

## Chief Judge Deductions 2026-2030

*Chief Judge takes the deduction from the Average Score for the following infractions.  
Must be indicated to the Coach either verbally or by visual means at the conclusion of the exercise.*

<u>0.50</u>	<b>Absence of Music</b> or Music with <b>words or song / speech</b> (See COP Section 5 - FX for specifics)
<u>0.20</u>	<b>Coach sprays water or adds chalk to UB once after routine has begun - No warning given</b> (Does not apply if athlete has fallen and is off the equipment)
<u>0.30</u>	<b>Coach/Athlete on FX area during routine</b> (inside the border marking) (see COP General p 9 for details) (No Deduction Xcel/Comp)
<u>0.10</u>	<b>Coach standing</b> between or next to equipment thruout routine (between UB or next to BB) (No Deduction Xcel/Comp)
<b>Exercise Terminated</b>	<b>Exceeds Allotted Fall Time</b> - 45 sec Fall time starts once gymnast is standing on her feet
<u>0.20</u>	<b>Excessive use of magnesia (Chalk) or Incorrect use of tape</b> (see COP General pg 9 for details)
<u>0.10</u>	<b>Fail to Mark</b> the FX boundary line on additional mats (applies to any mat covering the boundary line)
<u>0.20</u>	<b>Failure to observe specified Warm-Up Time</b> (after warning) (see COP General pg 7 for details)
ea time <u>0.10</u>	<b>Failure to Present before &amp; after exercise.</b> It is required to present to the <b>CJ before</b> the exercise. Gymnast may present to <b>any judge at the end</b> of the exercise.
<u>0.30</u>	<b>Failure to remove board or authorized spotting device UB/BB</b>
<u>0.30</u>	<b>Failure to remove board or mounting apparatus</b> after the mount
<u>0.20</u>	<b>Gymnast fails to begin exercise within 30 sec, after the CJ signals to begin.</b>
<u>0.50</u>	<b>Gymnast leaving FX mat during routine</b> (NOT in addition to fall out of bounds or fall immediately preceding gymnast leaving floor for medical evaluation).
<u>0.20</u>	<b>Incorrect ATTIRE</b> (after a warning) (see COP General pg 8 for details)
<u>0.20</u>	<b>Incorrect PADDING</b> (Gymnast wearing heel / hip pads on bars) If CJ notices the heel pads prior to the Gymnast's mount, a warning must be given. However, if the Gymnast wears the heel pads during her exercise (whether or not the CJ warned her previously), the deduction <b>must</b> be taken. (See COP General pg 7)
<u>0.30</u>	<b>Lands UB / BB dismount or FX Acro Salto in Solid or Loose Foam Pit</b>
ea time <u>0.10</u>	<b>Out of Bounds - Any part of the body touching outside of the FX border marking</b>
<u>0.10</u>	<b>Overtime</b>
<u>2.00</u>	<b>Short routines</b> (complete or incomplete routines) UB > than 5 VP - BB & FX > 30 secs - <b>Exception:</b> 0.50 for Level 6 (COP Section 4 BB for specifics) - <b>Xcel &lt; 3 attempted or spotted VP</b>
<u>0.50</u>	<b>Start routine before signal</b> (deduct from repeated performance) (see COP General pg 9 & COP 2 VT pg 4) <b>NOT for Xcel</b>
<u>0.20</u>	<b>Technical Verbal cues by coach or teammate(s) to own Gymnast</b> (after a warning) (See COP General pg 7)
<u>0.20</u>	<b>Unsportsmanlike conduct of gymnast</b> (after warning)
<u>0.30</u>	<b>Unauthorized equipment or additional/insufficient matting</b> (See Event sections for specifics)
<u>0.30</u>	<b>Using incorrect apparatus specifications</b>
<u>0.20</u>	<b>Warming up on mat after a fall (Beam) - (No warning needed)</b>
	<b>Chief Judge reports to the Meet Referee or Jury of Appeals if:</b> (See COP General pg 6)
	<ul style="list-style-type: none"> <li>a) Incorrect gymnast attire</li> <li>b) Unsportsmanlike conduct of coach (after warning)</li> <li>c) Excessive cheers or behavior disruptive to competition by teammates or coach</li> <li>d) Team fails to observe warm-up time (after warning) - Applies to team score on event</li> <li>e) Coach or teammates warned about technical verbal cues</li> </ul>

