| TEAM | Gymnast | Gymnast | TEAM | Gymnast | Gymnast |
|--|----------|----------|--|----------|----------|
| | Vault# | Vault# | | Vault# | Vault# |
| | Symbol | Symbol | | Symbol | Symbol |
| FIRST FLIGHT PHASE > 0.1 Foot Form (flexed, sickled) > 0.1 Legs - Crossed > 0.2 Legs - Separated > 0.3 Legs - Bent > 0.3 Hips - Angle Poor > 0.2 Excessive Arch > 0.3 Turn - Incomplete | Symbol | Symbol | FIRST FLIGHT PHASE > 0.1 Foot Form (flexed, sickled) > 0.1 Legs - Crossed > 0.2 Legs - Separated > 0.3 Legs - Bent > 0.3 Hips - Angle Poor > 0.2 Excessive Arch > 0.3 Turn - Incomplete | Эуший | Symbol |
| | | | · | | |
| REPULSION PHASE > 0.1 Hands - Staggered / Alternate > 0.2 Hands - Alternate Repulsion > 0.3 Hands - Step(s) with hand(s) 0.1 each 0.3 Hop(s) with both hands simultaneously > 0.5 Arms - Bent 2.0 Head contact in Support (inc. arms) > 0.2 Shoulder - Angle Poor > 0.2 Excessive Arch > 0.3 Turn - Begun Too Early > 0.3 Legs Bent or Early Tuck (Salto Vaults) > 0.3 Failure to Pass through Vertical > 0.5 Support - Too Long (Non-Salto) > 1.0 Angle of Repulsion (Non-Salto) | | | REPULSION PHASE > 0.1 Hands - Staggered / Alternate > 0.2 Hands - Alternate Repulsion > 0.3 Hop(s) with band (s) 0.1 each 0.3 Hop(s) with band simultaneously > 0.5 Arms - Bent 2.0 Head contact in Support (inc. arms) > 0.2 Shoulder - Angle Poor > 0.2 Excessive Arch > 0.3 Turn - Begun Too Early - 0.3 Legs Bent or Early Tuck (Salto Vaults) > 0.5 Support - Too Long (Non-Salto) > 1.0 Angle of Repulsion (Non-Salto) | | |
| SECOND FLIGHT PHASE > 0.1 Foot Form (flexed, sickled) > 0.1 Legs - Crossed > 0.2 Legs - Separated > 0.3 Legs - Bent | | | SECOND FLIGHT PHASE > 0.1 Foot Form (flexed, sickled) > 0.1 Legs - Crossed > 0.2 Legs - Separated > 0.3 Legs - Bent | | |
| > 0.3 Insufficient Tuck / Pike > 0.3 Insufficient Stretch (excessive arch / pike) > 0.3 Pike Down of Stretch position > 0.3 Insufficient Opening (tuck/pike) > 0.1 Salto - Under Rotation (all vaults) | | | v.3 Legs - Bent v.3 Legs - Bent v.3 Insufficient Tuck / Pike v.3 Insufficient Stretch (excessive arch / pike) v.3 Pike Down of Stretch position v.3 Insufficient Opening (tuck/pike) v.1 Salto - Under Rotation (all vaults) | | |
| > 0.1 Turn - Insufficient Exactness > 0.3 Turn - Late Completion (non-saltos) > 0.5 Turn - Begun Too Late > 0.2 Touch - Brush / Hit vault table > 0.3 Length (flight distance) | | | > 0.1 Turn - Insufficient Exactness > 0.3 Turn - Late Completion (non-saltos) > 0.5 Turn - Begun Too Late > 0.2 Touch - Brush / Hit vault table > 0.3 Length (flight distance) | | |
| > 0.5 Height (hip rise) LANDING / GENERAL > 0.1 Arms - Extra Swings > 0.2 Incorrect Body Posture > 0.2 Trunk - Additional Movements > 0.3 Turn - Incomplete | | | > 0.5 Height (hip rise) LANDING / GENERAL > 0.1 Arms - Extra Swings > 0.2 Incorrect Body Posture > 0.2 Trunk - Additional Movements > 0.3 Turn - Incomplete | | |
| O.3 Direction (location of mat contact) O.05 Fail to HOLD landing for (1) second O.05 Fail to join Feet when < Hip-Width O.1 Land Feet > Hip-Width apart O.1 Slight hop, small adjustment / staggered O.4 Steps (0.1 - 0.15) Large Step / Hop (0.2) | | | > 0.3 Direction (location of mat contact) 0.05 Fail to HOLD landing for (1) second 0.05 Fail to join Feet when < Hip-Width 0.1 Land Feet > Hip-Width apart > 0.1 Slight hop, small adjustment / staggered > 0.4 Steps (0.1 - 0.15) Large Step / Hop (0.2) | | |
