

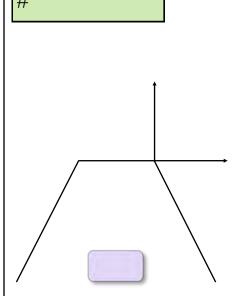
## 6-7 VAULT

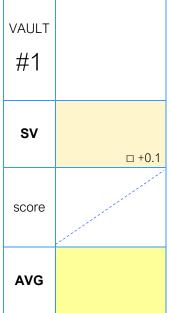
FIRST FLIGHT	SUPPORT / REPULSION	SECOND FLIGHT	LANDING	/ GENERAL
Incorrect foot form <sup>1</sup> .10 (flexed/sickled)	Failure to maintain neutral head position <sup>†</sup> .10	Failure to maintain neutral head position <sup>1</sup> .10	Incorrect Body Posture on landing (not applied to Level 7's landing on back)  1.50	1st point of contact on mat stack head/neck VOID
Incorrect Leg form:	Staggered/alternate hands* <sup>1</sup> .10	Incorrect foot form †.10	Lands on feet alternately .20	Salto performed after landing VOID
<del></del>	Shoulder Angle †.20	(flexed/sickled)	(if only one foot touches, deduct for leg separation)	Balk #1 No deduction
Crossed †.10 Separated †.20	Excessive Arch †.20 Alternate Repulsion* †.20	Incorrect Leg form:	Slight hop/adjustment of feet toward table 1.10	Balk #2 or #3 VOID
Bent <sup>↑</sup> .30	Legs bent †.30	Crossed †.10	Steps toward table each .1015 max .40  Large step/Jump toward table each .20 max .40	Vaults without signal (from average by CJ) .50
Poor Technique:	Step(s) w/hand(s) each .10 <sup>1</sup> .30 Hop(s) w/both hands (simultaneously) .30	Separated †.20 Bent †.30	Deviation from straight direction <sup>1</sup> .30	Coach between board & table .50
Failure to maintain neutral head	Failure to pass thru vertical <sup>1</sup> .30	Brush/hit of body on table <sup>1</sup> .20	Insufficient Dynamics 1.30	(except RO entry — no penalty)
position <sup>↑</sup> .10	Bent arms <sup>¥</sup> <sup>1</sup> .50 Touch table with only 1 hand 1.00	Insufficient Length <sup>1</sup> .20	l	Spotting assistance during the vault VOID
Excessive Arch <sup>†</sup> .20	Head contacting table 2.00	Insufficient Height <sup>↑</sup> .50	Failure to land on top of the mat stack 1.00	Spotting assistance upon landing . <u>50</u> (no penalty for spot/assist after landing)
Hip Angle <sup>↑</sup> .30	(includes arm bend)  No hand contact on table VOID	Failure to create rotation <sup>1</sup> .30	Landing on top of the table VOID (in a sitting, lying, or standing position)	Vault performed not allowable choice VOID
* except Tsukahara	Too long in support 1.50	Failure to maintain prescribed	Failure to land on bottom of feet first:	Failure to use a mat stack for landing VOID
¥ slight lead-arm bend	Angle of repulsion - leaves table:  By vertical no deduction	body position <sup>1</sup> .50	<ul><li>■on Front Handspring VOID</li><li>■on Tsuk/Yurchenko (Level 6) 1.00</li></ul>	No safety zone mat (RO entry vaults) VOID
allowed on Tsukahara 90° or more = max deduction	■1° - 45° 0525 ■46° - Horizontal .3050	Arm position when No deduction leaving table	•on Tsuk/Yurchenko (Level 7) No deduction	Use of alternative springboard VOID
#		vault #1		vault #2
		sv		sv
		score		score
		AVG		AVG

