TEAM	Gymnast	Gymnast
	Vault #	Vault #
	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

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)

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)
- \> 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
- \> 0.3 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

START VALUE		
DEDUCTIONS		
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

TEAM	Gymnast	Gymnast
	Vault #	Vault #
	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

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)

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)
- \> 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
- \> 0.3 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

START VALUE		
DEDUCTIONS		
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

Updated September 2024   **VAULT SCORESHEET - NCAA**   Priscilla K. Hickey, Editor

VAULT SCORESHEET - NCAA

The sheet contains three identical panels. Each panel is laid out as follows:

TEAM	Gymnast	Gymnast
	Vault #	Vault #

FIRST FLIGHT PHASE

Deduction	Symbol	Symbol
> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - Separated		
> 0.3 Legs - Bent		
> 0.3 Hips - Angle Poor *(highlighted)*		
> 0.2 Excessive Arch		
> 0.3 Turn - Incomplete		

REPULSION PHASE

Deduction	Symbol	Symbol
> 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 *(highlighted)*		
> 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)		

SECOND FLIGHT PHASE

Deduction	Symbol	Symbol
> 0.1 Foot Form (flexed, sickled) *(highlighted)*		
> 0.1 Legs - Crossed		
> 0.2 Legs - Separated		
> 0.3 Legs - Bent *(highlighted)*		
> 0.3 Insufficient Tuck / Pike		
> 0.3 Insufficient Stretch (excessive arch / pike) *(highlighted)*		
> 0.3 Pike Down of Stretch position		
> 0.3 Insufficient Opening (tuck/pike)		
> 0.1 Salto - Under Rotation (all vaults) *(highlighted)*		
> 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) *(highlighted)*		
> 0.5 Height (hip rise) *(highlighted)*		

LANDING / GENERAL

Deduction	Symbol	Symbol
> 0.1 Arms - Extra Swings		
> 0.2 Incorrect Body Posture *(highlighted)*		
> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete		
> 0.3 Direction (location of mat contact) *(highlighted)*		
0.05 Fail to HOLD landing for (1) second *(highlighted)*		
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) *(highlighted)*		
> 0.3 Squat on Landing		
> 0.3 Brush / Touch Mat (no support)		
> 0.3 Dynamics (power / speed) *(highlighted)*		
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		

	Gymnast	Gymnast
START VALUE		
DEDUCTIONS		
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

(The above panel is repeated three times across the page.)

BARS Connection Values		0.1	0.2	BARS - SR 0.2 each		BARS Composition					VP	NCAA
				2 - Bar Changes		0.05	Insufficient Distribution of Elements	difficulty not maintained or place in same section			A	3
Group 367 + Group 367	C+C			(minimum)		0.05	Lack of Variety	in Choice of Elements and Connections			B	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 allowed to squat-on no deduction)			C	2
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 feet w/o circle				
w/without flight/turn		D+D		1 - C Turn		0.1	Forward 3/4 Giant Circle	less than 20o, breaks connection			SV	9.4
				(not in mount or dismount)			Choice of Elements:	not up to competitive level				
Additional Bonus				C - Dismount		0.1	ONE Single Bar ("D") Release	Or ONE ("E") Release			AV	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				SR	0.2

Hold Landing (1) second - _____   Exec. - _____   Comp. - _____

A -

B -

C -

D -

E -

CV+ _____

DE+ _____

SV
Level: **9.4**

VP - _____

SR - _____

Sub: _____

BONUS + _____

S.V. + _____

Ded. - _____

J1 Score _____

J2 Score _____

Average _____

Off Ave. - _____

Score _____

Hold Landing (1) second - _____   Exec. - _____   Comp. - _____

A -

B -

C -

D -

E -

CV+ _____

DE+ _____

SV
Level: **9.4**

VP - _____

SR - _____

Sub: _____

BONUS + _____

S.V. + _____

Ded. - _____

J1 Score _____

J2 Score _____

Average _____

Off Ave. - _____

Score _____

BARS Connection Values			BARS - SR 0.2 each	BARS Composition				VP	NCAA
	0.1	0.2							
Group 367 + Group 367	**C + C**		2 - Bar Changes	0.05	**Insufficient Distribution of Elements**	*difficulty not maintained or place in same section*		A	3
Both with Flight or Turn	**C + C**		*(minimum)*	0.05	**Lack of Variety**	*in Choice of Elements and Connections*		B	3
with or without Flight or Turn	**C + D**		**C - Flight** *(not dismount)*	0.1	**Squat or Stoop on LB to grasp HB**	*more than one = 0.1 each (after Fall allowed to squat-on no deduction)*		C	2
with or without Flight or Turn		**D + D**	**D - Flight** *(2 different flight)*	0.1	**Uncharacteristic Elements:**	*squat on LB 1/2 t. on feet, HB swing LB feet w/o circle*			
			1 - C Turn	0.1	**Forward 3/4 Giant Circle**	*less than 20o, breaks connection*		SV	9.4
Additional Bonus			*(not in mount or dismount)*		**Choice of Elements:**	*not up to competitive level*		AV	0.6
Same Bar "D" or Any "E" Release	**D / E**		**C - Dismount**	0.1	**ONE Single Bar ("D") Release**	**Or ONE ("E") Release**			
			C preceded by minimum C element	(UTL)	**Or Minimum (2) two ("D") Releases**	**Or Minimum (2) two ("E") Elements**		SR	0.2
			D/E - Dismount		**AND ("D") Dismount or ("C") with CV**				