| > 0.3 Squat on Landing > 0.3 Brush / Touch Mat (no support) > 0.3 Dynamics (power / speed) 0.5 Fall (to support, against table) 0.5 Coach - Between Board-Table 0.5 Coach - Spot Landing 1.0 One Arm, No Hands, Not to Feet, Spot | | | > 0.3 Squat on Landing > 0.3 Brush / Touch Mat (no support) > 0.3 Dynamics (power / speed) 0.5 Fall (to support, against table) 0.5 Coach - Between Board-Table 0.5 Coach - Spot Landing 1.0 One Arm, No Hands, Not to Feet, Spot | | |
| T.U One Arm, No Hands, Not to Feet, Spot | | | 1.0 One Arm, No Hands, Not to Feet, Spot | | |
| DEDUCTIONS | | | DEDUCTIONS | | |
| JUDGE #1 JUDGE #2 | | | JUDGE #1 JUDGE #2 | | |
| CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 | AVERAGE | AVERAGE | CJ: Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 Vault with No Signal = 0.5 | AVERAGE | AVERAGE |
| | AVLINAGE | AVLINAGE | | AVLINAGE | AVLINAGE |

| TEAM | Gymnast | Gymnast | TEAM | Gymnast | Gymnast | TEAM | Gymnast | Gymnast |
|---|-------------|-----------|--|--|--|--|-------------|---------|
| | Vault # | Vault # | | Vault# | Vault # | | Vault # | Vault # |
| | | | | | | | I | |
| FIRST FLIGHT PHASE | Symbol | Symbol | FIRST FLIGHT PHASE | Symbol | Symbol | FIRST FLIGHT PHASE | Symbol | Symbol |
| > 0.1 Foot Form (flexed, sickled) > 0.1 Legs - Crossed | | | > 0.1 Foot Form (flexed, sickled) > 0.1 Legs - Crossed | | · | > 0.1 Foot Form (flexed, sickled) > 0.1 Legs - Crossed | | |
| > 0.2 Legs - Glossed > 0.2 Legs - Separated | | | > 0.2 Legs - Separated | | · | > 0.2 Legs - Separated | | |
| > 0.3 Legs - Bent | | | > 0.3 Legs - Bent | | | > 0.3 Legs - Bent | | |
| > 0.3 Hips - Angle Poor | | | > 0.3 Hips - Angle Poor | | | > 0.3 Hips - Angle Poor | | |
| > 0.2 Excessive Arch | | | > 0.2 Excessive Arch | | | > 0.2 Excessive Arch | | |
| > 0.3 Turn - Incomplete | | | > 0.3 Turn - Incomplete | | · | > 0.3 Turn - Incomplete | | |
| REPULSION PHASE > 0.1 Hands - Staggered / Alternate | | | REPULSION PHASE > 0.1 Hands - Staggered / Alternate | | | REPULSION PHASE > 0.1 Hands - Staggered / Alternate | | |
| > 0.1 Hands - Staggered / Alternate | | | > 0.1 Hands - Staggered / Alternate | | · | > 0.2 Hands - Staggered / Alternate | | |
| > 0.3 Hands - Step(s) with hand(s) 0.1 each | | | > 0.3 Hands - Step(s) with hand(s) 0.1 each | | · | > 0.3 Hands - Step(s) with hand(s) 0.1 each | | |
| 0.3 Hop(s) with both hands simultaneously | | | 0.3 Hop(s) with both hands simultaneously | | | 0.3 Hop(s) with both hands simultaneously | | |
| > 0.5 Arms - Bent | | | > 0.5 Arms - Bent | | | > 0.5 Arms - Bent | | |
| 2.0 Head contact in Support (inc. arms) | | | 2.0 Head contact in Support (inc. arms) | | | 2.0 Head contact in Support (inc. arms) | | |
| > 0.2 Shoulder - Angle Poor > 0.2 Excessive Arch | | | > 0.2 Shoulder - Angle Poor > 0.2 Excessive Arch | | · | > 0.2 Shoulder - Angle Poor > 0.2 Excessive Arch | | |
| > 0.2 Excessive Arch > 0.3 Turn - Begun Too Early | | | > 0.2 Excessive Arch > 0.3 Turn - Begun Too Early | | · | > 0.2 Excessive Arch > 0.3 Turn - Begun Too Early | | |
