

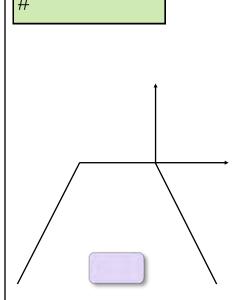
6-7 VAULT

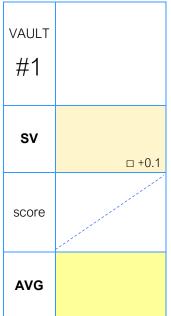
FIRST FLIGHT	SUPPORT / REPULSION	SECOND FLIGHT	LANDING A	/ GENERAL
Incorrect foot form [↑] .10 (flexed/sickled)	Failure to maintain neutral head position †.10	Failure to maintain neutral head position ¹ .10	Incorrect Body Posture on landing (not applied to Level 7's landing on back) †.50	1st point of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

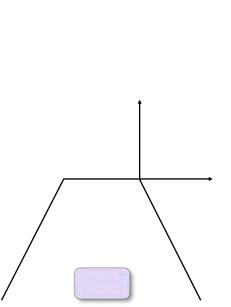


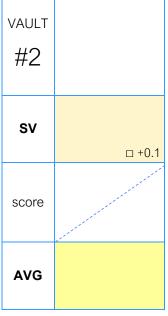
8-10 VAULT

FIRST FLIGHT	SUPPORT / REPULSION	SECOND FLIGHT	LANDING / GENERAL
Incorrect foot form (flexed/sickled) Incorrect Leg form: Crossed †.10 Separated †.20 Bent †.30 Poor Technique: Excessive Arch †.20 Hip Angle †.30 Incomplete LA turn †.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	Step(s) w/hand(s) each .10 1.30 Hop(s) w/both hands (simultaneously) .30 Failure to pass thru vertical Bent arms 1.50 LA turn begun too early 1.30	Separated \$\frac{1}{20}\$ Bent \$\frac{1}{20}\$ Bent \$\frac{1}{20}\$ Compared \$\fr	never joins feet/heels together Slight hop/adjustment feet/staggered feet Slight hop/adjustment feet/staggered feet 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/ Laturn incomplete Deviation from straight direction 1.30 Deviation from straight direction 1.30 Insufficient Dynamics Fail to punch board simultaneously w/ 2 feet 20 Vaults without signal (from average by CJ) Squat simultaneously w/ 2 feet 20 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 or support phase VOID (Coach catches falling gymnast (Coach catches falling gymnast)
#		VAULT #1	VAULT #2











LEVEL 6 UNEVEN BARS

VALUE PARTS (VP)	SPECIAL REQUIREMENTS (SR)		NO COMPOSITION	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° clear circle element from groups 3/6/7 □ A salto dismount □ Restricted elements - no VP credit & (0.5 each)	 Allowable C's: Clear hip HS Stalder HS Toe-on HS Restricted: Any other C elements All D/E elements Any flight/release elements from LB to HB or HB to LB Short exercise (< 5 VPs): CJ deducts 2.0 from average 	 Cast to 45° SR awarded when angle is above horizontal. No amplitude deductions if 45° or above. This is exception to rule that SRs must be fulfilled w/ VPs. Cast at horizonal or below: No SR credit and deduct 0.3 for amplitude. 	00 value 245	Award "B" Value 20' no tikid ood.
#					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 □ Restricted elements - no VP credit & (0.5 each)	 Allowable C's: Cast HS with 1/2 Clear hip HS, also with 1/2 Stalder HS, also with 1/2 Toe-on HS, also with 1/2 (1/2 turns to regular grip only) Restricted: Any other C elements All D/E elements Short exercise (< 5 VPs): CJ deducts 2.0 from average 	 Cast to handstand SR awarded when angle is a minimum of 45°. Angle deductions will apply. This is exception to rule that SRs must be fulfilled w/ VPs. Cast below 45°: No SR credit and deduct 0.25-0.3 for amplitude. 	25-30	Award Value Part 30° 10° ne dad.
#					10.0
				VP (-)	
				SR (-)	
				sv	
				execution	
				dynamics	
				score	
				AVERAGE	



