

NGA VAULT	Skill Level 1	Skill Level 2	Skill Level 3	Skill Level 4	Skill Level 5
START VALUE	10.00	10.00	10.00	10.00	10.00
ALLOWABLE VAULTS <i>Courtesy Score 5.00 For all levels</i> Skill Levels 1-8: Coach allowed b/t table/stack & board (no deduction)	Stretch jump to mat stack (10.00 SV) Alt tramp board allowed	HS flatback onto mat stack (10.00 SV) Alt tramp board allowed	Optn 1(10.00 SV) FHS over stack OR Optn 2 (10.00 SV) ½ on (¼-¼) over stack Alt tramp board allowed	Optn 1 (10.00 SV) FHS over stack OR Optn 2 (10.00 SV) ½ on (¼-¼) over stack OR Optn 3 (10.00 SV) RO onto board → BHS over stack	Optn 1 (10.00 SV) FHS on stack (<i>ft</i>) OR Optn 2 (10.00 SV) ½ on (¼-¼) on stack (<i>feet/back</i>) OR Optn 3 (10.00 SV) RO on board → BHS on stack (<i>f/b</i>)
MAT HEIGHT	8-24"	16-48"	24-56"	24-56"	24-56"
TIMING Fall Time: 0:45	WUP: 0:30/1VT	WUP: 0:30/1VT	WUP: 0:45/2VT	WUP: 1:00/2VT	WUP: 1:00/2VT
	Skill Lvl Bronze	Skill Lvl Silver	Skill Lvl Gold	Skill Lvl Platinum	Skill Lvl Diamond
START VALUE	10.00	10.00	10.00	See Chart	See Chart
ALLOWABLE VAULTS Levels 1-3 Bronze/Silver/Gold Alt tramp board allowed	HS flatback onto mat stack (10.00 SV) Alt tramp board allowed	Optn 1 (10.00 SV) FHS over stack OR Optn 2 (10.00 SV) ½ on (¼-¼) over stack OR Optn 3 (9.50 SV) HS fb - mat stack	Optn 1 (10.00 SV) FHS over table OR Optn 2 (10.00 SV) ½ on (¼-¼) over table Alt tramp board allowed (9.50 SV)	Platinum Chart No drill style vaults	Diamond Chart
TABLE HEIGHT	Mat stack 16-48"	Mat stack 24-56"	max 135 cm	max 135 cm	max 135 cm
TIMING Fall Time: 0:45	WUP: 0:30/1VT	WUP: 0:45/2VT	WUP: 1:00/2VT	WUP: 1:30/2VT	WUP: 2:00/3VT
	Skill Level 6	Skill Level 7	Skill Level 8	Skill Level 9	Skill Level 10
START VALUE	10.00	10.00	See Chart	See Chart	See Chart
ALLOWABLE VAULTS Skill Levels 1-8: Coach allowed b/t table/stack & the board (no deduction) Pit Pillow Allowed L6/7	Optn 1 (10.00 SV) FHS entry over table → land on stack (<i>feet</i>) OR Optn 2 (10.00 SV) ½ on entry over table → land on stack (<i>feet/back</i>) OR Optn 3 (10.00 SV) Yurchenko entry over table → stack (<i>feet/back</i>)	Optn 1 (10.00 SV) FHS entry over table → land on stack (<i>feet</i>) OR Optn 2 (10.00 SV) ½ on entry over table → land on stack (<i>feet/back</i>) OR Optn 3 (10.00 SV) Yurchenko entry over table → stack (<i>feet/back</i>)	Lvl 8 Vault Chart	Lvl 9 Vault Chart	Lvl 10 Vault Chart Start values mirror NCAA vault values Vaults with Pink Star = 10.00 +.1 
TABLE HEIGHT	max 135 cm 32" min/64" max mat behind table	max 135 cm 32" min/64" max mat behind table	max 135 cm	max 135 cm	max 135 cm
TIMING Fall Time: 0:45	Warmup: 1:30 (guaranteed 3 w-ups)	Warmup: 1:30 (guaranteed 3 w-ups)	Warmup: 2:00 (guaranteed 3 w-ups)	Warmup: 2:00 (guaranteed 3 w-ups)	Warmup: 2:00 (guaranteed 3 w-ups)