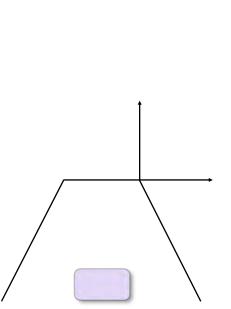


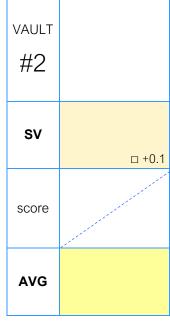
# **8-10 VAULT**

FIRST FLIGHT	SUPPORT / REPULSION	SECOND FLIGHT	LANDING	6 / GENERAL
Incorrect foot form (flexed/sickled)  Incorrect Leg form: Crossed 1.10 Separated 1.20 Bent 1.30  Poor Technique: Excessive Arch 1.20 Hip Angle 1.30  Incomplete LA turn 1.30  * except group 3 & group 5 w/ ¾ - 1/1 turn on + salto off  * slight lead-arm bend allowed on group 3 vaults  § line from hands to body part furthest past vertical	Shoulder Angle †.20 Excessive Arch †.20 Alternate Repulsion* †.20 Legs bent in support/early tuck †.30 Step(s) w/hand(s) each .10 †.30 Hop(s) w/both hands (simultaneously) .30 Failure to pass thru vertical †.30 Bent arms* †.50 LA turn begun too early †.30	Separated \$\frac{1}{20}\$ Bent \$\frac{1}{20}\$ Bent \$\frac{1}{20}\$ C	never joins feet/heels together  Slight hop/adjustment feet/staggered feet  Arm swings to maintain balance (on stuck vaults)  Lands w/ feet more than hip-width apart  Steps each .1015 max .40  Large step/Jump (~ 3 ft) each .20 max .41  Incorrect Body Posture  Trunk movements to maintain balance  Squat on landing  Brush/touch w/ hand(s) (no support)  Fall to knees/hips  Support on mat with one or both hands  Fall against vault table  Landing on top of the table (in a sitting, lying, or standing position)  Runs onto board/steps up onto table or rebounds from board to come to rest/	Deviation from straight direction  1.30 Insufficient Dynamics Vaults without signal (from average by CJ) Coach between board & table (except group 4/5 vaults - no penalty)  Spotting: Spotting: Spotting assistance during the vault Exception for Level 8 Salto vaults: Spotting assistance during 2nd flight Spotting assistance during 1st flight or support phase Spotting assistance upon landing Coach catches falling gymnast (fall only — no deduction for spot)  Failure to land on bottom of feet first VOID Use of alternative springboard  1.30 1.30 1.30 1.30 1.30 1.30 1.30 1.3
#		VAULT #1		vault #2











## **LEVEL 6 UNEVEN BARS**

VALUE PARTS (VP)	SPECIAL REQUIREMENTS (SR)		NO COMPOSITIONA	AL REQUIREM	IENTS
5 A (0.1) 1 B (0.3) 0 C (0.5)  Allowable: One allowable C Count C as B VP	(0.5 each)  Cast to 45° above horizontal  One bar change (minimum)  One 360° circle element from groups 3/6/7  A salto dismount  No dismount (0.3)  Restricted elements - no VP credit & (0.5 each)	<ul> <li>Allowable C's: <ul> <li>Clear hip HS</li> <li>Stalder HS</li> <li>Toe-on HS</li> </ul> </li> <li>Restricted: <ul> <li>Any other C elements</li> <li>All D/E elements</li> <li>Any flight/release elements from LB to HB or HB to LB</li> </ul> </li> <li>Short exercise (&lt; 5 VPs): <ul> <li>CJ deducts 2.0 from average</li> </ul> </li> </ul>	<ul> <li>Cast to 45° SR awarded when angle is above horizontal. No amplitude deductions if 45° or above.</li> <li>This is exception to rule that SRs must be fulfilled w/ VPs.</li> <li>Cast at horizonal or below: No SR credit and deduct 0.3 for amplitude.</li> </ul>	no value 45°	Award "B" Value  20" no did ged.
#					10.0
				VP (-)	
				SR (-)	
				sv	
				execution	
				dynamics	
				score	
				AVERAGE	



