

XCEL GOLD VAULT

	Vault Selection	Score	Start Value	Deduction TOTAL	Bent Arms Highlight	Angle of Repulsion	Timing in Support	HEIGHT	Dyn.	Length	Small Landing Error	STEPS on Landing	Posture on Landing
	NOTE: Some categories are not displayed, but ALL are included in TOTAL deductions!												
						"Range"	"Range"	"Range"	"Range"	"Range"			
Routine 1													
Judge 1	Handspring	8.25	10	1.75	0	.15-.3	.05-.1	.45-.5	.05-.1	.05-.1	0	3	BP on landing, Trunk movem
Judge 2	Handspring	8.5	10	1.5	0	.15-.3	.05-.1	.15-.25	.05-.1	.05-.1	0	2	BP on landing
Judge 3	Handspring	Dropped Low											
Judge 4	Handspring	Dropped High											
Judge 5	Handspring	8.4	10	1.6	.15-.25	.15-.3	.25-.3	.15-.25	.05-.1	.05-.1	0.1	2	BP on landing, Trunk movem
Judge 6	Handspring	8.5	10	1.5	0	.15-.3	.05-.1	.15-.25	.15-.2	.05-.1	0.1	2	BP on landing, Trunk movem
Judge 7	Handspring	8.7	10	1.3	0	.15-.3	.05-.1	.15-.25	.15-.2	.05-.1	0.1	1	BP on landing
Judge 8	Handspring	8.7	10	1.3	0	.15-.3	.05-.1	.15-.25	.15-.2	.05-.1	0.1	1	Deep Squat
Routine 2													
Judge 1	LA TURN	8.55	10	1.45	.05-.1	.15-.3	.15-.2	.45-.5	.15-.2	.05-.1	0	1	BP on landing
Judge 2	LA TURN	8.8	10	1.2	0	.15-.3	.15-.2	.15-.25	.05-.1	.05-.1	0.05	1	BP on landing
Judge 3	LA TURN	Dropped Low											
Judge 4	LA TURN	8.5	10	1.5	.05-.1	.15-.3	.15-.2	.15-.25	.15-.2	.15-.2	0.05	1	BP on landing
Judge 5	LA TURN	8.6	10	1.4	0	.35-.5	.15-.2	.3-.4	.15-.2	0	0.05	1	BP on landing
Judge 6	LA TURN	8.7	10	1.3	.05-.1	.15-.3	.15-.2	.15-.25	.15-.2	.05-.1	0.05	1	BP on landing
Judge 7	LA TURN	Dropped High											
Judge 8	LA TURN	9.2	10	0.8	0	.15-.3	.05-.1	.15-.25	.15-.2	.05-.1	0	1	None

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Routine 3													
Judge 1	Handspring	7.9	10	2.1	.15-.25	.15-.3	.25-.3	.45-.5	.15-.2	.15-.2	0	1	Deep Squat
Judge 2	Handspring	7.8	10	2.2	.15-.25	.35-.5	.25-.3	.3-.4	.15-.2	.15-.2	0	1	BP on landing
Judge 3	Handspring	Dropped Low											
Judge 4	Handspring	Dropped High											
Judge 5	Handspring	8.4	10	1.6	0.5	.15-.3	.25-.3	.3-.4	.15-.2	.05-.1	0.1	1	None
Judge 6	Handspring	8	10	2	.15-.25	.15-.3	.15-.2	.3-.4	.15-.2	.05-.1	0	1	BP on landing
Judge 7	Handspring	8.05	10	1.95	.05-.1	.15-.3	.15-.2	.3-.4	.15-.2	.15-.2	0	1	BP on landing
Judge 8	Handspring	8	10	2	.05-.1	.35-.5	.25-.3	.3-.4	.15-.2	.15-.2	0	1	BP on landing
Routine 4													
Judge 1	Handspring	Dropped Low											
Judge 2	Handspring	8.45	10	1.55	.05-.1	.15-.3	.05-.1	.15-.25	.15-.2	.05-.1	0	1	BP on landing
Judge 3	Handspring	8.4	10	1.6	0	.15-.3	0	.3-.4	.25-.3	.15-.2	0.1	1	None
Judge 4	Handspring	8.6	10	1.4	.05-.1	.15-.3	.25-.3	.15-.25	.15-.2	.05-.1	0.05	2	None
Judge 5		No Data											
Judge 6	Handspring	8.6	10	1.4	.05-.1	.15-.3	.25-.3	.15-.25	.15-.2	.05-.1	0.05	2	None
Judge 7	Handspring	Dropped High											
Judge 8	Handspring	9.15	10	0.85	0	.15-.3	.05-.1	.15-.25	.05-.1	.15-.2	0.05	1	BP on landing