NGA BARS	Skill Level 1	Skill Level 2	Skill Level 3	Skill Level 4	Skill Level 5
VALUE PARTS	4A's	5A's	5A's	5A's	6A's
START VALUE	10.00	10.00	10.00	10.00	10.00
SPECIAL REQUIREMENTS <i>Courtesy Score 5.00 For all levels</i> <i>Levels w/ cast/circle angle req = A VP for any attempt not attaining higher VP</i>	1. Mount 2. Cast/any angle 3. 360° cir skill 4. Dismount Add'l cast ok	1. Mount 2. Cast/any angle 3. 360° cir skill 4. Dismount Add'l cast ok	1. Mount→glide swing/ glide variation 2. Cast min 45° ↓ horz 3. 360° cir skill 4. Dis (LB/HB) Add'l cast/swings ok	1. Kip (LB/HB) 2. Cast min 20° ↓ horz + BHC 3. Tap swing w/ counterswing 4. A dis → HB Add'l cast/swings ok	1. 367 circle (min clear supp) 2. Cast to horz 3. 2 nd 360° OR 2 nd cast to horz (diff cnx) 4. A dis (salto) → HB 1 tap swing ok no VP
DIFFICULTY RESTRICTIONS	→no high bar →no salto dis →No B/C/D/E	→no high bar →no salto dis →No B/C/D/E	→HB allowed →no salto dis →No B/C/D/E	→B 367 cir ok →No B/C/D/E	→367 cir to hs ok →No C/D/E [¥]
TIMING Fall Time: 0:45	Warmup: 0:30	Warmup: 0:30	Warmup: 0:45	Warmup: 1:00	Warmup: 1:00
	Skill Lvl Bronze	Sill Lvl Silver	Skill Lvl Gold	Skill Lvl Platinum	Skill Lvl Diamond
VALUE PARTS	5A's	5A's	6A's	6A's 1B	5A's 2B's
START VALUE	10.00	10.00	10.00	10.00	10.00
SPECIAL REQUIREMENTS <i>Levels w/ cast/circle angle req = A VP for any attempt not attaining higher VP</i>	1. Mount 2. Cast/any angle 3. 360° cir skill 4. Dismount Add'l cast ok	1. Mount 2. Cast min 45° ↓ horz 3. 360° cir skill 4. Dis (LB/HB) Add'l cast/swing ok	1. Sq/Pk/Strd on + jump to HB 2. Cast OR VP to horz 3. 360° cir skill 4. A dis → HB Add'l cast/swing ok	1. Kip/variation (LB/HB) 2. Cast OR VP ↑ horz 3. B 360° circle 4. A dis → HB 1 tap swing ok no VP	1. B 360° circle 2. Cast OR circle 45° ↑ vert 3. B skill (add'l) 4. Salto dis → HB
DIFFICULTY RESTRICTIONS	→no high bar →no salto dis →No B/C/D/E	→HB allowed →no salto dis →No B/C/D/E	→B 367 cir ok →No B/C/D/E	→367 cir to hs ok →No C/D/E [¥]	→1 D/E [¥] →extra swing = ded
TIMING Fall Time: 0:45	Warmup: 0:30	Warmup: 0:45	Warmup: 1:00	Warmup: 1:30	Warmup: 2:00
	Skill Level 6	Skill Level 7	Skill Level 8	Skill Level 9	Skill Level 10
VALUE PARTS	5A's 1B	5A's 2B's	4A's 4B's	3A's 4B's 1C	3A's 3B's 2C's
START VALUE	10.00	10.00	10.00	9.70	9.40
SPECIAL REQUIREMENTS <i>Levels w/ cast/circle angle req = A VP for any attempt not attaining higher VP</i>	1. 367 cir → clear support 2. Cast ↑ horz 3. 2 nd 360° cir OR cast ↑ horz 4. A dis (salto) → HB	1. B 367 circle 2. Cast 45° ↑ horz 3. 2 nd 360° cir (min B) 4. A dis (salto) → HB	1. B 367 circle 2. B flight/turn 3. 360° cir to/ pass thru HS (sep SR1) 4. A dis (salto) → HB	1. B 367 circle 2. B flight 3. B turn 4. B dis (salto) → HB	1. 2 bar change 2. 2 flights (2C's OR 1B & 1D) [¥] 3. C turn 4. C dis (salto) → HB
DIFFICULTY RESTRICTIONS	→No C/D/E [¥] →367 cir to hs ok	→No C/D/E [¥] →Cast HS 180° ok →Only C/D (367)	→No D/E [¥] →Cast HS 180° ok →Only C (367) w/ or w/o 180° ok →2 restricted C's	→2 D's allowed OR →1 D and 1 E →DV +.1 max →¥	→NONE →DV +.5 max →CV +.5 max →¥
TIMING Fall Time: 0:45	Warmup: 1:30	Warmup: 1:30	Warmup: 2:00	Warmup: 2:30	Warmup: 2:30