## **LEVEL 7 UNEVEN BARS**

VALUE PARTS (VP)	SPECIAL REQUIREMENTS (SR)	MISCELLANEOUS	NO COMPOSITIONA	AL REQUIREM	IENTS
5 A (0.1) 2 B (0.3) 0 C (0.5) Allowable: -Any allowable C -Count C as B VP	(0.5 each)  Cast to handstand  Two 360° clear circle elements, same or different:  One minimum B  One from groups 3/6/7  A salto dismount  No dismount (0.3)  Restricted elements - no VP credit & (0.5 each)	<ul> <li>Allowable C's:</li> <li>Cast HS with 1/2</li> <li>Clear hip HS, also with 1/2</li> <li>Stalder HS, also with 1/2</li> <li>Toe-on HS, also with 1/2 (1/2 turns to regular grip only)</li> <li>Restricted: <ul> <li>Any other C elements</li> <li>All D/E elements</li> </ul> </li> <li>Short exercise (&lt; 5 VPs): CJ deducts 2.0 from average</li> </ul>	<ul> <li>Cast to handstand SR awarded when angle is a minimum of 45°. Angle deductions will apply.</li> <li>This is exception to rule that SRs must be fulfilled w/ VPs.</li> <li>Cast below 45°: No SR credit and deduct 0.25-0.3 for amplitude.</li> </ul>	25-30	Award Value Part 30° 10° 10° 10° 10° 10° 10° 10° 10° 10° 1
#					10.0
				VP (-)	
				SR (-)	
				sv	
				execution	
				dynamics	
				score	
				AVERAGE	



## **LEVEL 8 UNEVEN BARS**

VALUE	SPECIAL		COMPOSITION							
PARTS (VP)	REQUIREMENTS (SR)	CLARIFICATIONS	DISMOUNT	UP TO LEVEL	MISC	ELLANEO	US			
4 A (0.1) 4 B (0.3) 0 C (0.5)	(0.5 each)  □ 1 bar change □ B flight OR	<ul> <li>Horizontal cast before overshoot 1/2 or peach salto = NO amplitude deduction</li> <li>Allowable C's:</li> </ul>	expected	B or BA	through v	eve or pass ertical	↑ 0.2 0.1 each			
Allowable:  •Any allowable C	B 180° LA turn  ☐ B 360° 3/6/7 clear circle  ☐ A salto dismount	<ul> <li>Cast HS with 1/2</li> <li>Clear hip HS, also with 1/2</li> <li>Stalder HS, also with 1/2</li> </ul>	0.05		elements 3/4 giant		each <u>0.1</u>			
One restricted C Count C as B VP	□ No dismount (0.3) □ >1 Restricted element w/ or w/o VP credit (0.5 each)	<ul> <li>Toe-on HS, also with 1/2         (1/2 turns to regular grip only)</li> </ul>	0.10	А	Short exert (<5 VPs) –	cise	† 0.2 2.0			
#										
π						10.	0			
					VP (-)					
					SR (-)					
					sv					
					execution					
				С	composition					
					score					
				,	AVERAGE					



## **LEVEL 9 UNEVEN BARS**

VALUE	SPECIAL	CONNECTION				СОМІ	POSITION	N		
PARTS (VP)	REQUIREMENTS (SR)		ALUE (CV)		CHC OF ELE			MISC	CELLANEC	ous
3 A (0.1) 4 B (0.3) 1 C (0.5)  D/E (+ 0.1)  Allowable: Any number of B/C root elements w/ 180° or 360° turn in HS One restricted D/E Count D/E as C for CV First D/E = +0.1	(0.5 each)  2 bar changes  B flight  C flight (different)  OR  B LA turn (no mount/dismount)  B salto dismount  No dismount (0.3)  >1 Restricted element w/  or w/o VP credit (0.5 each)	No turn/flight Must be different  Both elements with turn/flight	0.1 C+C	0.2 C+C	1. Forward circl 2. 3/6/7 elemen 3. Minimum 180 expected 0.10 0.20  DISMOUNT 0 expected 0.05 0.10	t (B) 0° LA turn ( 2 of 3 1 of 3 0 of 3	C) /EL	elemer  3/4 gia  Hands precisi  Dynam  Short e	racteristic nts ant forward tand on nics	0.1 0.1 each 0.1 ↑ 0.1 ↑ 0.2 2.0
#							VP (-) SR (-) CV (+ D/E (+  SV  execution compositions	)  -)  -)  ion  ition	9.7	
							AVERA	GE		