| > 0.3 Legs Bent or Early Tuck (Salto Vaults) | | | > 0.3 Legs Bent or Early Tuck (Salto Vaults) | | · | > 0.3 Legs Bent or Early Tuck (Salto Vaults) | | |
| > 0.3 Failure to Pass through Vertical | | | > 0.3 Failure to Pass through Vertical | | | > 0.3 Failure to Pass through Vertical | | |
| > 0.5 Support - Too Long (Non-Salto) | | | > 0.5 Support - Too Long (Non-Salto) | | | > 0.5 Support - Too Long (Non-Salto) | | |
| > 1.0 Angle of Repulsion (Non-Salto) | | | > 1.0 Angle of Repulsion (Non-Salto) | | | > 1.0 Angle of Repulsion (Non-Salto) | | |
| SECOND FLIGHT PHASE | | | SECOND FLIGHT PHASE | | | SECOND FLIGHT PHASE | | |
| > 0.1 Foot Form (flexed, sickled) > 0.1 Legs - Crossed | | | > 0.1 Foot Form (flexed, sickled) > 0.1 Legs - Crossed | | · | > 0.1 Foot Form (flexed, sickled) > 0.1 Legs - Crossed | | |
| > 0.1 Legs - Glossed > 0.2 Legs - Separated | | | > 0.1 Legs - Crossed > 0.2 Legs - Separated | | · | > 0.1 Legs - Crossed > 0.2 Legs - Separated | | |
| > 0.3 Legs - Bent | | | > 0.3 Legs - Bent | | | > 0.3 Legs - Bent | | |
| > 0.3 Insufficient Tuck / Pike | | | > 0.3 Insufficient Tuck / Pike | | | > 0.3 Insufficient Tuck / Pike | | |
| > 0.3 Insufficient Stretch (excessive arch / pike) | | | > 0.3 Insufficient Stretch (excessive arch / pike) | | | > 0.3 Insufficient Stretch (excessive arch / pike) | | |
| > 0.3 Pike Down of Stretch position | | | > 0.3 Pike Down of Stretch position | | | > 0.3 Pike Down of Stretch position | | |
| 0.3 Insufficient Opening (tuck/pike) 0.1 Salto - Under Rotation (all vaults) | | | > 0.3 Insufficient Opening (tuck/pike) > 0.1 Salto - Under Rotation (all vaults) | | · | > 0.3 Insufficient Opening (tuck/pike) > 0.1 Salto - Under Rotation (all vaults) | | |
| > 0.1 Turn - Insufficient Exactness | | | > 0.1 Turn - Insufficient Exactness | | · | > 0.1 Turn - Insufficient Exactness | | |
| > 0.3 Turn - Late Completion (non-saltos) | | | > 0.3 Turn - Late Completion (non-saltos) | | · | > 0.3 Turn - Late Completion (non-saltos) | | |
| > 0.5 Turn - Begun Too Late | | | > 0.5 Turn - Begun Too Late | | · | > 0.5 Turn - Begun Too Late | | |
| > 0.2 Touch - Brush / Hit vault table | | | > 0.2 Touch - Brush / Hit vault table | | | > 0.2 Touch - Brush / Hit vault table | | |
| > 0.3 Length (flight distance) | | | > 0.3 Length (flight distance) | | | > 0.3 Length (flight distance) | | |
| > 0.5 Height (hip rise) LANDING / GENERAL | | | > 0.5 Height (hip rise) LANDING / GENERAL | | | > 0.5 Height (hip rise) LANDING / GENERAL | | |
| > 0.1 Arms - Extra Swings | | | > 0.1 Arms - Extra Swings | | | > 0.1 Arms - Extra Swings | | |
| > 0.2 Incorrect Body Posture | | | > 0.2 Incorrect Body Posture | | | > 0.2 Incorrect Body Posture | | |
| > 0.2 Trunk - Additional Movements | | | > 0.2 Trunk - Additional Movements | | · | > 0.2 Trunk - Additional Movements | | |
| > 0.3 Turn - Incomplete | | | > 0.3 Turn - Incomplete | | | > 0.3 Turn - Incomplete | | |
| > 0.3 Direction (location of mat contact) | | | > 0.3 Direction (location of mat contact) | | | > 0.3 Direction (location of mat contact) | | |
| 0.05 Fail to HOLD landing for (1) second | | | 0.05 Fail to HOLD landing for (1) second | | | 0.05 Fail to HOLD landing for (1) second | | |
