maintained or placed in same section 0.1 A 3		1	ı	(5) 5: 000 00			T						
Annual Chiefest	FLOOR	0.1	0.2	(5) FLOOR - SR	FLOOR	Compostion Deductions						VIC A A	
AB + AB + C C + C C C C C C C C					0.05	Insufficient Use of Floor Area	Snatial use					NOAA	
A6 + A6 + C A6 +		5.0						section			0.1	Α	3
A-r.	(, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	A/B + A/B + C											3
B = B			A + E		0.1						0.5	С	2
A A A C A A B D A A B D A A B D A A B D A A D D D A D D					0.1								
A	(Aerials / Saltos)	B + B				All routines must have					5	V 9.	4
Date		A . A . C				All acception on accept to accept the accept the accept to accept the accept		cro				., .	•
## Anger Pot D - D Anger Pot Sept Anger Pot Sept Anger Pot Sept Anger Pot Sept Anger Pot Ang	Dance / Mixed					All routines must have	OR Dismount ("C") Salto With +0.1 CV				· /	· V U.	o
Mined Sato D + A Jump Mined Finish (1) second - Comp					0.1	2 Acro Pass Routine		") OR 102CV	,			e n	2
Hold Finish (1) second - Artistry - Exec Comp A Time: S.V. + Dod. 			D+0					<u> </u>				, U.	_
Arisitry - Exec Comp B - SV Level 9.4 11 Score 22 Score 23 Score 24 Score 25 Score		•		, ,			· · · · · · · · · · · · · · · · · · ·	1					
Arisitry - Exec Comp B - SV Level 9.4 11 Score 22 Score 23 Score 24 Score 25 Score						Hold F	inish (1) second -		A -	Time:	S.V. +		
Hold Finish (1) second -			1					Comp					
C - VP - Ji Score Li Scor							·		B -	SV	Ded	_	
D - SR - S										Level: 9.4			
D - SR - J3 Score Average Average CV+ Str. SR - J3 Score Average CV+ Str.									C -		J1 Scor	e	
Hold Finish (1) second -									1_	VP			
Hold Finish (1) second -									D -	CD.	J2 Scor	e	
Hold Finish (1) second -									E -	SR			
Hold Finish (1) second -									L-		Average		
Hold Finish (1) second -										Sub:	, worago		
Hold Finish (1) second -									CV+		Off Ave.		
Hold Finish (1) second -													
Artistry - Exec Comp B - SV Level: 9.4 VP - Use - SR - Comp B - SV Level: 9.4 VP - Use - SR - Use -									DE+	BONUS +	Score	_	
Artistry - Exec Comp B - SV Level: 9.4 VP - Use - SR - Comp B - SV Level: 9.4 VP - Use - SR - Use -													
Artistry - Exec Comp B - SV Level: 9.4 VP - Use - SR - Comp B - SV Level: 9.4 VP - Use - SR - Use -							Part 1 (4) 1			T	0.1/		
B- SV Level: 9.4 VP J1 Score J2 Score Sub: CV+ DE+ BONUS + Score Off Ave Artistry - Exec Comp B- SV Level: 9.4 VP J2 Score Score Score Score Time: S.V. + Ded J1 Score J2 Score Score Score DE+ BONUS + Score Score J2 Score J3 Score J4 Score			J			Hold F		Comp	A -	I ime:	S.V. +		
Level: 9.4 VP -							Artistry Exec	Comp	В-	sv	Ded		
C - D - SR - SR - SR - St.													
D - VP - J2 Score Motor SR - Off Ave									C -	2010	J1 Scor	۵	
Hold Finish (1) second Artistry Exec Comp B SR J1 Score J2 Score SR SR J2 Score SR Average Off Ave Artistry Exec Comp B SV										VP -	01 0001		
B- Sub: Off Ave Sub: Off Ave Off Ave Score									D -		J2 Scor	e	
Average CV+ Sub: Sub: Average Off Ave CV+ DE+ BONUS + Score Comp B - SV Level: 9.4 UP -										SR			
Hold Finish (1) second Exec Comp A Time: S.V. + Ded Ded J1 Score J2 Score Average Off Ave Average Off Ave O									E -		Augraga		
CV+										Sub:	Average	_	
Hold Finish (1) second									CV+	- Cub.	Off Ave.	-	
Hold Finish (1) second													
Artistry Exec Comp B SV Level: 9.4									DE+	BONUS +	Score	_	
Artistry Exec Comp B SV Level: 9.4													
Artistry Exec Comp B SV Level: 9.4									l				
B- SV Level: 9.4 Ded C-			J			Hold F		Comp	A -	I ime:	S.V. +	_	
C -							Artistry Exec	Comp	B-	SV	Ded -		
C - VP J1 Score J2 Score SR									5 -		Dou.		
D -									C-	20701.	11 900	۵.	
D - SR - J2 Score Average Off Ave									0 -	VP -	31 3001	_	
E - Sub: Average CV+ Off Ave									D-		J2 Scor	e	
CV+										SR			
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l l l									DE+	BONUS +	Score	_	