LEVEL 8 UNEVEN BARS

VALUE	SPECIAL			СОМРО	SITION		
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 B 180° LA turn	 Horizontal cast before overshoot 1/2 or peach salto = NO amplitude deduction Allowable C's: Cast HS with 1/2 	expected B c	or BA	Lack of el that achie through vo Uncharac elements	ve or pass ertical	↑ 0.2 0.1 each
Allowable:	☐ B 360° 3/6/7 clear circle☐ A salto dismount	 Clear hip HS, also with 1/2 	0.05		3/4 giant t	forward	<u>0.1</u>
Any allowable COne restricted CCount C as B VP	□ >1 Restricted element w/ or w/o VP credit (0.5 each)	• Stalder HS, also with 1/2	0.10	А	Short exerc (<5 VPs) —	cise	↑ 0.2 2.0
#							
#						10.0	0
					VP (-)		
					SR (-)		
					sv		
				6	execution		
				cc	omposition		
					score		
				A	VERAGE		



LEVEL 9 UNEVEN BARS

VALUE	SPECIAL		COMPOSITION								
PARTS (VP)	REQUIREMENTS (SR)		ALUE (CV)		CHO OF ELEM			MISCELLANE	ous		
3 A (0.1) 4 B (0.3)	(0.5 each) □ 2 bar changes		0.1	0.2	1. Forward circle 2. 3/6/7 element)	lo direction hange	<u>0.1</u>		
1 C (0.5)	□ B flight □ C flight (different)	No turn/flight			3. Minimum 180 4. Single bar rele	° LA turn (C	,	Incharacteristic lements	0.1 each		
D/E (+ 0.1) Allowable:	or B LA turn (no mount/dismount)	Must be different	C+C		expected 0.10	2 of 4 1 of 4	3	/4 giant forward	<u>0.1</u>		
Any number of B/C root elements w/ 180°	☐ B salto dismount				0.20 DISMOUNT U	0 of 4	n	landstand recision	↑ 0.1		
or 360° turn in HS One restricted D/E	□ >1 Restricted element w/	Both elements with turn/flight		C+C	expected 0.05	C C B)ynamics	↑ 0.2		
■ Count D/E as C for CV ■ First D/E = +0.1	or w/o VP credit (0.5 each)				0.10	ВВ	(-	hort exercise <5 VPs) — CJ	2.0		
#											
								9.7			
							VP (-)				
							SR (-)				
							CV (+)				
							D/E (+)				
							sv				
							execution	ı			
						C	composition	on			
							score				
						,	AVERAG	E			