| 0.05 Fail to join Feet when < Hip-Width 0.1 Land Feet > Hip-Width apart | | | 0.05 Fail to join Feet when < Hip-Width 0.1 Land Feet > Hip-Width apart | | · | 0.05 Fail to join Feet when < Hip-Width 0.1 Land Feet > Hip-Width apart | | |
| > 0.1 Slight hop, small adjustment / staggered | | | > 0.1 Slight hop, small adjustment / staggered | | · | > 0.1 Slight hop, small adjustment / staggered | | |
| > 0.4 Steps (0.1 - 0.15) Large Step / Hop (0.2) | | | > 0.4 Steps (0.1 - 0.15) Large Step / Hop (0.2) | | | > 0.4 Steps (0.1 - 0.15) Large Step / Hop (0.2) | | |
| > 0.3 Squat on Landing | | | > 0.3 Squat on Landing | | | > 0.3 Squat on Landing | | |
| > 0.3 Brush / Touch Mat (no support) | | | > 0.3 Brush / Touch Mat (no support) | | | > 0.3 Brush / Touch Mat (no support) | | |
| > 0.3 Dynamics (power / speed) | | | > 0.3 Dynamics (power / speed) | | | > 0.3 Dynamics (power / speed) | | |
| 0.5 Fall (to support, against table)0.5 Coach - Between Board-Table | | | 0.5 Fall (to support, against table) 0.5 Coach - Between Board-Table | | · | 0.5 Fall (to support, against table) 0.5 Coach - Between Board-Table | | |
| 0.5 Coach - Spot Landing | | | 0.5 Coach - Spot Landing | | · | 0.5 Coach - Spot Landing | | |
| 1.0 One Arm, No Hands, Not to Feet, Spot | | | 1.0 One Arm, No Hands, Not to Feet, Spot | | · | 1.0 One Arm, No Hands, Not to Feet, Spot | | |
| | | | | | | | | |
| CTADT VALUE | | | CTADT VALUE | | | CTART VALUE | | |
| START VALUE | | | START VALUE | | | START VALUE | | |
| DEDUCTIONS | | | DEDUCTIONS | | . <u></u> | DEDUCTIONS | | |
| | | l | | | , | | | |
| JUDGE #1 | | | JUDGE #1 | | | JUDGE #1 | | |
| | | | | | | | | |
| JUDGE #2 | l | | JUDGE #2 | . [| <u> </u> | JUDGE #2 | | |
| CJ: | | | CJ: | | | CJ: | | |
| Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 | | | Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 | | | Chalk on Runway, Tape on Table = 0.2 Unauthorized Matting = 0.3 | . [| |
| Vault with No Signal = 0.5 | | | Vault with No Signal = 0.5 | | | Vault with No Signal = 0.5 | . [| |
| vauit with No Signal – 0.5 | AVERAGE | AVERAGE | vauit with No Signal – 0.5 | AVERAGE | AVERAGE | vauit with NO Signal – 0.5 | AVERAGE | AVERAGE |
| | | , , , , , | 1 | | | 1 | | |

| DADC | 1 | 1 | DADC CD | DADE | | | | 1 | | | |
|---------------------------------|-----|-----|---------------------------------|---------------------|---------------------------------------|---|---------------|-----------------------------------|---|----------|-----|
| BARS | 0.4 | 0.0 | BARS - SR | BARS | | | | | I I., | | |
| Connection Values | 0.1 | 0.2 | 0.2 each 2 - Bar Changes | Composition 0.05 | Insufficient Distribution of Elements | difficulty not maintained an alone is | raction | | $\vdash \vdash$ | P N | CAA |
| 0 007 0 007 | 0.0 | | | | | difficulty not maintained or place in same | section | | ΙΙ. | . | 2 |
| Group 367 + Group 367 | C+C | | (minimum) | 0.05 | Lack of Variety | in Choice of Elements and Connections | | | | | 3 |
| Both with flight/turn | C+C | | C - Flight (not dismount) | 0.1 | Squat or Stoop on LB to grasp HB | more than one = 0.1 each (after Fall allowe | | no aeauction) | | | 3 |
