

### XCEL DIAMOND VAULT

	Vault Selection	Score	Start Value	Deduction TOTA	Bent Arms Highlight	Angle of Repulsion	Timing in Support	Ext/open from shape	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"	"Range"	"Range"			
<b>Routine 1</b>	<b>1101</b>													
<b>Judge 1</b>	<b>Handspring</b>	9	9.4	0.4	0	.15-.3	0	0	.05-.1	.05-.1	0	0.1	1	None
<b>Judge 2</b>	Handspring	8.7	9.4	0.7	0	0	.05-.1	0	.3-.4	.05-.1	.05-.1	0	2	BP on land.
<b>Judge 3</b>	Handspring	8.8	9.4	0.6	0	.05-.1	0	0	.15-.25	.05-.1	0	0	2	None
<b>Judge 4</b>	Handspring	8.8	9.4	0.6	0	0	0	0	.15-.25	.15-.2	.05-.1	0.1	1	None
<b>Judge 5</b>	Handspring	Dropped Low												
<b>Judge 6</b>	Handspring	8.9	9.4	0.5	0	.05-.1	0	0	.05-.1	.05-.1	.15-.2	0.05	1	None
<b>Judge 7</b>	Handspring	9	9.4	0.04	0	.05-.1	0	0	.05-.1	.05-.1	0	0	2	None
<b>Judge 8</b>	Handspring	Dropped High												
<b>Judge 9</b>	Handspring	8.9	9.4	0.5	0	.05-.1	0	0	.05-.1	.05-.1	0	0.05	1	None
<b>Judge 10</b>	Handspring	8.6	9.4	0.8	0	.15-.3	.15-.2	0	.05-.1	.05-.1	0	0.1	1	BP on land.
<b>Judge 11</b>	Handspring	8.9	9.4	0.5	0	.05-.1	0	0	.05-.1	.05-.1	.05-.1	0	1	None
<b>Routine 2</b>	<b>3303</b>													
<b>Judge 1</b>	Pike Tsuk	Dropped High												
<b>Judge 2</b>	Pike Tsuk	8.15	10	1.85	0	.05-.1	.05-.1	.15-.2	.15-.25	.15-.2	.05-.1	0	3	Under Rot/BP landing/Add. Trunk Mov.
<b>Judge 3</b>	Pike Tsuk	8.4	10	1.6	0	0	0	.2-.25	.3-.4	.05-.1	0	0	2	Under Rot/BP landing
<b>Judge 4</b>	Pike Tsuk	8.2	10	1.8	.05-.1	0	0	.3 (total lack	.45-.5	.25-.3	0	0.1	2	Under Rot/BP landing
<b>Judge 5</b>	Pike Tsuk	8.8	10	1.2	.05-.1	.15-.3	.15-.2	.15-.2	.15-.25	.05-.1	.15-.2	0.1	2	Under Rot/BP landing
<b>Judge 6</b>	Pike Tsuk	Dropped Low												
<b>Judge 7</b>	Pike Tsuk	8.7	10	1.3	0	0	.05-.1	.15-.2	.15-.25	.05-.1	0	0	5	BP on land.
<b>Judge 8</b>	Pike Tsuk	8.6	10	1.4	.15-.25	.15-.3	.05-.1	.3 (total lack	.15-.25	.15-.2	0	0	2	BP on land.
<b>Judge 9</b>	Pike Tsuk	8.55	10	1.45	0	0	0	.3 (total lack	.3-.4	.15-.2	.05-.1	0	2	BP land/Add. Trunk mov./squat on land
<b>Judge 10</b>	Pike Tsuk	8.4	10	1.6	.15-.25	0	0	.3 (total lack	.15-.25	.15-.2	0	0.1	2	Under Rot/BP landing/Add. Trunk Mov.
<b>Judge 11</b>	Pike Tsuk	8.4	10	1.6	0	0	0	.3 (total lack	.3-.4	.15-.2	.05-.1	0	2	BP land/Add. Truck omv./squat on land

