

XCEL BRONZE VAULT

	Vault Performed	Final Score	SV	Total Deductions	(#1A) Height	(#1A) Dynamics	(#1B) Pre Flight Body	(#1B) Alignment	(#1B) Landing	(V#2) Pre Flight Body	(V#2) Support Body	(V#2) Arms	(V#2) Shoulder alignment	(V#2) Arrive past Vertical	(V2) Dynamics
	NOTE: Some categories are not displayed, but ALL are included in TOTAL deductions!														
Routine 1															
Judge 1	#1 A/B	7.55	9	1.45	.15-.3	.05-.1	.05-.1	Arch .05-.1	0	None	None	0	0	0	0
Judge 2	#1 A/B	Dropped Low													
Judge 3	#1 A/B	7	9	0.2	.15-.3	.15-.3	.05-.1	.05-.1	.05-.5	.05-.1	.05-.1	0	0	0	.15-.2
Judge 4	#1 A/B	7	9	0.2	.35-.45	.15-.3	.05-.1	.05-.1	.05-.5	None	None	0	0	0	0
Judge 5	#1 A/B	7.3	9	1.7	.35-.45	.15-.3	.05-.1	.15-.3	.05-.5	None	None	0	0	0	0
Judge 6	#1 A/B	7.2	9	1.8	.35-.45	.15-.3	.05-.1	.1-.25	.05-.5	None	None	0	0	0	0
Judge 7	#1 A/B	7.6	9	1.4	.15-.3	.15-.3	.15-.3	.05-.15	.05-.5	None	None	0	0	0	0
Judge 8	#1 A/B	Dropped High													
Routine 2															
Judge 1	#2	9.4	10	0.6	0-.1	0	None	None	0	.05-.1	.05-.1	0	0	.05-.2	.02-.1
Judge 2	#2	9.5	10	0.5	0-.1	0	None	None	0	.15-.25	.05-.1	0	0	.05-.2	.02-.1
Judge 3	#2	9.3	10	0.7	0-.1	0	None	None	0	.15-.25	.05-.1	0	0	.05-.2	.02-.1
Judge 4	#2	Dropped Low													
Judge 5	#2	9.65	10	0.35	0-.1	0	None	None	0	.05-.1	None	0	.05-.1	.05-.2	.05-.1
Judge 6	#2	9.65	10	0.35	0-.1	0	None	None	0	.05-.1	.05-.1	0	.05-.1	.05-.2	.05-.1
Judge 7	#2	9.3	10	0.4	0-.1	0	None	None	0	None	.05-.1	0	.05-.1	.05-.2	0
Judge 8	#2	Dropped High													
Routine 3															
Judge 1	#2	Dropped High													
Judge 2	#2	8.75	10	1.25	0-.1	0	None	None	0	.15-.25	.15-.25	0	.15-.2	.5-1.0	.05-.1
Judge 3	#2	8.7	10	1.3	0-.1	0	None	None	0	.3-.5	.15-.25	.2-.25	.15-.2	.05-.2	.15-.2
Judge 4	#2	Dropped Low													
Judge 5	#2	8.9	10	1.1	0-.1	0	None	None	0	.15-.25	.3-.5	.05-.15	.15-.2	.05-.2	.15-.2
Judge 6	#2	8.85	10	1.15	0-.1	0	None	None	0	.3-.5	.05-.1	.05-.15	.05-.1	0	.15-.2
Judge 7	#2	9	10	1	0-.1	0	None	None	0	.05-.1	.15-.25	.2-.25	0	.25-.45	.15-.2
Judge 8	#2	9	10	1	0-.1	0	None	None	0	None	.15-.25	0	.15-.2	.25-.45	.15-.2