## 2026-2030 Vault Specific Apparatus Deductions Levels 6 &amp; 7

General Deductions	
No Ded	Balk #1: Run approach without coming to rest or support on top of table
VOID	Balk #2 or Balk #3
0.50	Coach standing between board & vault table ( <i>Exception: no deduction if Gymnast performs a RO (Yurchenko) entry Vault</i> )
0.20	Failure to punch board simultaneously with 2 (two) feet
VOID	Failure to use Safety Zone mat for Round-off entry vaults
VOID	Failure to use Mat Stack for landing
^0.40	Insufficient <b>Dynamics</b> ( <i>speed/power</i> )
^0.10	Insufficient <b>Foot Form</b> ( <i>flexed/sickled</i> ) throughout
<u>0.30</u> CJ	Incorrect Mats ( <i>Mat stack does not meet min height to align with underside of table</i> )
VOID	Spotting assistance during the vault
0.50	Spotting assistance upon landing ( <i>No deduction for assisting / spotting after landing</i> )
VOID	Use of Alternative Springboard ( <i>trampoline-like / junior board "Pre-School type" / inflatable rebounding device</i> )
VOID	Vault performed is not one of the allowable choices
<u>0.50</u> CJ	Vaults without signal from CJ ( <i>CJ deducts 0.50 from average of next completed vault</i> )
First Flight Phase	
Incorrect Leg Form	
	^0.30 Legs <b>Bent</b>
	^0.10 Legs <b>Crossed</b>
	^0.20 Legs <b>Separated</b>
Poor Alignment	
	^0.20 Excessive <b>Arch</b>
	^0.30 Hip <b>Angle</b>
Support / Repulsion Phase	
^0.50	<b>Bent Arms</b> ( <i>bent 90° or more = Max Deduction</i> ) slight lead arm bend allowed on Tsuk vaults
^0.30	Failure to pass through Vertical
<u>2.00</u>	Head contacting table - includes <u>0.50</u> deduction for extreme arm bend
<u>0.30</u>	Hop(s) with both hands simultaneously
VOID	No hand contact on table
Poor Alignment	
	^0.20 Alternate repulsion from hands on all vaults except Tsukahara
	^0.20 Excessive <b>Arch</b>
	^0.30 Legs <b>Bent</b>
	^0.20 Shoulder <b>Angle</b>
	^0.10 Staggered / alternate hand placement on all vaults except Tsukahara
ea <u>0.10</u>	Step(s) with hands <b>Max 0.30</b>

<b>Support / Repulsion Phase</b> <i>(continued)</i>	
<b>^0.50</b>	<b>Too long in support</b>
<b>1.00</b>	<b>Touch table with only one (1) hand</b>
<b>Second Flight Phase</b>	
<b>No Deduct</b>	<b>Arm position when leaving table will NOT be evaluated</b>
<b>^0.20</b>	<b>Brush or Hit of body on table</b>
<b>^0.30</b>	<b>Fail to create rotation</b> <i>(shoulders rising while maintaining flat hips)</i>
<b>^0.50</b>	<b>Fail to maintain body position</b> <i>(flat hips)</i>
<b>^0.10</b>	<b>Incorrect foot form</b> <i>(flexed / sickled)</i>
<b>Incorrect Leg Form</b>	
	<b>^0.30</b> Legs <b>Bent</b>
	<b>^0.10</b> Legs <b>Crossed</b>
	<b>^0.20</b> Legs <b>Separated</b>
<b>^0.50</b>	<b>Insufficient Height</b>
<b>Landing</b>	
<b>^0.30</b>	<b>Deviation from straight Direction</b> <i>(determined by initial contact with mat)</i>
<b>1.00</b>	<b>Failure to land on top of mat stack</b>
<b>VOID</b>	<b>First point of contact on mat stack is head / neck</b>
<b>^0.50</b>	<b>Incorrect Body Posture on landing</b> <i>(does not apply to Level 7 athlete who chose to land on back)</i>
<b>VOID</b>	<b>Landing on top of vault table</b> <i>(in a sitting, lying, or standing position)</i>
<b>0.20</b>	<b>Lands on feet alternately</b> <i>(one then the other - if only 1 foot touches mat, deduct for leg separation only)</i>
<b>VOID</b>	<b>Salto performed after landing</b>
<b>FRONT HANDSPRING ENTRY</b>	
<b>VOID</b>	<b>Fail to land on any part of the bottom of the feet first - Levels 6 &amp; 7</b>
<b>0.50</b>	<b>Lands and falls BACK against the table</b>
<b>ea 0.20</b>	<b>Large step or jump BACK toward table</b> <i>(~3 ft or more - Max 0.40)</i>
<b>^0.10</b>	<b>Slight hop, small adjustments of feet BACK toward table</b>
<b>ea 0.10-0.15</b>	<b>Small or Medium step(s) BACK toward table</b> <i>(per step - Max 0.40)</i>
<b>ROUND-OFF (YURCHENKO) and TSUKAHARA ENTRY</b>	
<b>VOID</b>	<b>Fail to land on any part of the bottom of the feet first</b> <b>1.00 - Level 6      No Deduction - Level 7</b>
<b>0.50</b>	<b>Lands and falls FORWARD against the table</b>
<b>ea 0.20</b>	<b>Large step or jump FORWARD toward table</b> <i>(~3 ft or more - Max 0.40)</i>
<b>^0.10</b>	<b>Slight hop, small adjustments of feet FORWARD toward table</b>
<b>ea 0.10-0.15</b>	<b>Small or Medium step(s) FORWARD toward table</b> <i>(per step - Max 0.40)</i>