## **LEVEL 10 UNEVEN BARS**

VALUE	SPECIAL	CONNECTION					COM	IPOSITION	I			
PARTS (VP)	REQUIREMENTS (SR)	VALU (CV)			RELEA UP TO L			DICE MENTS		MIS	SCELLANE	ous
3 A (0.1)	(0.5 each)		0.1	0.2	expected	D D	1. Forward circ	,	(B)	>1 so	quat on ot after fall)	0.1 each
3 B (0.3)	☐ C flight ☐ B flight	Both elements must have turn/	C+C		0.05	DC	3. 3/6/7 element     3. Minimum 18	0° LA turn (	` /		of 2 bar	0.2
2 C (0.5)	(different)	flight 3/6/7 elements					expected 0.10	2 of 3 1 of 3	3		irection	<u>0.1</u>
D (+ 0.1)	□ C LA turn (not mount/dismount)	Must be different No turn/flight	C+C		0.10	D C	0.20 DISMOUNT	0 of 3			naracteristic	<u>0.1</u> each
E (+ 0.2)	□ C salto dismount	required			0.15	D B	expected	D/E or D	OC	3/4 g	giant forward	<u>0.1</u>
Extra +0.1 bonus if 10.0 SV and minimum 0.6 bonus + E element	□ No dismount (0.3)	No turn/flight required	C+D	D+D	0.20	C C CB	0.05 0.10	CCC CC			exercise 'Ps) — CJ	2.0
#								1			9.5	
									VP (-	-)		
									SR (-	-)		
									CV (-	+)		
									D/E (	+)		
									SV		[	⊐+0.1
									execut	tion		
									compos	sition		
									scor	е		
									AVERA	AGE		



## **LEVEL 6 BALANCE BEAM**

VALUE PARTS (VP)	SPECIAL REQUIREMENTS (SR)	MISCELLANEOUS	NO COMPOSITION	AL REQUIRE	MENTS
5 A (0.1) 1 B (0.3) 0 C (0.5)  Allowable: One (1) C dance Count C as B VP	(0.5 each)  Acro series (non-flight) OR Acro flight element (isolated or in series) Leap/Jump (requiring 180° split) 360° turn on one foot A dismount (aerial/salto)	□ No dismount (0.3) □ Restricted elements - no VP credit & (0.5 each) (from Start Value)  TIME 1:30 warm up 1:15 compete  Short exercise (Level 6 ONLY): If < 30 seconds & 10.0 SV, CJ deducts 0.5 from average	<ul> <li>One element in acro serie inverted vertical in handst</li> <li>First or second element in with any leg position - if ha held for 2 seconds.</li> <li>Group 6 - Rolls may be incone element passes throughten</li> </ul>	and support.  acro series mandstand withouthouth	ay be handstand but turn, must be series, as long as
#					10.0
				VP (-)	
				SR (-)	
				sv	
				execution	
				other	
				score	
Artistry ↑0.3 Footwork	< ↑0.3 Dynamics ↑0.2 S	Sureness †0.2 Posture †0.3 _	Rhythm ↑0.2 ☐ OT (0.1)	AVERAGE	



## **LEVEL 7 BALANCE BEAM**

VALUE PARTS (VP)	SPECIAL REQUIREMENTS (SR)	MISCELLANEOUS	NO COMPOSITION	IAL REQUIRE	MENTS
5 A (0.1) 2 B (0.3) 0 C (0.5)  Allowable: Any C dance (unlimited) Count C as B VP	(0.5 each)  Acro series (with or without flight)  AND  Acro flight element (isolated or in series)  Leap/Jump (requiring 180° split)  360° turn on one foot  A dismount (aerial/salto)	□ No dismount (0.3) □ Restricted elements - no VP credit & (0.5 each) (from Start Value)  TIME 1:30 warm up 1:20 compete  Short exercise (< 30 seconds): CJ deducts 2.0 from average	<ul> <li>One element in acro serie inverted vertical in handst</li> <li>First or second element in with any leg position - if handled for 2 seconds.</li> <li>Group 6 - Rolls may be into one element passes through</li> </ul>	and support.  acro series mandstand without	ay be handstand out turn, must be series, as long as
#					10.0
				VP (-)	
				SR (-)	
				sv	
				execution	
				other	
				score	
Artistry †0.3 Footwork	< ↑0.3 Dynamics ↑0.2 §	Sureness ↑0.2 Posture ↑0.3 _	Rhythm ↑0.2 ☐ OT (0.1)	AVERAGE	