LEVEL 10 UNEVEN BARS

VALUE	SPECIAL	CONNEC					COM	IPOSITION	ON					
PARTS (VP)	REQUIREMENTS (SR)	VALU (CV)			RELEA UP TO L			DICE MENTS		MI	SCELLANE	ous		
3 A (0.1)	(0.5 each)		0.1	0.2	expected	D D	1. Forward circ 2. 3/6/7 elemer		В)	>1 s (exce	quat on pt after fall)	0.1 each		
3 B (0.3)	□ C flight	Both elements must have turn/	C+C		0.05	DC	3. Minimum 18 4. Single bar re	0° LÁ turn ((C)	Lack	of 2 bar	0.2		
2 C (0.5)	☐ B flight (different)	flight 3/6/7 elements			0.10	D C	expected 0.10	2 of 4		No c	direction nge	<u>0.1</u>		
D (+ 0.1)	□ C LA turn	Must be different No turn/flight	C+C			CC CC	0.20	0 of 4	4		haracteristic nents	<u>0.1</u> each		
E (+ 0.2)	(not mount/dismount)	required			0.15	D B	DISMOUNT expected	D/E or I	DC	3/4 (giant forward	<u>0.1</u>		
Extra +0.1 bonus if 10.0 SV and minimum 0.6 bonus + E element	□ C salto dismount	No turn/flight required	C+D	D+D	0.20	C C CB	0.05 0.10	CCC		Shor (<5\	t exercise /Ps) — CJ	<u>2.0</u>		
#											9.5			
									VP (-)				
									SR (-)				
									CV (+)				
									D/E ((+)				
									sv	'	ı	□+0.1		
									execu	tion				
									compos	sition				
									scor	е				
									AVER	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)	□ 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	 One element in acro serie inverted vertical in handsta First or second element in with any leg position - if ha held for 2 seconds. Group 6 - Rolls may be incone element passes throu 	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	AL REQUIRE	MENTS			
5 A (0.1) 2 B (0.3)	(0.5 each) □ Acro series (with or without flight) AND	□ Restricted elements - no VP credit & (0.5 each) (from Start Value)	 One element in acro series must achieve/pass through inverted vertical in handstand support. 					
Allowable: Any C dance (unlimited) Count C as B VP	Acro flight element (isolated or in series) □ Leap/Jump (requiring 180° split) □ 360° turn on one foot □ A dismount (aerial/salto)	TIME 1:30 warm up 1:20 compete Short exercise (< 30 seconds): CJ deducts 2.0 from average	 First or second element in acro serie with any leg position - if handstand wheld for 2 seconds. Group 6 - Rolls may be included in a one element passes through handst 		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 8 BALANCE BEAM

VALUE	SPECIAL COMPOSITION										
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	BB (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	BB (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		DISMO	DUNT (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	Ins	ufficient use	↑0.1
,		0.15	BB (2 flight)			0.00	В	BA		gth of beam d/swd/bwd	
ONE C acro	□ >1 Restricted element w/ or w/o VP credit (0.5 each)	0.20	AB (B flight)			0.00 B B A C C C C C C C C C C C C C C C C C	cho	orography (2)	0.05		
Count C as B VP	or w/o vr credit (0.5 each)	0.20	broken/no series			0.10	А		Sh	ort exercise 80 sec) — CJ	<u>2.0</u>
#											
										10.0	
								\ (D ()			
								VP (-)			
								0D ()			
								SR (-)			
								SV			
								34			
								execution	nn -		
								67.0 Gal			
								composit	ion		
								score			
Artistry ↑0.3	Footwork ↑0.3 Dynamic	s ↑0.2	_Sureness †0.2	Posture †0.3	Rhythm ↑		OT (0.	AVERAG	GE		