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<b>Routine 3</b>	<b>4101</b>													
<b>Judge 1</b>	Yurch. Timer	7.6	9.4	1.8	.05-.1	.15-.3	.35-.5	0	.15-.25	.25-.3	.25-.3	0.1	1	None
<b>Judge 2</b>	Yurch. Timer	7.4	9.4	2	0	.15-.3	.25-.3	0	.45-.5	.25-.3	.15-.2	0	1	None
<b>Judge 3</b>	Yurch. Timer	7.3	9.4	2.1	0	.15-.3	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None
<b>Judge 4</b>	Yurch. Timer	7.3	9.4	2.1	.15-.25	.15-.3	.25-.3	0	.45-.5	.25-.3	.25-.3	0.1	1	None
<b>Judge 5</b>	Yurch. Timer	8	9.4	1.4	.15-.25	.15-.3	.15-.2	0	.15-.25	.15-.2	.15-.2	0.05	2	BP on land.
<b>Judge 6</b>	Yurch. Timer	Dropped Low												
<b>Judge 7</b>	Yurch. Timer	Dropped High												
<b>Judge 8</b>	Yurch. Timer	7.3	9.4	2.1	.05-.1	.35-.5	.25-.3	0	.45-.5	.15-.2	.25-.3	0	1	BP on land.
<b>Judge 9</b>	Yurch. Timer	7.5	9.4	1.9	.05-.1	.15-.3	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None
<b>Judge 10</b>	Yurch. Timer	7.4	9.4	2	.05-.1	.35-.5	.35-.5	0	.45-.5	.25-.3	.25-.3	0.1	1	None
<b>Judge 11</b>	Yurch. Timer	7.5	9.4	2	.05-.1	.15-.3	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None
<b>Routine 4</b>	<b>1206</b>													
<b>Judge 1</b>	Vault with LA	Dropped High												
<b>Judge 2</b>	Vault with LA	8.85	9.9	1.05	0	.05-.1	.05-.1	0	.3-.4	.15-.2	.05-.1	0	1	None
<b>Judge 3</b>	Vault with LA	Dropped Low												
<b>Judge 4</b>	Vault with LA	8.65	9.9	1.25	0	.15-.3	0	0	.3-.4	.15-.2	.05-.1	0.1	1	None
<b>Judge 5</b>	Vault with LA	9.1	9.9	0.8	.05-.1	.05-.1	.15-.2	0	.05-.1	.05-.1	.05-.1	0	1	None
<b>Judge 6</b>	Vault with LA	9.35	9.9	0.55	0	.05-.1	.05-.1	0	.05-.1	.05-.1		0.05	1	None
<b>Judge 7</b>	Vault with LA	9.4	9.9	0.5	0	0	0	0	.05-.1	.15-.2	0	0.05	1	BP on land.
<b>Judge 8</b>	Vault with LA	9	9.9	9	0	.15-.3	.15-.2	0	.15-.25	.05-.1	0	0	1	BP on land.
<b>Judge 9</b>	Vault with LA	9.2	9.9	0.7	0	.15-.3	0	0	.05-.1	.05-.1	.05-.1	0	1	None
<b>Judge 10</b>	Vault with LA	9	9.9	0.9	0	.15-.3	.15-.2	0	.15-.25	.15-.2	.05-.1	0.1	1	None
<b>Judge 11</b>	Vault with LA	9.2	9.9	0.7	0	.15-.3	0	0	.05-.1	.05-.1	.05-.1	0	1	None

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<b>Routine 5</b>	<b>4102</b>													
<b>Judge 1</b>	Timer half	8	9.6	1.6	.05-.1	.15-.3	.15-.2	0	.15-.25	.15-.2	.15-.2	0.1	1	None
<b>Judge 2</b>	Timer half	7.75	9.6	1.85	0	.15-.3	.25-.3	0	.45-.5	.15-.2	.15-.2	0	1	BP on land.
<b>Judge 3</b>	Timer half	8.05	9.6	1.55	.05-.1	.15-.3	.15-.2	0	.15-.25	.15-.2	.15-.2	0	1	BP on land.
<b>Judge 4</b>	Timer half	7.9	9.6	1.7	.15-.25	.35-.5	.05-.1	0	.45-.5	.15-.2	.15-.2	0.1	1	None
<b>Judge 5</b>	Timer half	8.6	9.6	1	0	.05-.1	.15-.2	0	.15-.25	.05-.1	.15-.2	0	1	BP on land.
<b>Judge 6</b>	Timer half	Dropped Low												
<b>Judge 7</b>	Timer half	Dropped High												
<b>Judge 8</b>	Timer half	8.2	9.6	1.4	0	.15-.3	.15-.2	0	.15-.25	.15-.2	0	0	1	None
<b>Judge 9</b>	Timer half	8	9.6	1.6	.05-.1	.35-.5	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None
<b>Judge 10</b>	Timer half	7.8	9.6	1.8	.05-.1	.35-.5	.35-.5	0	.3-.4	.25-.3	.15-.2	0.1	1	BP on land.
<b>Judge 11</b>	Timer half	8	9.6	1.6	0	.35-.5	.25-.3	0	.3-.4	.25-.3	.25-.3	0	1	None