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Routine 5													
Judge 1	Handspring	8.35	10	1.65	0	.15-.3	.15-.2	.45-.5	.05-.1	.05-.1	0	2	Deep Squat
Judge 2	Handspring	8.35	10	1.65	0	.15-.3	.15-.2	.15-.25	.15-.2	.05-.1	0	2	BP on landing
Judge 3	Handspring	Dropped Low											
Judge 4	Handspring	9.15	10	0.85	0	.05-.1	.15-.2	.15-.25	.05-.1	.05-.1	0	1	None
Judge 5	Handspring	8.8	10	1.2	0	.15-.3	.15-.2	.15-.25	.15-.2	0	0.1	2	BP on landing
Judge 6	Handspring	9.15	10	0.85	.05-.1	.05-.1	.05-.1	.15-.25	.05-.1	0	0	2	None
Judge 7	Handspring	Dropped High											
Judge 8	Handspring	9.3	10	0.7	0	.15-.3	.15-.2	.05-.1	.05-.1	.05-.1	0	1	BP on landing

Xcel Gold Bars

	Score	SV	Execution	SR#1 cl supp to horiz	SR#2 360° circle skill	SR#3 360° 2nd circle skill	SR#4 Dsmt. From HB	Rhythm	Dynamics
Routine 1									
SV 9.5: No second circling skill (-.5)									
Judge 1	Dropped High								
Judge 2	8.7	9.5	0.6	Yes	Yes	No	Yes	0.05	0.15
Judge 3	9	9.5	0.45	Yes	Yes	No	Yes	0.05	
Judge 4	8.85	9.5	0.6	Yes	Yes	No	Yes		0.05
Judge 5	9	9.5	0.45	Yes	Yes	No	Yes	0.05	
Judge 6	Dropped Low								
Judge 7	8.9	9.5	0.5	Yes	Yes	No	Yes		0.1
Judge 8	8.75	9.5	0.7	Yes	Yes	No	Yes	0	0.05
Routine 2									
SV 9.5: No second circling skill (-.5)									
Judge 1	Dropped High								
Judge 2	8.95	9.5	0.45	Yes	Yes	No	Yes	0.05	0.05
Judge 3	9.05	9.5	0.45	Yes	Yes	No	Yes		
Judge 4	9	9.5	0.45	Yes	Yes	No	Yes	0.05	
Judge 5	9.05	9.5	0.35	Yes	Yes	No	Yes	0.05	0.05
Judge 6	9	9.5	0.4	Yes	Yes	No	Yes	0.1	
Judge 7	9.05	9.5	0.4	Yes	Yes	No	Yes	0.05	
Judge 8	Dropped Low								

Xcel Gold Bars

	Score	SV	Execution	SR#1 cir supp to horiz	SR#2 360° circle skill	SR#3 360° 2nd circle skill	SR#4 Dsmt. From HB	Rhythm	Dynamics
Routine 3									
SV 9.5: No second circling skill (-.5) Awarded the first cast to horizontal (New) low second cast (-.1 for 1-10° below the requirement)									
Judge 1	8.5	9.5	0.8	Yes	Yes	No	Yes	0.05	0.05
Judge 2	8.6	9.5	0.6	Yes	Yes	No	Yes	0.05	0.15
Judge 3	8.55	9.5	0.8	Yes	Yes	No	Yes		0.05
Judge 4	Dropped High								
Judge 5	8.8	9.5	0.5	Yes	Yes	No	Yes	0.1	0.1
Judge 6	8.4	9.5	1	Yes	Yes	No	Yes		
Judge 7	8.6	9.5	0.65	Yes	Yes	No	Yes	0.05	0.1
Judge 8	Dropped Low								
Routine 4									
SV 9.5: No second circling skill (-.5) Awarded the cast to horizontal									
Judge 1	Dropped High								
Judge 2	7.9	9.5	1.4	Yes	Yes	No	Yes	0.1	0.1
Judge 3	7.6	9.5	1.65	Yes	Yes	No	Yes	0.05	0.2
Judge 4	NO DATA								
Judge 5	8.1	9.5	1.2	Yes	Yes	No	Yes	0.1	0.1
Judge 6	Dropped Low								
Judge 7	7.9	9.5	1.45	Yes	Yes	No	Yes	0.05	0.1
Judge 8	7.8	9.5	1.5	Yes	Yes	No	Yes	0.1	0.1

Xcel Gold Bars

	Score	SV	Execution	SR#1 clr supp to horiz	SR#2 360° circle skill	SR#3 360° 2nd circle skill	SR#4 Dsmt. From HB	Rhythm	Dynamics
Routine 5									
SV 9.5: No second circling skill (-.5) Awarded the first cast to horizontal (New) low second cast (-.1 for 1-10° below the requirement)									
Judge 1	Dropped High								
Judge 2	8.5	9.5	0.7	Yes	Yes	No	Yes	0.1	0.1
Judge 3	8.65	9.5	0.55	Yes	Yes	No	Yes	0.1	0.1
Judge 4	8.5	9.5	0.75	Yes	Yes	No	Yes	0.05	0.1
Judge 5	8.4	9.5	0.9	Yes	Yes	No	Yes	0.1	
Judge 6	8.3	9.5	1	Yes	Yes	No	Yes		0.1
Judge 7	8.85	9.5	0.4	Yes	Yes	No	Yes	0.1	0.05
Judge 8	Dropped Low								