## **LEVEL 8 BALANCE BEAM**

VALUE	SPECIAL				COMPOSITIO	N																	
PARTS (VP)	REQUIREMENTS (SR)			RO LEVEL			DAI UP TO	NCE LEVEL	М	ISCELLANEC	ous												
4 A (0.1)	(0.5 each)		Flight Series	Additional Acro	Additional Acro	expect	:ed	ВВА		dance series	0.2												
4 B (0.3)	☐ Acro series (1 flight)	expected	B B (2 flight)	В	А	0.05		ВВ		pivot turn o direction	<u>0.1</u>												
	, , ,	0.05	B B (2 flight)	А	А							0.10				ВАА	(bw	d & fwd/swd) 05 - dismount only)	<u>0.1</u>				
0 C (0.5)	☐ Leap/Jump (requiring 180° split)	0.05	B B (2 flight)	В		0.15		ВА	>2	dance with	0.1												
	☐ 360° turn on one foot	0.10	BB (2 flight)	А		0.20		А		ne shape f/tuck or straddle)	each												
Allowable:		0.10	AB (B flight)	В		DISMOUNT UP		DISMOUNT UP		DISMOUNT UP		DISMOUNT UP		DISMOUNT UP		DISMOUNT UP		DISMOUNT UP		JP TO LEVEL		ufficient level anges	↑0.1
-Any C dance	☐ A dismount (aerial/salto)	0.15	AB (B flight)	А			Dismou	nt Acro Connect	Insi	ufficient use	↑0.1												
,	□ No dismount (0.3)	0.15	BB (2 flight)			0.00	В	ВА		gth of beam d/swd/bwd													
ONE C acro	□ >1 Restricted element w/	0.20	AB (B flight)			0.05		AΑ	cho	orography (2)	0.05												
<ul><li>Count C as B VP</li></ul>	or w/o VP credit (0.5 each)	0.20	broken/no series			0.10	А		(<3	ort exercise 80 sec) — CJ	2.0												
#																							
										10.0													
								VP (-)															
								SR (-)															
								511()															
								0)/															
								SV															
								execution	on														
								composit	ion														
								33,50010															
								score															
							OT (0.	1)															
Artistry †0.3	Footwork †0.3 Dynamic	s ↑0.2	Sureness †0.2	Posture <b>†0.3</b>	Rhythm ↑	0.2		AVERA	GE														
	•		•	•																			



## **LEVEL 9 BALANCE BEAM**

VALUE	SPECIAL	CONNECTION	ON				СО	MPOSI	TION				
PARTS (VP)	REQUIREMENTS (SR)	VALUE (CV)			ACF UP TO L			DA UP TO	NCE LEVE	ΞL	MI	SCELLANEC	ous
3 A (0.1) 4 B (0.3) 1 C (0.5)  D/E(+ 0.1)  Allowable: Any D/E dance One D/E acro Count D/E as C for CV First D/E acro = +0.1	(0.5 each)  Acro series (2 flight)  Leap/Jump (requiring 180° split)  360° turn on one foot  B dismount (aerial/salto)  No dismount (0.3)  >1 Restricted element wor w/o VP cred (0.5 ea)	2 Acro Flight (no dismount)  3 Acro Flight B+B+C  Additional +0.1 for 3 acro flight aerial or D/E flight, excluding Dance/Mix (no dismount)  Turns  A+C (or reverse All acro used for CV must	B+C+C B+B+D w/ min C salto/ ng dismount B+D C+C	expected 0.05 0.10 0.15 0.20	Flight Series  B C 2 flight  series w/ salto/aerial  B C 2 flight  B C 2 flight  B B 1-2 flight  B B broken/no series	Additional Acro C (salto/aerial) or D (hand support) C hand support C hand support B C salto/aerial no other B no other B	0.05 0.10 0.15 0.20 DISM 0.00 0.05 0.10	OUNT		C C C B B B B B D LEVEL Connect C B B B	> 1p Acro (bwo (0.09) >2 c sam (wolf) Insu cha Insu leng Fwo cho	dance series bivot turn o direction d & fwd/swd) 5 - dismount only) dance with he shape lituck or straddle) ufficient level nges ufficient use gth of beam d/swd/bwd rography (2) urt exercise O sec) — CJ	0.2 0.1 0.1 0.1 each †0.1 †0.1 0.05 2.0
#										VP (-) SR (-) CV (+) D/E (+) (0.1 max) SV executio	) In	9.7	
Artistry ↑0.3	Footwork ↑0.3 Dyi	namics ↑0.2 Surei	ness †0.2	Po	sture ↑0.3	Rhythm ↑		□ OT (0	.1)	score	SE		