Hold Landing (1) second - _____   Exec. - _____   Comp. - _____

A -
B -
C -
D -
E -

CV+ ____
DE+ ____

SV
Level: **9.4**
VP - _____
SR - _____

Sub: _____

BONUS + _____

S.V. + _____
Ded. - _____
J1 Score _____
J2 Score _____

Average
Off Ave. - _____
Score _____

Hold Landing (1) second - _____   Exec. - _____   Comp. - _____

A -
B -
C -
D -
E -

CV+ ____
DE+ ____

SV
Level: **9.4**
VP - _____
SR - _____

Sub: _____

BONUS + _____

S.V. + _____
Ded. - _____
J1 Score _____
J2 Score _____

Average
Off Ave. - _____
Score _____

Hold Landing (1) second - _____   Exec. - _____   Comp. - _____

A -
B -
C -
D -
E -

CV+ ____
DE+ ____

SV
Level: **9.4**
VP - _____
SR - _____

Sub: _____

BONUS + _____

S.V. + _____
Ded. - _____
J1 Score _____
J2 Score _____

Average
Off Ave. - _____
Score _____

BEAM Connection Values	0.1	0.2	Beam - SR 0.2 each	BEAM Composition			VP	NCAA
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 section		
(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*	B	3
Acro Flight - 3 elements	B+B+C	B+B+D *	* 1 - ("C") Dance - On the Beam*	0.05		*Level Changes*	C	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 element*		
Dismount Must be "C" for CV		B+C+D	* 180o split*	0.1		*Minimum ("A") Forward/Sideward Acro element*	SV	9.4
Dance or Mixed	A+D	B+D*	*1 Full turn*		**Choice of Acro Elements**	*Mount / Dismount included*	AV	0.6
(including mounts)	B+C	C+C	**C - Aerial/Salto**	0.1	**Acro Flight Series on the Beam**	*Series without CV must have Additional "D" Acro or "E" Dance skill*		
Turns	A+C		Dismount	(UTL)	*Not Up to Competitive Level*	Additional "D/E" Acro into Dismount = Not UTL Additional "D"	SR	0.2

Hold Landing (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -	Time: _____	S.V. + _____
B -	SV	Ded. - _____
	Level: 9.4	
C -	VP - _____	J1 Score _____
D -	SR - _____	J2 Score _____
E -	Sub: _____	
CV+ ____		Average _____
		Off Ave. - _____
DE+ ____	BONUS + _____	Score _____

Hold Landing (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -	Time: _____	S.V. + _____
B -	SV	Ded. - _____
	Level: 9.4	
C -	VP - _____	J1 Score _____
D -	SR - _____	J2 Score _____
E -	Sub: _____	
CV+ ____		Average _____
		Off Ave. - _____
DE+ ____	BONUS + _____	Score _____

Updated September 2025   **NCAA - SCORESHEET - BEAM**   Priscilla K. Hickey, Editor

BEAM Connection Values	0.1	0.2	Beam - SR 0.2 each	BEAM Composition				VP	NCAA
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 section			
(including mounts)	C dance > **C****	C+C	** 1 - ("C") Flight*	0.05	**Insufficient Use of Entire Beam**	*Spatially*		A	3
	Dismounts**		*1 Dance or Mixed Series*	0.05		*Directionally*		B	3
Acro Flight - 3 elements	B+B+C	**B+B+D ***	** 1 - ("C") Dance - On the Beam*	0.05		*Level Changes*		C	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 element*		SV	9.4
Dismount Must be "C" for CV		B+C+D	** 180o split*	0.1		*Minimum ("A") Forward/Sideward Acro element*		AV	0.6
Dance or Mixed	A+D	**B+D***	*1 Full turn*		**Choice of Acro Elements**	*Mount / Dismount included*		AV	0.6
(including mounts)	B+C	C+C	*C - Aerial/Salto*	0.1	**Acro Flight Series <u>on</u> the Beam**	*Series without CV must have **Additional "D"** Acro or "E" Dance skill*			
Turns	A+C		Dismount	**(UTL)**	*Not Up to Competitive Level*	Additional "D/E" Acro into Dismount = Not UTL Additional "D"		SR	0.2