XCEL BRONZE VAULT

	Vault Performed	Final Score	SV	Total Deductions	(#1A) Height	(#1A) Dynamics	(#1B) Pre Flight Body	(#1B) Alignment	(#1B) Landing	(V#2) Pre Flight Body	(V#2) Support Body	(V#2) Arms	(V#2) Shoulder alignment	(V#2) Arrive past Vertical	(V2) Dynamics
Routine 4															
Judge 1	#2	8.1	10	1.9	0-.1	0	None	None	0	.15-.25	.3-.5	0	.05-.1	.5-1.0	.15-.2
Judge 2	#2	Dropped Low													
Judge 3	#2	8.1	10	1.9	0-.1	0	None	None	0	.15-.25	.05-.1	0	0	.25-.45	.25-.3
Judge 4	#2	8	10	2	0-.1	0	None	None	0	.15-.25	.15-.3	0	.05-.1	.5-1.0	.25-.3
Judge 5	#2	8.2	10	1.8	0-.1	0	None	None	0	.15-.3	.15-.3	.05-.15	.15-.2	.05-.2	.15-.2
Judge 6	#2	8.25	10	1.75	0-.1	0	None	None	0	.3-.5	.15-.3	.05-.15	.05-.1	.05-.2	.25-.3
Judge 7	#2	8.7	10	1.3	0-.1	0	None	None	0	None	.15-.3	.05-.15	.05-.1	.05-.2	.15-.2
Judge 8	#2	Dropped High													
Routine 5	4.0 is the courtesy score for any score below 4.0. (General Page 10/F in the Xcel Code)														
Judge 1	#1 A/B	3.6 4.0	4.5	0.9	0-.1	0	.05-.1	.1-.25	.05-.5	None	None	0	0	0	0
Judge 2	#1 A/B	3.75 4.0	4.5	0.75	0-.1	0	Leg separation	None	0	None	None	0	0	0	0
Judge 3	#1 A/B	3.5 4.0	4.5	1	0-.1	0	.05-.1	.05-.1	.05-.5	None	None	0	0	0	0
Judge 4	#1 A/B	Dropped Low						.25-.5	.05-.5	None	None	0	0	0	0
Judge 5	#1 A/B	Dropped High													
Judge 6	#1 A/B	3.15 4.0	4.5	1.35	.35-.45	.15-.3	Leg separation								
Judge 7	#1 A/B	3.65 4.0	4.5	0.85	0-.1	0	None	.15-.3	0	None	None	0	0	0	0
Judge 8	#1 A/B	3.65 4.0	4.5	0.85	0-.1	0	Leg separation	.15-.3	0	None	None	0	0	0	0

Xcel Bronze Bars

	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhythm	Dynamics
				LB Mount	Cast	Circle Skill	LB Dsmt.		
Routine 1									
Judge 1	2	10	0.5	Yes	Yes	Yes	Yes	0.05	0.05
Judge 2	Dropped High								
Judge 3	9.45	10	0.55	Yes	Yes	Yes	Yes	0	0
Judge 4	9.3	10	0.7	Yes	Yes	Yes	Yes	0	0
Judge 5	9.25	10	0.75	Yes	Yes	Yes	Yes	0	0
Judge 6	9.35	10	0.65	Yes	Yes	Yes	Yes	0	0
Judge 7	no data	no data	no data	no data	no data	no data	no data	no data	no data
Judge 8	9.2	10	0.8	Yes	Yes	Yes	Yes	0	0
Judge 9	Dropped Low								
Judge 10	9.4	10	0.6	Yes	Yes	Yes	Yes	0	0
Judge 11	no data	no data	no data	no data	no data	no data	no data	no data	no data
Routine 2									
Judge 1	Dropped High								
Judge 2	8.9	10	0.9	Yes	Yes	Yes	Yes	0.05	0.15
Judge 3	8.95	10	0.9	Yes	Yes	Yes	Yes	0.1	0.05
Judge 4	8.8	10	1.1	Yes	Yes	Yes	Yes	0.1	0
Judge 5	8.8	10	1.2	Yes	Yes	Yes	Yes	0.05	0.05
Judge 6	8.35	10	1.65	Yes	Yes	Yes	Yes	0.05	0.1
Judge 7	8.9	10	0.85	Yes	Yes	Yes	Yes	0.1	0.15
Judge 8	8.75	10	1.25	Yes	Yes	Yes	Yes	0	0
Judge 9	8.7	10	1.2	Yes	Yes	Yes	Yes	0	0.1
Judge 10	9.2	10	0.75	Yes	Yes	Yes	Yes	0.05	0
Judge 11	Dropped Low								