LEVEL 9 BALANCE BEAM

VALUE	SPECIAL	СО	NNECTION	N				СО	MPOSI	TION				
PARTS (VP)	REQUIREMENTS (SR)		VALUE (CV)			ACF UP TO L			DA UP TC	NCE LEV	EL	М	ISCELLANEC	US
3 A (0.1)	(0.5 each)		0.1	0.2		Flight Series	Additional Acro	exped	cted		СС		dance series	0.2
4 B (0.3)	☐ Acro series (2 flight)	2 Acro Flight	B+C	C+C	exp	ВС	C (salto/aerial)	0.05			СВ	Ac	pivot turn ro direction	0.1
1 C (0.5)	□ Leap/Jump	(no dismount)	(C=salto/aerial)	B+D B+C+C	expected	2 flight series w/	D (hand support)	0.10			С		d & fwd/swd) 0 <u>5</u> - dismount only)	<u>0.1</u>
	(requiring 180° split)	3 Acro Flight	B+B+C	B+B+D		salto/aerial	hand support	0.15			ВВ		dance with ne shape	0.1
D/E(+ 0.1)	□ 360° turn on one foot	Additional +0.1 for aerial or D/E	or 3 acro flight w flight, excluding		0.05	B C 2 flight	C hand support	0.20			В	(wo	f/tuck or straddle) ufficient level	each
Allowable:	□ B dismount	Dance/	B+C	B+D	0.10	B C 2 flight	В	DISM	IOUNT		O LEVEL	cha	anges	↑0.1
■Any D/E dance	(aerial/salto))	Mix (no dismount)	A+D	C+C	0.	B B	С		Dsmt	Acro Connect	Dance t Connect		ufficient use gth of beam	↑0.1
One D/E acroCount D/E as C for CV		Turns	A+C		15	1-2 flight B B	salto/aerial no other B	0.00	С	ВВ	СВ		d/swd/bwd prography (2)	<u>0.05</u>
■ First D/E acro = +0.1	□ >1 Restricted element wor w/o VP cred (0.5 ea)	All acro use	(or reverse) d for CV must ha	ave flight	0.20	broken/no	no other B	0.05	D	ΑВ	BB	Sh	ort exercise	2.0
		7 iii doi o doo	a ror or made no	.ve mgm		series	no other D	0.10	В	T		(<3	80 sec) — CJ	2.0
#														
π													9.7	
											VP (-)			
											SR (-)			
											CV (+))		
											D/E (+)			
											SV	,		
											executio	n		
											composit	ion		
											score			
Artistry ↑0.3	Footwork ↑0.3 Dyr	namics †0.2 _	Surene	ss †0.2	Po	sture ↑0.3	Rhythm ↑		□ OT (0	.1)	AVERAC	GE		



LEVEL 10 BALANCE BEAM

VALUE PARTS	SPECIAL REQUIREMENTS	CONNECTION VALUE							COI	ироѕ					
(VP)	(SR)		(CV)			ACI UP TO					ANCE D LEV	EL	М	MISCELLANEOUS	
3 A (0.1)	(0.5 each)		0.1	0.2	Φ.	Series	+ Acro	+ Salto	expec	ted C	СС	DD		dance series	0.2
3 B (0.3)	☐ Acro series, either: ■ 2 flight w/ min C	2 Acro Flight (no dismount)	B+C (C=salto/aerial)	C+C B+D	expected	BC or BBC C salto / no salto CC or BD 2 C saltos / D flight	D	С	0.05 0.10		C C	D C D B	Acı (bw	pivot turn ro direction rd & fwd/swd) 05 - dismount only)	<u>0.1</u> <u>0.1</u>
2 C (0.5)	■ E (flight) + A □ Leap/Jump 180° split	3 Acro Flight Additional +0.1 fo	B+B+C	B+C+C B+B+D min C salto/	0.05 0.	BC (C salto) BD (D flight) BC (C salto)	D	C C	0.15		C B	D BB	>2 sar (wo	dance with ne shape f/tuck or straddle)	0.1 each
D (+ 0.1)	☐ 360° turn on one foot☐ C dismount or	Dance/ Mix	flight, excluding of B+C A+D	B+D C+C	10	BC (NO salto) BD (D flight) BC or BD	D B or C	С	DISM	OUNT Dsmt	Acro Connec	Dance t Connect	cha Ins	ufficient level anges ufficient use gth of beam	↑0.1 ↑0.1
Extra +0.1 bonus if 10.0 SV and minimum 0.6	B connected to: acro series w/ C C acro flight/dance	(no dismount) Turns	A+C (or reverse)		0.15 0.20	C salto / D flight BC (NO salto) or NO series NO series	D	С	0.00	D	BC AC, CBE DB	BC	Fw cho	d/swd/bwd prography (2) ort exercise	<u>0.05</u>
bonus + E acro element	- C acro nigni/dance	All acro used	d for CV must ha	ve flight	20	BC (NO salto)			0.10	С	СВ	СВ	(<3	80 sec) — CJ	2.0
#															
<u>''</u>														9.5	
												VP (-)			
												SR (-)			
												CV (+)			
												D/E (+))		
												SV			+0.1
												executio	n		
												composit	ion		
												score			
Artistry ↑0.3	Footwork †0.3 Dyr	namics †0.2 _	Surenes	ss ↑0.2		Posture ↑0.3	F	Rhythm ↑		□ OT ((0.1)	AVERAC	3E		