NGA BEAM	Skill Level 1	Skill Level 2	Skill Level 3	Skill Level 4	Skill Level 5
VALUE PARTS	4A's	5A's	5A's	5A's	6A's
START VALUE	10.00	10.00	10.00	10.00	10.00
SPECIAL REQUIREMENTS <i>Courtesy Score 5.00 For all levels</i>	1. pivot/sqt turn 2. stretch jump 3. 2 second hold on 1 leg (free leg position opt'l) 4. dismount	1. ½ turn on 1 ft 2. leap/jump 3. hs w/lead leg min 45° (from vert) 4. dismount	1. ½ tn 1 ft (min) 2. leap/jump 60° 3. acro skill [¥] (ach vert or thru) [hs=no hold req] 4. dis (no jumps)	1. ½ tn 1 ft (min) 2. leap/jump 90° 3. acro skill (ach vert or thru) [hs=no hold req] 4. A dis (no jump)	1. full turn (min) 2. leap/jp 120° 3. bwd acro skill OR B acro (no rolls [¥]) 4. A dismount [¥]
DIFFICULTY RESTRICTIONS	→No B/C/D/E →no salto/aerial dis	→B leap/sp jp ok →No B/C/D/E →no salto/aerial dis	→B leap/sp jp ok →No B/C/D/E	→B dnc & B acro w/o flt ok →No B/C/D/E [¥]	→ back extn hs allowed SR#3) →No C/D/E
TIMING Fall Time: 0:45	Warmup: 0:30 Routine: 0:30 Warning: 0:20	Warmup: 0:30 Routine: 0:35 Warning: 0:25	Warmup: 0:45 Routine: 0:45 Warning: 0:35	Warmup: 1:00 Routine: 1:00 Warning: 0:50	Warmup: 1:00 Routine: 1:00 Warning: 0:50
	Skill Lvl Bronze	Skill Lvl Silver	Skill Lvl Gold	Skill Lvl Platinum	Skill Lvl Diamond
VALUE PARTS	5A's	5A's	6A's	6A's 1B	5A's 2B's
START VALUE	10.00	10.00	10.00	10.00	10.00
SPECIAL REQUIREMENTS ¥ = see rule clarification	1. ½ turn on 1 ft 2. leap/jump 3. hs w/lead leg min 45° (from vert) 4. dismount	1. ½ tn 1 ft (min) 2. leap/jump 3. acro element (excluding X lever) 4. Dis (no jumps)	1. full turn (min) 2. leap/jump 90° 3. 2 acro skills (1 pass thru vert) 4. A dismount (no jumps)	1. full turn (min) 2. leap/jp 150° 3. 2 acro skills [¥] (1 pass thru vert) OR acro B skill 4. A dismount	1. full turn (min) 2. leap/jp 180° dnc series 3. acro series [¥] (w/ or w/o flight) & acro B flight – (isolated/series) 4. Dis salto/aerial
DIFFICULTY RESTRICTIONS	→B leap/sp jp ok →No B/C/D/E →no salto/aerial dis	→B leap/sp jp ok →No B/C/D/E	→No C/D/E	→C dnc ok →No C/D/E	→C/D/E dnc ok →1 D/E acro
TIMING Fall Time: 0:45	Warmup: 0:30 Routine: 0:35 Warning: 0:25	Warmup: 0:45 Routine: 0:45 Warning: 0:35	Warmup: 1:00 Routine: 1:00 Warning: 0:50	Warmup: 1:30 Routine: 1:30 Warning: 1:20	Warmup: 2:00 Routine: 1:30 Warning: 1:20
	Skill Level 6	Skill Level 7	Skill Level 8	Skill Level 9	Skill Level 10
VALUE PARTS	5A's 1B	5A's 2B's	4A's 4B's	3A's 4B's 1C	3A's 3B's 2C's
START VALUE	10.00	10.00	10.00	9.70	9.40
SPECIAL REQUIREMENTS ¥ = see rule clarification	1. full turn (min) 2. leap/jp 150° 3. acro series (OR acro flight) 4. A salto/aerial dis [¥]	1. full turn (min) 2. leap/jp 180° 3. acro series [¥] (w/ or w/o flight) & acro B flight [¥] (isolated/series) 4. A salto/aerial dis	1. full turn (min) 2. leap/jp 180° 3. acro series (w/ 1 flight) [¥] 4. A salto/aerial dis	1. full turn (min) 2. leap/jp/mixed series w/ 180° 3. acro flt series (w/ 2 B flight) 4. B salto/aerial dis (OR A salto w/ C acro cnx)	1. full turn (min) 2. leap/jp/mixed series w/ 180° 3. acro flt series w/ C skill (mt ok) 4. C salto/aerial dis
DIFFICULTY RESTRICTIONS	→Only 1 C dnc →No C/D/E	→C dance ok →No C/D/E	→C dance →1 restricted C →NO D/E	→D/E dance →2 restricted D's or 1 restricted D&E	→NONE →DV +.5 max →CV +.5 max
TIMING Fall Time: 0:45	Warmup: 1:30 Routine: 1:15 Warning: 1:05	Warmup: 1:30 Routine: 1:15 Warning: 1:05	Warmup: 2:00 Routine: 1:30 Warning: 1:20	Warmup: 2:00 Routine: 1:30 Warning: 1:20	Warmup: 2:00 Routine: 1:30 Warning: 1:20