## **LEVEL 10 BALANCE BEAM**

VALUE	SPECIAL	CONNECTION						ITION							
PARTS (VP)	REQUIREMENTS (SR)		VALUE (CV)			ACF UP TO I					ANCE O LEV	EL	М	ISCELLANEC	ous
3 A (0.1)	(0.5 each)		0.1	0.2	е	Series BC or BBC	+ Acro	+ Salto	expec	ted C	ССС	D D		dance series	<u>0.2</u> <u>0.1</u>
<b>3</b> B (0.3)	<ul><li>□ Acro series, either:</li><li>• 2 flight w/ min C</li></ul>	2 Acro Flight (no dismount)	B+C (C=salto/aerial)	C+C B+D	expected	C salto / no salto CC or BD 2 C saltos / D flight	D D	С	0.05 0.10		C C	D C D B	Ac (bw	ro direction /d & fwd/swd)	<u>0.1</u>
2 C (0.5)	■ E (flight) + A  □ Leap/Jump 180° split	3 Acro Flight	B+B+C	B+C+C B+B+D	d 0.05	BC (C salto) BD (D flight)	D	С	0.15		СВ	D BB	>2 sar	05 - dismount only) dance with me shape	0.1 each
D (1.0.4)	☐ 360° turn on one foot		or 3 acro flight w/ flight, excluding o		0.10	BC (C salto) BC (NO salto)	D	C C		OUNT		O LEVEL	Ìns	If/tuck or straddle) sufficient level anges	†0.1
D (+ 0.1) E (+ 0.2)	☐ C dismount or B connected to:	Dance/ Mix (no dismount)	B+C A+D	B+D C+C	0.15	BD (D flight) BC or BD C salto / D flight	B or C			Dsmt	Acro Connec	Dance Connect	Ins len	ufficient use gth of beam	↑0.1
Extra +0.1 bonus if 10.0	<ul><li>acro series w/ C</li><li>C acro flight/dance</li></ul>	Turns	A+C (or reverse)			or NO series	D	С	0.00	D	AC, CBE	CC BC	cho	rd/swd/bwd orography (2) ort exercise	<u>0.05</u>
SV and minimum 0.6 bonus + E acro element	☐ No dismount (0.3)	All acro used	d for CV must ha	ve flight	0.20	BC (NO salto)			0.10	С	СВ	СВ		BO sec) — CJ	<u>2.0</u>
#															
π														9.5	
												VP (-)			
												SR (-)			
												CV (+)			
												D/E (+)	)		
												SV			+0.1
												executio	n		
												compositi	ion		
												score			
Artistry ↑0.3	Footwork †0.3 Dyi	namics ↑0.2 _	Surenes	ss † <b>0.2</b>		Posture †0.3	F	Rhythm ↑		□ OT (	0.1)	AVERAC	ЭE		



# **LEVEL 6 FLOOR EXERCISE**

VALUE PARTS (VP)	SPECIAL REQUIREMENTS (SR)	MISCELLANEOUS	NO COMPOSITIONAL REQUIREMENTS						
5 A (0.1) 1 B (0.3) 0 C (0.5) Allowable:	(0.5 each)  □ 1 Acro pass (minimum 3 directly connected elements, 2 with flight)  □ Second Acro pass with one Salto/Arial  □ Dance passage	□ No dismount (0.3) □ Restricted elements - no VP credit & (0.5 each) (from Start Value)  TIME 1:15  No deduction taken if fraction of a second overtime	<ul> <li>Acro pass can contain flig from groups 5/6/7/8 (walk ward/sideward/backward used to fulfill SR #1.</li> <li>Salto/Aerial in each pass recognitions of the passage must have group 1 elements, directly directly and passage must have group 1 elements.</li> </ul>	overs, cartwhe ). Group 4 (rol must be <u>differe</u>	eels, saltos for- ls) may <u>not</u> be ent.				
One (1) C dance Count C as B VP	□ 360° turn on one foot	Short exercise (< 30 seconds): CJ deducts 2.0 from average	group 1 elements, directly which is a leap requiring 1	80° cross/side	e split.				
#					10.0				
				VP (-)					
				SR (-)					
				sv					
				execution					
				other					
				score					
Artistry ↑0.3 Footwork	x ↑0.3 Dynamics ↑0.2 F	Posture †0.3 Rhythm †0.2	End ≠1 s <u>0.05</u>	AVERAGE					