| w/without flight/turn | C+D | | D - Flight (2 different flight) | 0.1 | Uncharacteristic Elements: | squat on LB 1/2 t. on feet, HB swing LB fee | et w/o circle | | ' | 2 | 2 |
| w/without flight/turn | | D+D | 1 - C Turn | 0.1 | Forward 3/4 Giant Circle | less than 20o, breaks connection | | | l I. | | |
| | | | (not in mount or dismount) | | Choice of Elements: | not up to competitive level | | | | | 9.4 |
| Additional Bonus | l . | | C - Dismount | 0.1 | ONE Single Bar ("D") Release | Or ONE ("E") Release | | | A | . \ | 0.6 |
| Same Bar "D" or Any "E" Release | D/E | | C preceded by minimum C element | (UTL) | Or Minimum (2) two ("D") Releases | Or Minimum (2) two ("E") Elements | | | | | |
| | | | D/E - Dismount | | AND ("D") Dismount or ("C") with CV | | | | S | R (| 0.2 |
| | | | | | Hold Landing (1) second - | | | SV Level: 9.4 VP SR Sub: | S.V. + Ded J1 Score J2 Score Average Off Ave. Score | - ! - | |
| | | | | | Hold Landing (1) second - | Exec Comp | 1 | SV Level: 9.4 VP SR Sub: | S.V. + Ded J1 Score J2 Score Average | - ! - | |
| | | | | | | | DE+ | BONUS + | Score | _ | |

| Group 367 + Group 367 Both with Flight or Turn With or without Flight or Turn With or without Flight or Turn Additional Bonus Same Bar "D" or Any "E" Release D / E D - C + C C C - C - C - D - D - D - D - D - D - | 0.6 |
|--|---------------------------|
| Group 367 + Group 367 Both with Flight or Turn With or without Flight or Turn With or without Flight or Turn Additional Bonus Same Bar "D" or Any "E" Release D / E D + C + C C Ac C - C - D - D - D - D - D - D - D - D - | 3 3 2 9.4 0.6 |
| Group 367 + Group 367 Both with Flight or Turn With or without Flight or Turn With or without Flight or Turn Additional Bonus Same Bar "D" or Any "E" Release C + C (minimum) 0.05 Lack of Variety In Choice of Elements and Connections A Quat or Stoop on LB to grasp HB In Choice of Elements and Connections In Choice of Elements and Connections A great or Stoop on LB to grasp HB In Choice of Elements and Connections In Choice of Elements and Connections A Quat or Stoop on LB to grasp HB In Choice of Elements and Connections In Choice of Elements and Connections B Quat or Stoop on LB to grasp HB In Choice of Elements and Connections In Choice of Elements and Connections B Q Quat or Stoop on LB to grasp HB In Choice of Elements and Connections B Q Q Q Q Q Q Q Q Q Q Q Q Q Q Q Q Q Q Q | 3 2 9.4 0.6 |
| Both with Flight or Turn With or without Flight or Turn D - Flight (2 different flight) D - D 1 - C Turn (not dismount) D - Flight (2 different flight) D - D 1 - C Turn (not in mount or dismount) C - Flight (not dismount) D - Flight (2 different flight) D - | 3 2 9.4 0.6 |
| with or without Flight or Turn with or without Flight or Turn by D - Flight (2 different flight) D + D 1 - C Turn (not in mount or dismount) Additional Bonus Same Bar "D" or Any "E" Release D / E D - Flight (2 different flight) D - Flight (2 different | 9.4 0.6 |
| with or without Flight or Turn D + D 1 - C Turn (not in mount or dismount) Choice of Elements: not up to competitive level | 9.4 0.6 |
| Additional Bonus C - Dismount Choice of Elements: not up to competitive level SV Same Bar "D" or Any "E" Release D / E C - Dismount 0.1 ONE Single Bar ("D") Release Or ONE ("E") Release Or ONE ("E") Release C preceded by minimum C element C preceded by minimum C element (UTL) Or Minimum (2) two ("D") Releases Or Minimum (2) two ("E") Elements | 0.6 |