Xcel Bronze Bars

	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhythm	Dynamics
				LB Mount	Cast	Circle Skill	LB Dsmt.		
Routine 3									
Judge 1	Dropped High								
Judge 2	9.05	10	0.75	Yes	Yes	Yes	Yes	0.1	0.15
Judge 3	8.8	10	1	Yes	Yes	Yes	Yes	0.1	0.1
Judge 4	8.7	10	1.2	Yes	Yes	Yes	Yes	0.1	0
Judge 5	8.6	10	1.4	Yes	Yes	Yes	Yes	0.1	0.1
Judge 6	8.7	10	1.3	Yes	Yes	Yes	Yes	0.05	0.1
Judge 7	9	10	0.75	Yes	Yes	Yes	Yes	0.05	0.15
Judge 8	8.9	10	1.1	Yes	Yes	Yes	Yes	0	0
Judge 9	Dropped Low								
Judge 10	9.1	10	0.7	Yes	Yes	Yes	Yes	0.1	0.1
Judge 11	8.8	10	0.9	Yes	Yes	Yes	Yes	0.05	0.05
Routine 4									
Judge 1	Dropped High								
Judge 2	9.2	10	0.65	Yes	Yes	Yes	Yes	0.05	0.1
Judge 3	9	10	0.9	Yes	Yes	Yes	Yes	0.05	0.05
Judge 4	8.9	10	1	Yes	Yes	Yes	Yes	0.1	0
Judge 5	Dropped Low								
Judge 6	9	10	1	Yes	Yes	Yes	Yes	0	0
Judge 7	9.35	10	0.5	Yes	Yes	Yes	Yes	0.05	0.1
Judge 8	8.9	10	1.1	Yes	Yes	Yes	Yes	0	0
Judge 9	8.8	10	1.1	Yes	Yes	Yes	Yes	0	0.1
Judge 10	9.15	10	0.75	Yes	Yes	Yes	Yes	0.05	0.05
Judge 11	8.85	10	1	Yes	Yes	Yes	Yes	0.1	0.05

Xcel Bronze Bars

	Score	SV	Execution	SR #1	SR #2	SR#3	SR#4	Rhythm	Dynamics
				LB Mount	Cast	Circle Skill	LB Dsmt.		
Routine 5									
Judge 1	8.9	10	1	Yes	Yes	Yes	Yes	0.05	0.05
Judge 2	Dropped High								
Judge 3	8.9	10	1	Yes	Yes	Yes	Yes	0.05	0.05
Judge 4	9	10	1	Yes	Yes	Yes	Yes	0	0
Judge 5	8.45	10	1.55	Yes	Yes	Yes	Yes	0	0.05
Judge 6	8.4	10	1.6	Yes	Yes	Yes	Yes	0.1	0.15
Judge 7	no data	no data	no data	no data	no data	no data	no data	no data	no data
Judge 8	8.55	10	1.45	Yes	Yes	Yes	Yes	0	0
Judge 9	Dropped Low								
Judge 10	8.55	10	1.4	Yes	Yes	Yes	Yes	0.05	0
Judge 11	8.5	10	1.3	Yes	Yes	Yes	Yes	0.1	0.1

XCEL BRONZE BEAM

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
Routine 1								
Judge 1	8.85	10	0.7	0.15	0.1	0.1	0.1	
Judge 2	9.05	10	0.65	0.15			0.15	
Judge 3	Dropped High							
Judge 4	Dropped Low							
Judge 5	8.9	10	0.9	0.05	0.05	0.05	0.05	
Judge 6	9	10	0.5	0.15	0.1	0.15	0.1	
Judge 7	8.9	10	0.8	0.15	0.05	0.1		
Routine 2								
Judge 1	Dropped Low							
Judge 2	8.45	10	1.2	0.15		0.05	0.15	
Judge 3	8.4	10	1.3	0.15		0.1	0.05	
Judge 4	8	10	1.3	0.25	0.15	0.15	0.15	
Judge 5	8.7	10	1.1	0.1	0.05		0.05	
Judge 6	Dropped High							
Judge 7	8.15	10	1.35	0.25	0.05	0.1	0.1	
Routine 3								
Judge 1	Dropped Low							
Judge 2	9.05	10	0.65	0.15			0.15	
Judge 3	Dropped High							
Judge 4	9.2	10	0.55	0.05	0.05	0.05	0.1	
Judge 5	9	10	0.7	0.1	0.05	0.05		
Judge 6	9.3	10	0.35	0.15	0.1	0.05	0.05	
Judge 7	9.3	10	0.5	0.1			0.05	