# **LEVEL 7 FLOOR EXERCISE**

VALUE PARTS (VP)	SPECIAL REQUIREMENTS (SR)	MISCELLANEOUS	NO COMPOSITIONAL REQUIREMENTS								
5 A (0.1) 2 B (0.3) 0 C (0.5)  Allowable:  Any C dance (unlimited)  Count C as B VP	(0.5 each)  Acro requirements (0.5 each — max 1.0)  Two acro passes  Salto backward  Salto forward  Salto stretched (forward or backward)  Dance passage  360° turn on one foot	□ No dismount (0.3) □ Restricted elements - no VP credit & (0.5 each) (from Start Value)  TIME 1:30 No deduction taken if fraction of a second overtime  Short exercise (< 30 seconds): CJ deducts 2.0 from average	<ul> <li>Acro pass with salto backward must have a minimum of two directly connected flight elements.</li> <li>Salto forward can be isolated or with other elements.</li> <li>Aerial will not fulfill salto forward requirement.</li> <li>Salto stretched must have no twist and land on two feet</li> <li>Dance passage must have a minimum of two different group 1 elements, directly or indirectly connected, one which is a leap requiring 180° cross/side split.</li> </ul>								
#					10.0						
				VP (-)							
				SR (-)							
				sv							
				execution							
				other							
				score							
Artistry ↑0.3 Footwork	k <b>↑0.3</b> Dynamics <b>↑0.2</b> F	Posture ↑0.3 Rhythm ↑0.2	End ≠1 s <u>0.05</u>	AVERAGE							



# **LEVEL 8 FLOOR EXERCISE**

VALUE	SPECIAL	COMPOSITION												
PARTS (VP)	REQUIREMENTS (SR)			ACRO TO LE					NCE LEVEL		MISCELLANEOUS			
4 A (0.1)	(0.5 each)  □ Acro pass w/ 2 saltos	Formulas based on 4 saltos performed in routine Additional 0.05 deduction for each salto missing					expecte 0.05	d	B B		No	B turn	<u>0.2</u>	
4 B (0.3) 0 C (0.5)	☐ 3 different saltos	0.00	В	В	В	А	0.10		ВА	A		Saltos 2 directions (bwd & fwd/swd)		
	□ Dance passage	0.05	В	В	Α	А	0.15		B A only A's		>2 o	dance with same pe /tuck or straddle)	<u>0.1</u>	
Allowable:	☐ A dismount (last salto isolated/in connection)	0.10	В	А	А	А	DISM	DISMOUNT UP TO LEVEL				ufficient use of r area spatially	↑0.1	
<ul><li>Any C dance</li><li>ONE C acro</li></ul>	□ No dismount (0.3)	0.15	В	Α	Α	-	expecte				Lack of 3 A sa		0.3	
•Count C as B VP	□ >1 Restricted element w/ or w/o VP credit (0.5 each)	0.20		no B	saltos		0.05 0.10		A A A A A			ort exercise 0 sec) — CJ	<u>2.0</u>	
,,														
#	,						l					10.0		
										VP (-	)			
										-	,			
										SR (-	)			
										sv				
										executi	ion			
										composi	ition			
										score	Э			
Artistry †0.3	Footwork †0.3 Dynamics †0.	2	Posture †0.3	R	thythm ↑	0.2	End ≠1 s <u>0.05</u>	□ Out o	of Bounds	AVERA	.GE			