| Additional Bonus Same Bar "D" or Any "E" Release D / E C - Dismount | 0.6 |
| Same Bar "D" or Any "E" Release D / E C preceded by minimum C element (UTL) Or Minimum (2) two ("D") Releases Or Minimum (2) two ("E") Elements | |
| | |
| D/E - Dismount AND ("D") Dismount or ("C") with CV | 0.2 |
| | |
| Hold Landing (1) second | |
| Level: 9.4 | |
| | |
| B- Ded | |
| C- VP J1 Score | |
| SR - | |
| D- 12 Score | |
| | |
| E- | |
| Sub: Average | |
| Substitute | |
| CV+ Off Ave | |
| BONUS + | |
| DE+ Score | |
| - | |
| | |
| | |
| Hold Landing (1) second | |
| Level: 9.4 | |
| B- Ded | |
| VP | |
| C- JI Score | |
| SR | |
| D - 12 Score | |
| | |
| E- | |
| Sub: Average | |
| | |
| CV+ Off Ave | |
| BONUS + | |
| DE+ Score | |
| | |
| | |
| Hold Landing (1) second | |
| Level: 9.4 | |
| B- Ded | |
| VP - | |
| C- 11 Score | |
| SR - | |
| D - 12 Score | |
| | |
| ε- | |
| Sub: Average | |
| | |
| CV+ Off Ave | |
| BONUS + | |
| DE+ Score | |
| - | |
| | |

| BEAM | | | Beam - SR | BEAM | | | | | | |
|-------------------------------|---------------|---------|---------------------------------|-------------|---------------------------------------|-------------------------------------|-------------------------|---|--|--------|
| Connection Values | 0.1 | 0.2 | 0.2 each | Composition | | | | | V | P NCAA |
| Acro Flight - 2 elements | B acro > C** | B+D * | 1 Acro Flight Series | | Insufficient Distribution of Elements | difficulty not maintained or placed | in same sec | ction | | |
| (including mounts) | C dance > C** | C+C | * 1 - (" C ") Flight | 0.05 | Insufficient Use of Entire Beam | Spatially | | | / | A 3 |
| , | Dismounts** | | 1 Dance / Mixed Series | 0.05 | | Directionally | | | | 3 3 |
| Acro Flight - 3 elements | B+B+C | B+B+D * | * 1 - ("C") Dance - On the Beam | 0.05 | | Level Changes | | | | 2 |
| Bonus (3 Acro Series) +0.1 CV | | B+C+C | 1 Leap / Jump | 0.1 | Lack of Variety in Acro | Minimum ("A") Backward Acro ele | ment | | | |
| Dismount Must be "C" for CV | | B+C+D | * 180o split | 0.1 | _ | Minimum ("A") Forward/Sideward | Acro eleme | nt | s | ∨ 9.4 |
| Dance or Mixed | A+D | B+D* | 1 Full turn | | Choice of Acro Elements | Mount / Dismount included | | | | ∨ 0.6 |
| (including mounts) | B+C | C+C | C - Aerial/Salto | 0.1 | Acro Flight Series on the Beam | Series without CV must have Additio | nal "D" Acro | or "E" Dance skill | | |
| Turns | A+C | | Dismount | | | Additional "D/E" Acro into Dismou | nt = Not UTL | ₋ Additional "D" | s | R 0.2 |
| | | | | | Hold Landing (1) second | Exec Comp | A - B - C - D - E - CV+ | Time: SV Level: 9.4 VP SR Sub: BONUS + | S.V. de Ded. J1 Score J2 Score Off Ave. | e |
| | | | | | Hold Landing (1) second | Exec Comp | A - B - C - D - E - CV+ | Time: SV Level: 9.4 VP SR Sub: BONUS + | S.V Ded. J1 Scor J2 Scor Average Off Ave. Score | e |

| BEAM | | | Beam - SR | BEAM | | | | | | | $\overline{}$ |
|-------------------------------|----------------------|---------|---------------------------------|-------------|---------------------------------------|--------------------------------------|----------------|---|--|--------------|---------------|