LEVEL 6 FLOOR EXERCISE

VALUE PARTS (VP)	SPECIAL REQUIREMENTS (SR)	MISCELLANEOUS	NO COMPOSITION	IAL 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) □ 1 Acro pass (minimum 3 directly connected elements, 2 with flight) □ Second Acro pass with one Salto/Arial □ Dance passage □ 360° turn on one foot	□ Restricted elements - no VP credit & (0.5 each) (from Start Value) TIME 1:15 No deduction taken if fraction of a second overtime Short exercise (< 30 seconds): CJ deducts 2.0 from average	 Acro pass can contain flig from groups 5/6/7/8 (walk ward/sideward/backward used to fulfill SR #1. Salto/Aerial in each pass Dance passage must hav group 1 elements, directly which is a leap requiring 	covers, cartwhe). Group 4 (rol must be <u>differe</u> e a minimum c	neels, saltos for- olls) may <u>not</u> be rent. of two <u>different</u> connected, one of		
#					10.0		
				VP (-)			
				SR (-)			
				sv			
				execution			
				other			
				score			
Artistry †0.3 Footwor	k ↑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 COMPOSITION	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 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	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	 Acro pass with salto back two directly connected flig Salto forward can be isola Aerial will not fulfill salto fo Salto stretched must have Dance passage must have group 1 elements, directly which is a leap requiring 1 	er elements. nent. and on two feet. two <u>different</u> onnected, one of		
#					10.0	
				VP (-)		
				SR (-)		
				sv		
				execution		
				other		
				score		
Artistry ↑0.3 Footwork	k	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	-	MI	SCELLANEO	US							
4 A (0.1)	(0.5 each)		Formulas based on Additional 0.05 dec	n 4 saltos p	erformed i	n routine missing	expecte	d		3 A	No	B turn	0.2							
4 B (0.3)	☐ Acro pass w/ 2 saltos	0.00			В	A	0.05			В		os 2 directions	<u>0.1</u>							
0 C (0.5)	☐ 3 different saltos		_	_			0.10		B A A B A									`	d & fwd/swd) dance with same	<u>0.1</u>
	□ Dance passage	0.05	В	В	А	Α	0.20		only A's			only A's		only A's		sha (wolf	pe /tuck or straddle)	<u>0.1</u>		
Allowable:	☐ A dismount (last salto	0.10	В	А	А	Α	DISM	DISMOUNT UP TO LEVEL			Insufficient use		↑0.1							
Any C dance	>1 Restricted element w/	0.15	В	А	А	-	expecte	d	В		Lack of 3 A saltos		<u>0.3</u>							
ONE C acro		0.20	no B sa	altos or le	ess than	above	0.05		AA AA			rt exercise	2.0							
Count C as B VP	or w/o vr credit (0.3 each)	0.20	110 12 00			abovo	0.10	0.10 A (<30 sec) — CJ												
#																				
#												10.0								
										VP (-	.)									
											,									
										SR (-	-)									
										sv										
										0.400.41	ian									
										execut	1011									
										compos	ition									
										score	е									
Artistry ↑0.3	Footwork ↑0.3 Dynamics ↑0.	2	Posture †0.3	R	hythm ↑	0.2	_ End ≠1 s <u>0.05</u>	□ Out	of Bounds	AVERA	\GE									