# **LEVEL 9 FLOOR EXERCISE**

VALUE SPECIAL CONNECTION				COMPOSITION											
PARTS (VP)	REQUIREMENTS (SR)								UP T	ANC O LE		MISCELLANEOUS			
3 A (0.1) 4 B (0.3)	(0.5 each)		0.1	0.2 A+A+D	Formu Additio	las based onal 0.05 c	on 4 saltos pleduction fo	performed or each salt	in routine o missing	0.00		C C C B	No	B turn	0.2
1 C (0.5)	☐ Acro pass w/ 2 saltos ☐ 3 different saltos	Acro Indirect	A+A+C B+C A+D	C+C B+D	0.00	С	С	С	А	0.10 0.15		C B B		Itos 2 directions vd & fwd/swd)	0.1
D/E (+ 0.1)	☐ Dance passage		B+B	A+E B+C	0.05	С	С	В	В	0.13		В	sai	dance with me shape llf/tuck or straddle)	<u>0.1</u>
Allowable:	☐ B dismount (last salto isolated/in connection)	Acro Direct	A+C A+A+C	A+D A+A+D	0.10	С	С	В	Α	DIS UP T	MOL O LE		Ins	sufficient use of or area spatially	↑0.1
Any D/E dance One D/E acro	□ No dismount (0.3)	Dance/ Mix	B+D C+C	C+C	0.15	С	В	В	В	0.00		or BB  B or BA	La	ck of B salto	0.3
■ Count D/E as C for CV ■ First D/E acro = +0.1	□ >1 Restricted element w/ or w/o VP credit (0.5 each)	20	D + A	C+D	0.20		no C s	saltos		0.10		A or B		ort exercise 30 sec) — CJ	<u>2.0</u>
#															
#														9.7	
												VP (-)			
												SR (-)			
												CV (+)			
												D/E (+) (0.1 max)			
												sv			
												executior	n		
												composition	on		
												score			,,,,,,,,,,
Artistry ↑0.3	Footwork †0.3 Dynamic	s <b>↑0.2</b> _	Post	ure <b>†0.3</b>	Rh	ythm ↑0	).2	_ End ≠1	l s <u>0.05</u>	☐ Out of Bou	nds	AVERAG	Ε		



## **LEVEL 10 FLOOR EXERCISE**

VALUE	SPECIAL	CONNECTION			COMPOSITION											
PARTS (VP)	REQUIREMENTS (SR)		VALUE (CV)			UI	ACRO P TO LE				DAN( TO L	EVEL	MISCELLANEOUS			
3 A (0.1)	(0.5 each)		0.1	0.2	Formul	las based	on 4 saltos deduction fo	performed i	n routine	0.00	ССС	C or DD	No B	turn	<u>0.2</u>	
<b>3</b> B <b>(0.3)</b>	☐ Acro pass w/ 2 saltos	Acro	A+A+C B+C	A+A+D C+C	0.00	D	D	D	Α	0.05		3 or DC		0 11 11	0.1	
2 C (0.5)	☐ 3 different saltos	Indirect	A+D	B+D A+E	0.05	D	D	С	В	0.10			`	& fwd/swd) ance with	0.1	
	☐ Dance passage	A = ===	B+B	B+C A+D	0.05	D	D	С	Α	0.20	С	or BB	same	e shape uck or straddle)	<u>0.1</u>	
D (+ 0.1)	☐ C dismount (last salto	Acro Direct	A+C A+A+C	A+A+D	0.10	D	С	С	В		SMO TO L	UNT EVEL	Insuf floor	ficient use of area spatially	↑0.1	
E (+ 0.2)	isolated/in connection)	Dance/	B+D	C+C	0.15	D	С	С	А	0.00	D or C	B or CC	Lack	of C salto	0.3	
Extra +0.1 bonus if 10.0 SV and minimum 0.6 bonus + E acro element	□ No dismount (0.3)	Mix no turn+jump	C+C D + A (salto)(jump)	C+D	0.20		no D/E	saltos		0.05		Or CA		t exercise sec) — CJ	2.0	
11																
#										<u> </u>				9.5		
												VP (-)				
												SR (-)				
												CV (+)				
												D/E (+)				
												SV				
														<u>_</u> +	-0.1	
												execution	1			
												composition	n			
												score				
Artistry †0.3	Footwork †0.3 Dyl	namics <b>↑0.2</b>	Pos	sture †0.3	Rł	nythm †(	0.2	_ End ≠1	s <u>0.05</u>	□ Out of Bo	unds	AVERAG	E			