### Xcel Diamond Bars

	Score	SV	Execution	SR#1 Clear Supp. Skill	SR#1 Min. B Cir. Skill	SR#3 2nd Diff. B Skill	SR#4 HB "A" Salto Dmt.	Rhythm	Dynamics
Routine 1									
	<b>SV 7.9: Did not award the skill to clear support w/n 45° of vertical (-.5)</b>								
	<b>Did not award the first B circling skill (-.5)</b>								
	<b>Did not award the second B circling skill, pirouette, or release (-.5)</b>								
	<b>Did not award any B's (-.6)</b>								
	<b>(New) 2 low casts (-.1 for 11° or more below the requirement)</b>								
Judge 1	4.9	7.9	2.6	No	No	No	Yes	0.1	0.1
Judge 2	5.9	7.9	1.55	No	No	No	Yes	0.1	0.15
Judge 3	Dropped Low								
Judge 4	Dropped High								
Judge 5	5.3	7.9	2.1	No	No	No	Yes	0.1	0.2
Judge 6	5.4	7.9	2.15	No	No	No	Yes	0.05	0.1
Judge 7	5	7.9	2.55	No	No	No	Yes	0.05	0.1
Judge 8	NO DATA								
Judge 9	5.2	7.9	2.4	No	No	No	Yes		0.1
Judge 10	5.95	7.9	1.6	No	No	No	Yes	0.05	0.1
Judge 11	5.6	7.9	1.8	No	No	No	Yes	0.1	0.2

### Xcel Diamond Bars

	Score	SV	Execution	SR#1 Clear Supp. Skill	SR#1 Min. B Cir. Skill	SR#3 2nd Diff. B Skill	SR#4 HB "A" Salto Dmt.	Rhythm	Dynamics
<b>Routine 2</b>									
	<b>SV 10.0: The cast handstand pirouette satisfies both the skill to clear support SR and the second B circling skill, pirouette, or release</b>								
	<b>(New) 2 low casts (-.1 for 11° or more below the requirement)</b>								
<b>Judge 1</b>	Dropped High								
<b>Judge 2</b>	7.9	10	1.7	Yes	Yes	Yes	Yes	0.1	0.1
<b>Judge 3</b>	7.8	10	1.9	Yes	Yes	Yes	Yes		0.1
<b>Judge 4</b>	7.9	10	1.9	Yes	Yes	Yes	Yes		
<b>Judge 5</b>	7.7	10	2	Yes	Yes	Yes	Yes	0.05	0.05
<b>Judge 6</b>	8.1	10	1.65	Yes	Yes	Yes	Yes		0.05
<b>Judge 7</b>	Dropped Low								
<b>Judge 8</b>	7.4	10	2.1	Yes	Yes	Yes	Yes	0.1	0.2
<b>Judge 9</b>	7.9	10	1.9	Yes	Yes	Yes	Yes		
<b>Judge 10</b>	8.05	10	1.75	Yes	Yes	Yes	Yes		
<b>Judge 11</b>	7.9	10	1.8	Yes	Yes	Yes	Yes		0.1
<b>Routine 3</b>									
	<b>SV 10.0: The cast handstand pirouette satisfies both the skill to clear support SR and the second B circling skill, pirouette, or release</b>								
	<b>(New) Low cast (-.1 for 11° or more below the requirement)</b>								
<b>Judge 1</b>	8.3	10	1.55	Yes	Yes	Yes	Yes		0.05
<b>Judge 2</b>	8.35	10	1.4	Yes	Yes	Yes	Yes	0.05	0.1
<b>Judge 3</b>	8.3	10	1.45	Yes	Yes	Yes	Yes		0.15
<b>Judge 4</b>	Dropped High								
<b>Judge 5</b>	8.2	10	1.7	Yes	Yes	Yes	Yes		
<b>Judge 6</b>	8.4	10	1.45	Yes	Yes	Yes	Yes		0.05
<b>Judge 7</b>	7.8	10	2.05	Yes	Yes	Yes	Yes		0.05
<b>Judge 8</b>	8.25	10	1.35	Yes	Yes	Yes	Yes	0.1	0.2
<b>Judge 9</b>	Dropped Low								
<b>Judge 10</b>	8.4	10	1.35	Yes	Yes	Yes	Yes	0.05	1
<b>Judge 11</b>	8.2	10	1.6	Yes	Yes	Yes	Yes		0.01