Hold Landing (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -	Time: _____	S.V. + _____
B -	SV	Ded. - _____
	Level: 9.4	
C -		J1 Score _____
D -	VP - _____	J2 Score _____
E -	SR - _____	
		Average _____
	Sub: _____	
CV+ ____		Off Ave. - _____
DE+ ____	BONUS + _____	Score _____

Hold Landing (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -	Time: _____	S.V. + _____
B -	SV	Ded. - _____
	Level: 9.4	
C -		J1 Score _____
D -	VP - _____	J2 Score _____
E -	SR - _____	
		Average _____
	Sub: _____	
CV+ ____		Off Ave. - _____
DE+ ____	BONUS + _____	Score _____

Hold Landing (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -	Time: _____	S.V. + _____
B -	SV	Ded. - _____
	Level: 9.4	
C -		J1 Score _____
D -	VP - _____	J2 Score _____
E -	SR - _____	
		Average _____
	Sub: _____	
CV+ ____		Off Ave. - _____
DE+ ____	BONUS + _____	Score _____

FLOOR Connection Values	0.1	0.2	(5) FLOOR - SR 0.2 each	FLOOR	Compostion Deductions		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	0.05	**Insufficient Distribution of Elements**	*Difficulty not maintained or placed in same section*	0.1	**A**	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	**B**	3
	A + D	A + E	3 Different Saltos	0.1	**Lack of Variety in Acro**	*Minimum ("A") Salto Forward/Sideward*	0.5	**C**	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		All routines must have	*1 Dance/Acro ("E") element*		SV	9.4
		A/B + D	2 - Acro Passes on			*OR 2 Different ("D") elements (1) Acro*			
	A + A + C	A + A + D	2 - Different Diagonals	UTL	All routines must have	*Dismount ("C") Salto with +0.1 CV*		AV	0.6
Dance / Mixed	B + D	C + D	**C - Last Salto Pass**	0.1		*OR Dismount ("D/E") 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*		SR	0.2
Mixed	Salto D + A Jump		**+0.1 (3 pass = Double Salto / E-acro)**		1 Acro Pass Routine	*will not meet UTL requirement*			

Hold Finish (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -

B -   SV Level: **9.4**

C -   VP - _____

D -   SR - _____

E -   Sub: _____

CV+ ____

DE+ ____   BONUS + _____

Time: _____

S.V. + _____

Ded. - _____

J1 Score _____

J2 Score _____

Average _____

Off Ave. - _____

Score _____

Hold Finish (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -

B -   SV Level: **9.4**

C -   VP - _____

D -   SR - _____

E -   Sub: _____

CV+ ____

DE+ ____   BONUS + _____

Time: _____

S.V. + _____

Ded. - _____

J1 Score _____

J2 Score _____

Average _____

Off Ave. - _____

Score _____

FLOOR Connection Values	0.1	0.2	(5) FLOOR - SR 0.2 each	FLOOR	Composition Deductions			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	0.05	Insufficient Distribution of Elements	Difficulty not maintained or placed in same section	0.1	A	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	B	3
	A + D	A + E	3 Different Saltos	0.1	Lack of Variety in Acro	Minimum ("A") Salto Forward/Sideward	0.5	C	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		All routines must have	1 Dance/Acro ("E") element		SV	9.4
		A/B + D	2 - Acro Passes on			OR 2 Different ("D") elements (1) Acro			
	A + A + C	A + A + D	2 - Different Diagonals	UTL	All routines must have	Dismount ("C") Salto with +0.1 CV		AV	0.6
Dance / Mixed	B + D	C + D	C - Last Salto Pass	0.1		OR Dismount ("D/E") 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		SR	0.2
Mixed	Salto D + A Jump		+0.1 (3 pass = Double Salto / E-acro)		1 Acro Pass Routine	will not meet UTL requirement			

Hold Finish (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -
B -
C -
D -
E -

CV+ ____
DE+ ____

Time: _____
SV Level: **9.4**

VP - _____
SR - _____

Sub: _____
BONUS + _____

S.V. + _____
Ded. - _____

J1 Score _____
J2 Score _____

Average _____
Off Ave. - _____
Score _____

Hold Finish (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -
B -
C -
D -
E -

CV+ ____
DE+ ____

Time: _____
SV Level: **9.4**

VP - _____
SR - _____

Sub: _____
BONUS + _____

S.V. + _____
Ded. - _____

J1 Score _____
J2 Score _____

Average _____
Off Ave. - _____
Score _____

Hold Finish (1) second - _____

Artistry - _____   Exec. - _____   Comp. - _____

A -
B -
C -
D -
E -

CV+ ____
DE+ ____

Time: _____
SV Level: **9.4**

VP - _____
SR - _____

Sub: _____
BONUS + _____

S.V. + _____
Ded. - _____

J1 Score _____
J2 Score _____

Average _____
Off Ave. - _____
Score _____