NGA FLOOR	Skill Level 1	Skill Level 2	Skill Level 3	Skill Level 4	Skill Level 5
VALUE PARTS	4A's	5A's	5A's	5A's	6A's
START VALUE	10.00	10.00	10.00	10.00	10.00
SPECIAL REQUIREMENTS <i>Courtesy Score 5.00 For all levels</i> Skill Levels 1-7: Coach allowed on fx w/ no deduction	1. dance combo (2 jump/leap) 2. bwd roll OR candlestick(2sec) 3. ½ OR pivot turn 4. ¾ handstand (ft meet at 45°)	1. dnc combo 60° 2. handstand (ft meet b/t 45° & vert) 3. ½ turn on 1 ft (min) 4. cartwheel	1. dnc combo 90° 2. acro pass (w/ roundoff) 3. full turn 4. skill passing thru bridge/ back extension to hs (thru vertical)	1. dnc combo 90° 2. acro pass (w/ 2 flight) 3. full turn (min) 4. acro pass (w/ 2 flight) OR fw salto	1. dnc cmb120° 2. acro series (w/flt/salto/aerial) (min 3 skills) 3. full turn (min) 4. salto/aerial (sep from SR#2)
DIFFICULTY RESTRICTIONS	→1 flight →No saltos/ aerials →No B/C/D/E →Coach ok on fx	→2 flight →No saltos/ aerials →No B/C/D/E →Coach ok on fx	→1 salto/aerial →B dance ok →No B/C/D/E →Coach ok on fx	→B dnc&acro ok →A salto ok →No B/C/D/E →Coach ok on fx	→B dnc&acro ok →fwd pk/lay ok →No B/C/D/E →Coach ok on fx
TIMING	Warmup: 0:30 Routine: 0:45	Warmup: 0:30 Routine: 0:45	Warmup: 0:45 Routine: 1:00	Warmup: 1:00 Routine: 1:00	Warmup: 1:00 Routine: 1:00
	Skill Lvl Bronze	Skill Lvl Silver	Skill Lvl Gold	Skill Lvl Platinum	Skill Lvl Diamond
VALUE PARTS	5A's	5A's	6A's	6A's 1B	5A's 2B's
START VALUE	10.00	10.00	10.00	10.00	10.00
SPECIAL REQUIREMENTS Skill Levels Bronze-Platinum: Coach allowed on fx w/ no deduction	1. dnc combo 60° 2. handstand (ft meet b/t 45° & vert) 3. ½ tn 1 ft (min) 4. cartwheel	1. dnc combo (2 leap/jump) 2. acro pass (w/2 skills) 3. full turn 4. flight (sep from SR#2)	1. dnc cmb 120° 2. acro series (w/2 flight) 3. full turn (min) 4. acro skill w/ flight/salto/aerial	1. dnc cmb 150° 2. acro pass (w/2 flight) 3. B dnc skill 4. Add'l A salto (isolated/series)	1. dnc cmb 180° 2. acro pass (flight & 1 salto) 3. B dnc skill (sep from SR#1) 4. acro pass (1 flt & B salto)
DIFFICULTY RESTRICTIONS	→2 flight →No saltos/ aerials →No B/C/D/E →Coach ok on fx	→1 salto/aerial →B dance ok →No B/C/D/E →Coach ok on fx	→B dnc&acro ok →fwd pk/lay ok →No B/C/D/E →Coach ok on fx	→C dance ok →No C/D/E →Coach ok on fx	→C/D/E dnc ok →1 D/E acro
TIMING	Warmup: 0:30 Routine: 0:45	Warmup: 0:45 Routine: 1:00	Warmup: 1:00 Routine: 1:00	Warmup: 1:30 Routine: 1:30	Warmup: 2:00 Routine: 1:30
	Skill Level 6	Skill Level 7	Skill Level 8	Skill Level 9	Skill Level 10
VALUE PARTS	5A's 1B	5A's 2B's	4A's 4B's	3A's 4B's 1C	3A's 3B's 2C's
START VALUE	10.00	10.00	10.00	9.70	9.40
SPECIAL REQUIREMENTS Skill Levels 1-7: Coach allowed on fx w/ no deduction	1.dnc cmb 150° 2. acro pass (w/2 flt & 1 salto) (min 3 skills) 3. full turn (min) 4. A salto (add'l)	1. dnc cmb 180° 2. acro pass (w/ flt & fw/bw LO) (min 2 skills) 3. B dnc skill 4. acro pass (w/ 1 salto)	1. dnc cmb 180° 2. acro pass (w/2 flt & 1 salto) (min 3 skills) 3. B dnc skill (sep from SR#1) 4. B salto (add'l pass)	1. dnc cmb 180° 2. 2 salto pass (w/ 1B) 3. C dnc skill (sep from SR#1) 4. acro pass (w/1 B OR isolated C)	1. dnc cmb 180° 2. 2 salto pass (w/1 B) 3. C dnc skill (sep from SR#3) 4. C salto (add'l) (sep from SR#2)
DIFFICULTY RESTRICTIONS	→Only 1 C dnc →No C/D/E →Coach ok on fx	→C dance ok →No C/D/E →Coach ok on fx	→C dance →1 restricted C →NO D/E	→D/E dance →2 restricted D's or 1 restricted D&E	→NONE →DV +.5 max →CV +.5 max
TIMING	Warmup: 1:30 Routine: 1:15	Warmup: 1:30 Routine: 1:30	Warmup: 2:00 Routine: 1:30	Warmup: 2:00 Routine: 1:30	Warmup: 2:00 Routine: 1:30