XCEL GOLD BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
Routine 1								
Judge 1	8.6	10	0.7	0.15	0.2	0.15	0.1	0.1
Judge 2	8.6	10	0.9	0.15		0.05	0.15	0.15
Judge 3	Dropped High							
Judge 4	Dropped Low							
Judge 5	9.15	10	0.75			0.05	0.05	
Judge 6	8.85	10	0.5	0.15	0.15	0.15	0.1	0.1
Routine 2								
Judge 1	8.7	10	1.1		0.05	0.1	0.1	
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	8.45	10	1.2	0.25			0.05	0.05
Judge 5	8.6	10	1.2	0.1		0.05	0.05	
Judge 6	8.7	10	0.95	0.1		0.05	0.1	0.1
Routine 3								
Judge 1	8.9	10	0.7	0.05	0.05	0.1	0.1	0.1
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	9.25	10	0.65	0.05			0.05	
Judge 5	9.35	10	0.55	0.05			0.05	
Judge 6	9.1	10	0.6	0.15		0.05	0.05	0.05

XCEL GOLD BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
Routine 4								
Judge 1	8.8	10	1				0.1	0.1
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	9.05	10	0.95					
Judge 5	8.75	10	1	0.05			0.05	0.05
Judge 6	8.8	10	1	0.1			0.05	0.05
Routine 5								
Judge 1	8.85	10	0.55	0.3	0.1	0.1	0.1	
Judge 2	Dropped Low							
Judge 3	Dropped High							
Judge 4	9.2	10	0.7	0.05			0.05	
Judge 5	9.05	10	0.7	0.05			0.05	
Judge 6	9	10	0.65	0.1	0.05		0.05	0.05

Xcel Gold Floor

	Score	Start	Execution	Artistry	Footwork	Posture	Rhythm/ Music	Dynamics	Falls
Routine 1		Value							
Judge 1	9.05	10	0.7	0.15	0.05	0.05	0	0	0
Judge 2	9.05	10	0.7	0.05	0.1	0.05	0	0.05	0
Judge 3	9.4	10	0.5	0	0	0	0	0.1	0
Judge 4	Dropped Low								
Judge 5	9.2	10	0.7	0.05	0.05	0	0	0	0
Judge 6	Dropped High								
Judge 7	8.9	10	0.9	0.15	0.05	0	0	0	0
Judge 8	9.15	10	0.7	0	0.1	0.05	0	0	0
Judge 9	9.2	10	0.6	0.05	0.1	0.05	0	0	0
Routine 2									
Judge 1	9.25	10	0.45	0.15	0.1	0.1	0	0	0
Judge 2	9.1	10	0.7	0.05	0.05	0.05	0	0.05	0
Judge 3	9.25	10	0.5	0.05	0	0	0.15	0.05	0
Judge 4	9.15	10	0.75	0	0.05	0	0.05	0	0
Judge 5	9.35	10	0.5	0	0.05	0	0	0.1	0
Judge 6	Dropped High								
Judge 7	Dropped Low								
Judge 8	9.4	10	0.5	0	0.05	0	0.05	0	0
Judge 9	9.35	10	0.45	0.05	0.1	0	0	0.05	0
Routine 3									
Judge 1	9.25	10	0.65	0.05	0	0	0	0.05	0
Judge 2	Dropped Low								
Judge 3	9.4	10	0.5	0.05	0	0	0	0.05	0
Judge 4	9.5	10	0.5	0	0	0	0	0	0
Judge 5	9.5	10	0.45	0	0.05	0	0	0	0
Judge 6	Dropped High								
Judge 7	9.45	10	0.55	0	0	0	0	0	0
Judge 8	9.5	10	0.5	0	0	0	0	0	0
Judge 9	9.45	10	0.4	0.05	0.05	0	0	0.05	0

Xcel Gold Floor

	Score	Start	Execution	Artistry	Footwork	Posture	Rhythm/	Dynamics	Falls
Routine 4									
Judge 1	8.65	10	1.05	0.15	0	0.1	0	0.1	0
Judge 2	Dropped Low								
Judge 3	8.75	10	0.95	0.05	0.05	0.05	0	0.1	0.5
Judge 4	8.6	10	1.2	0.1	0.05	0	0	0	0.5
Judge 5	8.6	10	1.05	0.1	0.1	0	0	0.1	0.5
Judge 6	8.45	10	1.3	0.1	0.1	0	0	0	0.5
Judge 7	8.5	10	1.05	0.2	0	0	0	0.2	0.5
Judge 8	Dropped High								
Judge 9	8.45	10	1	0.2	0.1	0.1	0	0.1	0.5
Routine 5									
Judge 1	9.2	10	0.55	0.15	0	0	0.05	0.05	0
Judge 2	8.95	10	0.8	0.05	0.05	0.1	0	0.05	0
Judge 3	8.95	10	0.75	0	0.05	0.05	0.1	0.1	0
Judge 4	9.05	10	0.85	0	0.1	0	0	0	0
Judge 5	9.1	10	0.7	0	0.1	0.05	0	0.05	0
Judge 6	9.2	10	0.6	0.1	0.1	0	0	0	0
Judge 7	Dropped Low								
Judge 8	Dropped High								
Judge 9	8.8	10	0.9	0.1	0.05	0.05	0	0.1	0