### Xcel Diamond Bars

	Score	SV	Execution	SR#1 Clear Supp. Skill	SR#1 Min. B Cir. Skill	SR#3 2nd Diff. B Skill	SR#4 HB "A" Salto Dmt.	Rhythm	Dynamics
<b>Routine 4</b>									
	<b>SV 9.5: Did not award the skill to clear support w/n 45° of vertical. The first clear hip came out low (no SR for angle) ("B") and bounced up, but it was still too low (not w/n 45°). The second clear hip came out low and stayed low (no SR for angle) ("B"). Neither cast and neither clear hip came w/n 45° of vertical.</b>								
	<b>(New) 2 low casts (-.1 for 11° or more below the requirement)</b>								
<b>Judge 1</b>	7.6	9.5	1.6	No	Yes	Yes	Yes		0.1
<b>Judge 2</b>	7.85	9.5	1.3	No	Yes	Yes	Yes	0.05	0.1
<b>Judge 3</b>	Dropped Low								
<b>Judge 4</b>	Dropped High								
<b>Judge 5</b>	7.35	9.5	1.75	No	Yes	Yes	Yes	0.1	0.1
<b>Judge 6</b>	7.6	9.5	1.55	No	Yes	Yes	Yes	0.05	0.1
<b>Judge 7</b>	7.35	9.5	1.85	No	Yes	Yes	Yes		0.1
<b>Judge 8</b>	7.9	9.5	1.2	No	Yes	Yes	Yes	0.1	0.1
<b>Judge 9</b>	7.3	9.5	2	No	Yes	Yes	Yes		
<b>Judge 10</b>	7.95	9.5	1.15	No	Yes	Yes	Yes	0.1	0.1
<b>Judge 11</b>	7.65	9.5	1.6	No	Yes	Yes	Yes		0.05
<b>Routine 5</b>									
	<b>SV 10.0: Awarded the first cast to clear support w/n 45° of vertical (w/n 10°).</b>								
	<b>(New) low cast (-.1 for 11° or more below the requirement)</b>								
<b>Judge 1</b>	9	10	0.7	Yes	Yes	Yes	Yes		0.1
<b>Judge 2</b>	NO DATA								
<b>Judge 3</b>	Dropped Low								
<b>Judge 4</b>	NO DATA								
<b>Judge 5</b>	8.9	10	1	Yes	Yes	Yes	Yes		
<b>Judge 6</b>	8.95	10	0.8	Yes	Yes	Yes	Yes		0.05
<b>Judge 7</b>	8.9	10	0.9	Yes	Yes	Yes	Yes		0.1
<b>Judge 8</b>	Dropped High								
<b>Judge 9</b>	8.7	10	1.2	Yes	Yes	Yes	Yes		
<b>Judge 10</b>	8.9	10	1	Yes	Yes	Yes	Yes		
<b>Judge 11</b>	8.8	10	1.05	Yes	Yes	Yes	Yes		0.05

### XCEL DIAMOND BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Routine 1</b>								
<b>Judge 1</b>	7.9	10	1.85	0.1	0.1	0.05		
<b>Judge 2</b>	8.3	10	1.45	0.05		0.05	0.1	0.05
<b>Judge 3</b>	8.3	10	1.6	0.05			0.05	
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	8.05	10	1.8	0.05			0.05	0.05
<b>Judge 6</b>	Dropped Low							
<b>Routine 2</b>								
<b>Judge 1</b>	7.7	10	0.95	0.1	0.05	0.1	0.1	
<b>Judge 2</b>	7.85	10	1.8	0.05		0.05	0.15	
<b>Judge 3</b>	8.3	10	1.65					0.05
<b>Judge 4</b>	8.05	10	1.5	0.15	0.05	0.1	0.1	
<b>Judge 5</b>	Dropped High							
<b>Judge 6</b>	Dropped Low							
<b>Routine 3</b>								
<b>Judge 1</b>	9.75	10	0.25					
<b>Judge 2</b>	9.4	10	0.5				0.1	
<b>Judge 3</b>	Dropped High	10	0.25					
<b>Judge 4</b>	9.6	10	0.4					
<b>Judge 5</b>	9.7	10	0.3					
<b>Judge 6</b>	Dropped Low							