NGA RULE CLARIFICATIONS	Skill Level 1	Skill Level 2	Skill Level 3	Skill Level 4	Skill Level 5
VAULT	Alt tramp board allowed Evaluated: →run →speed thru out →board lean →landing	Alt tramp board allowed Evaluated: →run →speed thru out →board lean →landing Feet first void deduction n/a	Alt tramp board allowed Evaluated: →run →speed thru out →board lean →landing	Evaluated: →speed thru out →landing	Evaluation stops upon contact of feet OR back Evaluated: →speed thru out →Land (ft) FHS →Land (ft/back) ½ on/Yurchenko
BARS Levels 1-5 no amplitude deduction for casts or in bar circle elements Levels w/ cast/circle angle req = A VP for any attempt not attaining higher VP (p.27)	→Add'l cast ok →X skills ok for "A" VP credit	→Add'l cast ok →X skills ok for "A" VP credit	→Add'l cast/ swing ok →X skills ok for "A" VP credit	→Add'l swings ok →X skills ok for "A" VP credit BARS ONLY →Tap swing (hips min 45° ↓ hb on both sides of swing)	→360° cir (367) to hs allowed →1 tap swing ok but no VP →C/D stalder to HS ok
BEAM If the SR indicates "minimum" gymnast can do more than what's required	→X skills ok for "A" VP credit →turn must be pivot/sqt turn (exact)	→X skills ok for "A" VP credit →turn must be ½ turn on 1 ft (exact) →hs w/lead leg min 45° (from vert) (2 nd leg must leave BB)	→X skills ok for "A" VP credit →no hold req for hs (mark) & legs joined vert →acro move thru/ach vert	→X skills ok for "A" VP credit →X-504 (cross hs) & X-505 (side hs) ok (SR#3) →no hold req for hs (mark) & legs joined vert →acro move thru/ach vert →B acro w/o flt ok	→rolls thru vertical w/ hand support (SR#3) →¥ salto dis w/ ½ twist allowed
FLOOR Skill Levels 1-5: Coach allowed on fx w/ no deduction stretch jp no value dance pass can have jumps and/or leaps	→X skills ok for "A" VP credit	→X skills ok for "A" VP credit	→X skills ok for "A" VP credit	→X skills ok for "A" VP credit	→B salto w/o twist ok