| Connection Values | 0.1 | 0.2 | 0.2 each | Composition | | | | | ΙΙV | P NC | AA |
| Acro Flight - 2 elements | B acro > C ** | B+D * | 1 Acro Flight Series | 0.05 | Insufficient Distribution of Elements | difficulty not maintained or placed | in same sec | ction | | 1 | + |
| (including mounts) | C dance > C** | C+C | * 1 - (" C") Flight | 0.05 | Insufficient Use of Entire Beam | Spatially | | | | A 3 | 3 |
| (| Dismounts** | | 1 Dance or Mixed Series | 0.05 | | Directionally | | | | 3 3 | |
| Acro Flight - 3 elements | B+B+C | B+B+D * | * 1 - ("C") Dance - On the Beam | 0.05 | • | Level Changes | | | | 2 | |
| Bonus (3 Acro Series) +0.1 CV | 2 1 2 1 0 | B+C+C | 1 Leap / Jump | 0.1 | Lack of Variety in Acro | Minimum ("A") Backward Acro ele | ment | | | , l <u>-</u> | |
| Dismount Must be "C" for CV | | B+C+D | * 180o split | 0.1 | | Minimum ("A") Forward/Sideward | | nt | l s | ∨ 9.4 | 4 |
| Dance or Mixed | A+D | B+D* | 1 Full turn | 0.1 | Choice of Acro Elements | Mount / Dismount included | | • | | V 0.0 | |
| (including mounts) | B+C | C+C | C - Aerial/Salto | 0.1 | Acro Flight Series on the Beam | Series without CV must have Addition | nal "D" Acro | or "E" Dance skill | ' | | ١ . |
| Turns | A+C | 0.0 | Dismount | (UTL) | Not Up to Competitive Level | Additional "D/E" Acro into Dismou | | | l s | R 0.2 | 2 |
| Turis | 7.0 | | Distribution | (012) | Two op to competitive Eever | Additional B/E Acro into Bismod | 110 - 1401 0 1 | L Additional D | H | 11 0.2 | |
| | | | | | Hold Landing (4) accord | | | Time: | S.V. + | | |
| | | | | | Hold Landing (1) second Artistry | | A - | Tillie |] S.V. 7 | | |
| | | | | | Artistry | Exec Comp | В- | SV | Ded. | | |
| | | | | | | | В- | | Ded. | | |
| | | | | | | | | Level: 9.4 | | | |
| | | | | | | | C - | . <u>.</u> | J1 Scor | e | |
| | | | | | | | | VP | | | |
| | | | | | | | D - | <u>-</u> | J2 Scor | e | |
| | | | | | | | _ | SR | | | |
| | | | | | | | E - | | l | | |
| | | | | | | | | | Average | · | |
| | | | | | | | | Sub: | | | |
| | | | | | | | CV+ | | Off Ave. | | |
| | | | | | | | DE : | DOM!!! | | | |
| | | | | | | | DE+ | BONUS + | Score | | |
| | | | | | | | | | | | |
| | 1 | | | | | | | | _ | | |
| | | | | | Hold Landing (1) second | | | Time: | S.V. + | | |
| | | | | | Andreas Andreas | | A - | Tillie |] S.V. 7 | | |
| | | | | | Artistry - | Exec Comp | В- | SV | Ded. | | |
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| FLOOR Connection Values | 0.1 | 0.2 | (5) FLOOR - SR 0.2 each | FLOOR | Compostion Deductions | | | | | 1 | NCAA | |
| Acro. Indirect | B + C | B + D | note: Acro Pass = min. 1 "C" Salto | 0.05 | Insufficient Use of Floor Area | Spatial use | | | | | | |
| (Aerials / Saltos) | | C + C | 2 Saltos Direct or | | Insufficient Distribution of Elements | | | | | 0.1 | Α | 3 |
| | A/B + A/B + C | A + A + D | 2 Saltos Indirect | | Lack of Variety in Acro | Minimum (" A ") Salto Ba | | | | 0.3 | В | 3 |
| A D: (| A + D | A + E | 3 Different Saltos | | Lack of Variety in Acro | Minimum (" A ") Salto Fo | | | | 0.5 | С | 2 |
| Acro. Direct | A + C B + B | B+C | 1 Dance Pass 2 Diff. Group 1, One 180° Split Leap | 0.1 | | Dance Bonus CV or D/ | | | | | / 9.4 | |