LEVEL 9 FLOOR EXERCISE

VALUE	SPECIAL	CC	CONNECTION				CC	COMPOSITION							
PARTS (VP)	REQUIREMENTS (SR)		VALUE (CV)			UI	ACRO P TO LE				DANCE TO LEVEL		MISCELLANEOU		ous
3 A (0.1) 4 B (0.3)	(0.5 each)		0.1 A+A+C	0.2 A+A+D	Formu Additio	las based onal 0.05 c	on 4 saltos deduction fo	performed or each sal	d in routine Ito missing	0.00		C C	No	B turn	0.2
1 C (0.5)	☐ Acro pass w/ 2 saltos ☐ 3 different saltos	Acro Indirect	D.C	C+C B+D	0.00	С	С	С	А	0.10 0.15		ВВ	(bw	ltos 2 directions vd & fwd/swd)	<u>0.1</u>
D/E (+ 0.1)	□ Dance passage	A 0.110	B+B	A+E B+C A+D	0.05	С	С	В	В	0.20		В	sar	dance with me shape lf/tuck or straddle)	<u>0.1</u>
Allowable: •Any D/E dance	☐ B dismount (last salto isolated/in connection)	Acro Direct	A+C A+A+C	A+D A+A+D C+C	0.10	С	С	В	Α	UP T	O L	UNT EVEL		sufficient use of or area spatially	↑0.1
One D/E acro Count D/E as C for CV	□ >1 Restricted element w/	Dance/ Mix	B+D C+C	C+D	0.15	С	В	В	В	0.00		or BB Or BA		ck of B salto	0.3
■First D/E acro = +0.1	or w/o VP credit (0.5 each)	no turn+jump	D + A (salto)(jump)		0.20	no C s	altos or	less thar	n above	0.10	В	·A or B		ort exercise 30 sec) — CJ	2.0
#															
														9.7	
												VP (-)			
												SR (-)			
												CV (+)			
												D/E (+) (0.1 max)			
												sv			
												executio	n		
												composition	on		
												score			
Artistry †0.3	Footwork †0.3 Dynamic	s ↑0.2 _	Post	ure †0.3	Rh	ythm ↑0).2	End ≠	1 s <u>0.05</u>	☐ Out of Bou	nds	AVERAG	E		



LEVEL 10 FLOOR EXERCISE

VALUE	SPECIAL		NNECTION					CC	MPOSITIO	N				
PARTS (VP)	REQUIREMENTS (SR)		VALUE (CV)		ACRO UP TO LEVEL					NCE LEVEL	MISCELLANEOUS			
3 A (0.1) 3 B (0.3) 2 C (0.5) D (+ 0.1) E (+ 0.2) Extra +0.1 bonus if 10.0 SV and minimum 0.6 bonus + E acro element	(0.5 each) Acro pass w/ 2 saltos 3 different saltos Dance passage C dismount (last salto isolated or in connection)	Acro Indirect Acro Direct Dance/ Mix no turn+jump	0.1 0.2 A+A+C B+C A+D A+E B+B A+C A+A+C A+A+C C+C B+D C+C C+C C+C C+C C+C C+C C+C C+C C+C C	0.00 0.05 0.10 0.15	ulas based o otitional 0.05 de D D D D D D D D D D D D D D D D D D	n 4 saltos eduction fo D D D	performed ir or each salto D C C C	Missing A B A B A	0.00 C 0.05 C 0.10 C 0.15 0.20 DISM UP TC 0.00 D c 0.05 C	C C or D D C B or D C C C or D B C B or D C or B B C B or D C or B B C B or C C or B C C or C	No B turn Saltos 2 directions (bwd & fwd/swd) >2 dance with same shape (wolf/tuck or straddle) Insufficient use of floor area spatially Lack of C salto Short exercise (<30 sec) — CJ	0.2 0.1 0.1		
<i>TT</i>											9.5			
										VP (-)				
										SR (-)				
										CV (+)				
										D/E (+)				
										sv		1+0.1		
										execution	า			
										composition	on			
										score				
Artistry ↑0.3	Footwork †0.3 Dyr	namics †0.2	Posture †0.3	F	Rhythm †0	.2	End ≠1	s <u>0.05</u>	☐ Out of Bound	AVERAG	E			