NGA RULE CLARIFICATIONS	Skill Lvl Bronze	Skill Lvl Silver	Skill Lvl Gold	Skill Lvl Platinum	Skill Lvl Diamond
VAULT	Alt tramp board allowed Evaluated: →run →speed thru out →board lean →landing Feet first void deduction n/a	Alt tramp board allowed Evaluated: →run →speed thru out →board lean →landing Feet first void deduction n/a	Alt tramp board allowed(9.50 SV) Evaluated: →speed thru out →landing		
BARS Levels w/ cast/circle angle req = A VP for any attempt not attaining higher VP (p.27)	→X skills ok for "A" VP credit →Add'l cast ok	→X skills ok for "A" VP credit →Add'l cast/swing ok	→X skills ok for "A" VP credit →Add'l cast/swing ok →sole cir after squat on fw/bw	→1 tap swing ok but no VP →C/D stalder to HS ok	→extra swing = ded →C/D stalder to HS ok – not counted as restricted D
BEAM	→X skills ok for "A" VP credit →turn must be ½ tn 1 ft (exact) →hs w/lead leg min 45° (from vert) (2 nd leg must leave BB)	→X skills ok for "A" VP credit	→X skills ok for "A" VP credit →X-504 (cross hs) & X-505 (side hs) ok (SR#3)	→same acro skill performed 2x mixed/acro series OR diff cnx →2 acro skills w/ 1 thru vert OR B acro	→acro series w/o flt & B flt OR acro series w/ B flt →B flight (isolated/series)
FLOOR Silver-Platinum: Coach allowed on fx w/ no deduction stretch jump on floor has no value dance pass can have jumps and/or leaps	→X skills ok for "A" VP credit	→X skills ok for "A" VP credit	→X skills ok for "A" VP credit		