| (Aerials / Saltos) | D+D | C + C (+0.3) A/B + D | 2 - Acro Passes on | | All routines must have | 1 Dance/Acro ("E") eler | ment ") elements (1) Acro | | | 3 | 9.4 | |
| | A + A + C | A+A+D | 2 - Different Diagonals | UTL | All routines must have | Dismount ("C") Salto w | | | | A۱ | / 0.6 | |
| Dance / Mixed | B + D | C + D | C - Last Salto Pass | 0.1 | | OR Dismount ("D | VE") Salto | | | | | |
| (Turn + Jump = OK) | C + C | D + D | +0.1 (2 pass = D-S acro CV / E-acro) | | 2 Acro Pass Routine | 1 Pass with (" D/E") and | 1 Pass with (" D/E ") OR +0.2 CV | | | SI | ₹ 0.2 | |
| Mixed | Salto D + A Jump | | +0.1 (3 pass = Double Salto / E-acro) | | | will not meet UTL require | | | | | | |
| | | | | | Hold F | nish (1) second Artistry - | Exec Comp | A - B - C - D - E - CV+ | Time: SV Level: 9.4 VP SR Sub: BONUS + | S.V. + Ded J1 Score J2 Score Average Off Ave. | | |
| | | | | | Hold F | nish (1) second | | DE+ | | Score | | |
| | | | | | | Artistry | Exec Comp | A - | Time: | S.V. + | | |
| | | | | | | | | В- | SV Level: 9.4 | Ded | | |
| | | | | | | | | C - | VP | J1 Score | = | |
| | | | | | | | | D - | SR | J2 Score | = | |
| | | | | | | | | E- | Sub: | | | |
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| | | | | | | | | DE+ | | Score | | |

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| FLOOR Connection Values | 0.1 | 0.2 | (5) FLOOR - SR 0.2 each | FLOOR | Compostion Deductions | | | | | ١, | NCAA | |
| Acro. Indirect | B + C | B + D | note: Acro Pass = min. 1 "C" Salto | 0.05 | Insufficient Use of Floor Area | Spatial use | | | | · ' | 10/1/ | • |
| (Aerials / Saltos) | _ | C + C | 2 Saltos Direct or | 0.05 | | Difficulty not maintained or placed in same : | section | | | 0.1 | Α | 3 |
| , | A/B + A/B + C | A + A + D | 2 Saltos Indirect | 0.1 | Lack of Variety in Acro | Minimum ("A") Salto Backward | | | | 0.3 | В | 3 |
| | A + D | A + E | 3 Different Saltos | 0.1 | Lack of Variety in Acro | Minimum ("A") Salto Forward/Sideward | | | | 0.5 | С | 2 |
| Acro. Direct | A + C | B+C | 1 Dance Pass | 0.1 | Lack of Variety in Dance | Dance Bonus CV or D/E element | | | | _ | | _ |
| (Aerials / Saltos) | B + B | C + C (+0.3) | 2 Diff. Group 1, One 180° Split Leap 2 - Acro Passes on | | All routines must have | 1 Dance/Acro ("E") element | | | | l s | ∨ 9 | .4 |
| | A + A + C | A/B + D A + A + D | 2 - Acro Passes on 2 - Different Diagonals | UTL | All routines must have | OR 2 Different ("D") elements (1) An Dismount ("C") Salto with +0.1 CV | cro | | | | V 0 | 6 |
| Dance / Mixed | B + D | C+D | C - Last Salto Pass | 0.1 | All Toutilles must have | OR Dismount ("D/E") Salto | | | | ^ | | .0 |
| (Turn + Jump = OK) | C + C | D+D | +0.1 (2 pass = D-S acro CV / E-acro) | 0 | 2 Acro Pass Routine | | ") OR +0.2 CV | , | | l s | R 0 | .2 |
| Mixed | Salto D + A Jump | | +0.1 (3 pass = Double Salto / E-acro) | | | will not meet UTL requirement | <u> </u> | | | _ | | _ |
| | | | | | | | | | | | | |
| | | | | | Hold F | inish (1) second | | A - | Time: | S.V. + | _ | |
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| | | | | | | | | C - | \ \rac{1}{2} | J1 Score | · | |
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