### XCEL DIAMOND BEAM

	Score	SV	Execution	Artistry	Posture	Footwork	Dynamics	Sureness
<b>Routine 4</b>								
	<b>SV 9.5: (-.5) Did not award the sissone + sissone dance series (extra step in between) Did not award the beat jump + wolf jump dance series (straighten and plié in between skills)</b>							
	<b>Awarded the cartwheel + round off acro series; the kick in between the skills was right at 45°, not above</b>							
<b>Judge 1</b>	8.2	9.5	1	0.1	0.05	0.05	0.1	
<b>Judge 2</b>	Dropped Low							
<b>Judge 3</b>	Dropped High							
<b>Judge 4</b>	8.1	9.5	1.2	0.1	0.1			
<b>Judge 5</b>	8.2	9.5	1.1	0.1	0.05		0.05	
<b>Judge 6</b>	8.1	9.5	0.85	0.2	0.1	0.05	0.1	0.1
<b>Routine 5</b>								
	<b>SV 9.5: (-.5) Did not award the cartwheel + round off acro series; the kick in between the skills was above 45°, breaking the series.</b>							
<b>Judge 1</b>	8.65	9.5	0.85			0.05		
<b>Judge 2</b>	8.7	9.5	0.7				0.05	0.05
<b>Judge 3</b>	8.85	9.5	0.6	0.05				
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	8.5	9.5	0.9	0.05			0.05	
<b>Judge 6</b>	Dropped Low							



### Xcel Diamond Floor

	Score	Start Value	Execution	Artistry	Footwork	Posture	Rhythm/ Music	Dynamics
<b>Routine 1</b>	<b>NOTE: the first routine was a "0" walk on/walk off, so no score</b>							
<b>Routine 2</b>								
<b>Judge 1</b>	Dropped Low							
<b>Judge 2</b>	9.4	10	0.6	0	0	0	0	0
<b>Judge 3</b>	9.3	10	0.65	0	0.05	0	0	0
<b>Judge 4</b>	Dropped High							
<b>Judge 5</b>	9.35	10	5.5	0.1	0	0	0	0
<b>Judge 6</b>	9.6	10	0.4	0	0	0	0	0
<b>Judge 7</b>	9.3	10	0.5	0.1	0.05	0.05	0	0.1
<b>Judge 8</b>	9.5	10	4	0	0.05	0.05	0	0
<b>Judge 9</b>	9.4	10	0.6	0	0	0	0	0
<b>Routine 3</b>								
	<b>SV 9.5: Did not award the tour jeté half turn (&lt;135°) + wolf jump dance series (-.5)</b>							
<b>Judge 1</b>	8.5	9.5	0.9	0.1	0.1	0	0.05	0.05
<b>Judge 2</b>	8.8	9.5	0.65	0	0.05	0	0	0
<b>Judge 3</b>	Dropped Low							
<b>Judge 4</b>	8.3	9.5	0.75	0.15	0.05	0.05	0	0
<b>Judge 5</b>	8.35	9.5	9	0.25	0.05	0	0.05	0.1
<b>Judge 6</b>	8.85	9.5	0.5	0.05	0.1	0	0	0
<b>Judge 7</b>	Dropped High							
<b>Judge 8</b>	8.45	9.5	0.55	0.15	0.1	0.05	0.1	0.05
<b>Judge 9</b>	8.2	9.5	0.9	0.2	0.2	0	0	0

## Xcel Diamond Floor

	Score	Start Value	Execution	Artistry	Footwork	Posture	Rhythm/ Music	Dynamics
<b>Routine 4</b>								
Judge 1	9.1	10	0.8	0.1	0.05	0	0	0.1
Judge 2	Dropped High							
Judge 3	9.2	10	0.65	0.05	0.05	0	0	0.05
Judge 4	9.15	10	0.7	0	0	0.05	0	0.1
Judge 5	8.95	10	9	0.15	0	0.05	0	0.1
Judge 6	9.25	10	0.65	0.05	0	0	0.05	0
Judge 7	9.2	10	0.6	0.1	0	0	0	0
Judge 8	Dropped Low							
Judge 9	9.35	10	0.6	0.05	0	0	0	0
<b>Routine 5</b>								
Judge 1	8.55	10	1.3	0.15	0.1	0	0	0.1
Judge 2	8.8	10	1.1	0	0.1	0	0	0
Judge 3	8.9	10	0.9	0	0.1	0	0	0.05
Judge 4	9.05	10	0.85	0	0.05	0	0	0.05
Judge 5	Dropped High							
Judge 6	9.15	10	0.85	0	0	0	0	0
Judge 7	Dropped Low							
Judge 8	8.6	10	0.95	0.15	0.1	0.1	0	0.1
Judge 9	8.8	10	0.9	0.2	0.1	0	0	0
<b>Routine 6</b>								
Judge 1	no data							
Judge 2	9.5	10	0.5	0	0	0	0	0
Judge 3	9.3	10	0.6	0.05	0.05	0	0	0
Judge 4	Dropped High							
Judge 5	9.55	10	0.45	0	0	0	0	0
Judge 6	9.55	10	0.4	0	0.05	0	0	0
Judge 7	9.5	10	0.3	0.1	0	0	0	0.1
Judge 8	no data							
Judge 9	Dropped Low							