NGA RULE CLARIFICATIONS	Skill Level 6	Skill Level 7	Skill Level 8	Skill Level 9	Skill Level 10
VAULT pit pillow top mat ok for Levels 6/7	→Evaluation stops upon contact of feet OR back →Land (ft) FHS →Land (ft/back) ½ on/Yurchenko	→Evaluation stops upon contact of feet OR back →Land (ft) FHS →Land (ft/back) ½ on/Yurchenko	→Flipping vault spot = 1.00		1 skill may fulfill more than 1 SR unless specified (UB/BB/FX) (NCAA rules)
BARS Levels w/ cast/circle angle req = A VP for any attempt not attaining higher VP (p.27)	→same cir skill must be on diff bar OR diff cnx →All casts below SR = 0.10 ded →salto dis w/ 1/1 twist ok →C/D stalder to HS ok	→C/D stalder to HS ok	→360° circle skill to/ pass thru HS (sep from SR#1) →cast/cir ½ pir ok – not counted as restricted C	→1 D/E = +.1 DV →D/E +.1 max →CV +.3 max →stalder ok – not counted as restricted D	→DV +.5 max →CV +.5 max → 2 C flights must be diff
BEAM	→salto dis w/ 1/1 twist ok	→acro series w/o flt & B flt OR acro + B flt	→bwd layout step out (D) ok for B credit & counts for 1 restricted C	→1 D/E = +.1 DV →D/E +.1 max (dnc/arco) →CV +.3 max	→Mount ok for acro series →DV +.5 max →CV +.5 max
FLOOR Skill Levels 6-7: Coach allowed on fx w/ no deduction dance pass can have jumps and/or leaps	→Coach ok on fx	→Coach ok on fx →Layout fw/bw no twist (SR#2)	→1 salto min for acro series	→1 D/E = +.1 DV →D/E +.1 max (dnc/arco) →CV +.3 max →CV turns + jump/hop ok (p.21)	→Double salto OR E acro in dis = +.1 DV →DV +.5 max →CV +.5 max →CV for turns + jump/hop ok (p.21)

§ Judge may award VP if more than ½ the skill wasn't spotted before falling (HB p.14)

§ Beam – all levels → all mounts not listed in code will receive A VP (HB p.15)

§ Beam – All levels – SR acro series awarded (unlimited attempts) (HB p.15)

§ Floor – jump/leap series, skills can be the same or different (HB p.15)

§ All levels → VP credit awarded 2x if skill is in different connection (HB p.14)

Ω Level 9 – Max Start Value = 10.00 | Ω Level 10 – Max Start Value = 10.10 | Bonus (HB p.17-22)

Ω All levels – shorts allowed (R&R p.24) | Equipment Requirements (R&R p.68)

€ Judges Assigned • One-Judge panel: L1N - L5N • Two-Judge panel: L6N - L10N • 1-Judge panel may be used if judges are not available w/in 150-mile radius • Judges for one judge panel must have a L10 (NGA Regional) rating or higher: L6N - L10N (R&R p.40)

€ All levels – skill cannot fulfill more than 1 SR (HB p.14) - Exception L9/10 re NCAA rules