XCEL BRONZE BEAM

	Score	SV	Exec.	Artistry	Posture	Footwork	Dynamics	Sureness
Routine 4								
Judge 1	9.2	10	0.5	0.1	0.05	0.05	0.1	
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	NO	DATA						
Judge 5	9	10	0.85	0.05	0.05		0.05	
Judge 6	9.2	10	0.4	0.15	0.05	0.05	0.15	
Judge 7	9.05	10	0.65	0.1	0.05	0.05	0.1	
Routine 5								
Judge 1	Dropped Low							
Judge 2	8.05	10	1.5	0.2	0.05		0.2	
Judge 3	8.3	10	1.3	0.15	0.1	0.1	0.05	
Judge 4	8.1	10	1.2	0.3	0.2	0.15	0.05	
Judge 5	8.45	10	1.3	0.1	0.05	0.05	0.05	
Judge 6	Dropped High							
Judge 7	8.25	10	0.85	0.2	0.05	0.05	0.1	

XCEL BRONZE FLOOR

	Score	Start Value	Execution	Artistry	Footwork	Posture	Rhythm/ Music	Dynamics
Routine 1								
SV 9.5: (-.5) Did not award the handstand forward roll (step) to cartwheel acro series								
Judge 1	8	9.5	0.95	0.15	0.1	0.1	0.1	0.1
Judge 2	7.7	9.5	1.45	0.15	0.1		0.2	0.1
Judge 3	Dropped High	9.5						
Judge 4	7.7	9.5	1.45	0.2	0.1		0.1	
Judge 5	7.75	9.5	1.2	0.15	0.15	0.15		0.1
Judge 6	7.8	9.5	1.3	0.2	0.2			
Judge 7	8	9.5	1.1	0.2	0.2			
Judge 8	7.55	9.5	1.25	0.2	0.1	0.1	0.2	0.1
Judge 9	Dropped Low							
Routine 2								
Judge 1	8.55	10	0.9	0.1	0.1	0.15	0.15	0.05
Judge 2	8.5	10	1.35	0.15	0.1	0.1	0.05	
Judge 3	Dropped High							
Judge 4	8.45	10	1.25	0.1	0.1		0.1	
Judge 5	8.7	10	0.85	0.1	0.1	0.15		0.1
Judge 6	Dropped Low							
Judge 7	8.65	10	1	0.15	0.2			
Judge 8	8.35	10	1.1	0.1	0.1	0.1	0.2	0.05
Judge 9	8.15	10	1.1	0.15	0.15	0.15	0.1	0.1

XCEL BRONZE FLOOR

	Score	Start Value	Execution	Artistry	Footwork	Posture	Rhythm/ Music	Dynamics
Routine 3								
SV 9.0: (-.5) Did not award the round off backward roll acro series								
(-.5) Incomplete half-turn, did not award SR credit								
Judge 1	7.7	9	0.8	0.1	0.05	0.15	0.1	0.1
Judge 2	Dropped High							
Judge 3	8	9	0.75	0.1	0.05			0.1
Judge 4	7.9	9	1.05	0.05	0.05			
Judge 5	8	9	0.7	0.05	0.05		0.1	0.1
Judge 6	7.8	9	0.65	0.2	0.2			0.05
Judge 7	7.7	9	0.95	0.3	0.1			
Judge 8	7.4	9	1.2	0.15	0.05	0.05	0.1	0.05
Judge 9	Dropped Low							
Routine 4								
Judge 1	9.1	10	0.7	0.05	0.05	0.1		0.05
Judge 2	9.3	10	0.65	0.05	0.05	0.05	0.05	
Judge 3	9.3	10	0.6	0.05	0.05	0.05		
Judge 4	Dropped High							
Judge 5	9.2	10	0.7	0.05	0.05	0.05		
Judge 6	9	10	0.8	0.1	0.1			
Judge 7	9.3	10	0.55	0.15	0.05			
Judge 8	Dropped Low							
Judge 9	9.2	10	0.6		0.05	0.1		0.05

XCEL BRONZE FLOOR

	Score	Start Value	Execution	Artistry	Footwork	Posture	Rhythm/ Music	Dynamics
Routine 5								
Judge 1	8.4	10	1	0.05	0.1	0.15	0.15	0.05
Judge 2	8.4	10	1.6	0.05	0.1	0.05	0.05	0.05
Judge 3	8.8	10	0.7	0.05	0.1	0.1	0.1	
Judge 4	8.3	10	1.3	0.05	0.15		0.1	
Judge 5	8.6	10	0.85	0.2	0.2	0.2		
Judge 6	8.3	10	1.3	0.2	0.2			
Judge 7	Dropped High							
Judge 8	Dropped Low							
Judge 9	8.2	10	1.1	0.15	0.1	0.15	0.3	