## 2026-2030 Vault Specific Apparatus Deductions Levels 8 / 9 / 10

**Level 10:** All Vaults listed on Level 10 Chart - Other Levels have separate Charts & Restrictions

**Level 10 Bonus Vaults:** If performed successfully, selected 10.0 SV vaults receive +0.10 Bonus

### General Deductions

<b>No Deduct</b>	<b>Balk #1:</b> Run approach without coming to rest or support on top of table
<b>VOID</b>	<b>Balk #2 or Balk #3</b>
<b>0.50</b>	Coach catches a falling gymnast <i>(no deduction for the spot)</i>
<b>0.50</b>	Coach standing between board and vault table <i>(Exception: no deduction if Gymnast performs a Round-off (Yurchenko) entry Vault at level 8 / 9 / 10)</i>
<b>0.20</b>	Failure to punch board simultaneously with two (2) feet
<b>VOID</b>	Failure to use the Safety Zone mat for Round-off entry vaults
<b>VOID</b>	Gymnast runs onto board, steps up onto Vault table or rebounds from board to come to rest/support on table
<b>^0.10</b>	Incorrect Foot Form Throughout <i>(Flexed / Sickled)</i>
<b>^0.30</b>	Insufficient <b>DYNAMICS</b> <i>(speed / power)</i>
<b>Event VOID</b>	Restricted vault performed for Level 8 or 9
<b>VOID</b>	Spotting assistance during the vault
<b>1.00</b>	Spotting assistance <b>ALLOWED</b> in second flight of Level 8 SALTO Vaults Only
<b>0.50</b>	Spotting assistance upon Landing <b>+0.50</b> if gymnast falls after after assistance
<b>VOID</b>	Use of Alternative Springboard <i>(trampoline-like / junior board-'Pre-School type' / inflatable rebounding device)</i>
<b>0.50 CJ</b>	Vaults without signal from CJ <i>(CJ deducts 0.50 from average of next completed vault)</i>
	<b>First Flight Phase</b>
	<b>INCORRECT LEG FORM</b>
<b>^0.30</b>	Legs Bent
<b>^0.10</b>	Legs Crossed
<b>^0.20</b>	Legs Separated
	<b>POOR ALIGNMENT</b>
<b>^0.20</b>	Excessive Arch
<b>^0.30</b>	Hip Angle
<b>^0.30</b>	Incomplete LA Turn
	<b>Support/Repulsion Phase</b>
<b>^1.00</b>	<b>Angle of Repulsion</b> applies to Level 8/ 9/ 10 <b>Non-Salto Vaults</b> from Any Group <i>If gymnast leaves the Vault Table (angle from hands to lowest body part past vertical)</i> By Vertical.....No Deduction 1° - 45° Past Vertical.....Deduct 0.05 - 0.50 46° Past Vertical to Horizontal.....Deduct 0.55 - 1.00
<b>^0.50</b>	<b>Bent Arms</b> (90° or more = max ded) <i>{Slight arm bend of lead arm is allowed on Grp 3 vaults}</i>
<b>^0.30</b>	Failure to Pass through Vertical
<b>2.00</b>	Head contacting table during support phase <i>(includes 0.50 for extreme arm bend)</i>
<b>0.30</b>	Hop(s) with both hands simultaneously
<b>VOID</b>	No hand contact on the vault table

**Support/Repulsion Phase (continued)****POOR ALIGNMENT**

^0.20 Alternate repulsion from hands on all vaults (Except: Grp 3 &amp; 5 Vaults w/ 3/4 - 1/1 on, Salto off)

^0.20 Excessive Arch

^0.30 Legs Bent (in support) or Early Tuck (Salto vaults)

^0.20 Shoulder Angle

^0.10 Staggered/Alt hand placement on all vaults (Except: Grp 3 &amp; 5 Vaults w/ 3/4 - 1/1 on, Salto off)

^0.30 Prescribed LA turn begun too Early

each 0.10 Step(s) with hand(s) **Max 0.30**^0.50 Too long in support - Level 8/ 9/ 10 **Non-Salto Vaults ONLY** from any Group

1.00 CJ Touch w/ only one hand on the vault table

**Second Flight Phase**

^0.20 Brush or hit of body on far end of Vault Table

**INCORRECT LEG FORM**

^0.30 Legs Bent

^0.10 Legs Crossed

^0.20 Legs Separated

**INSUFFICIENT EXACTNESS OF BODY POSITION (TUCK, PIKE, STRETCH)**^0.30 Failure to maintain **Stretched Body** (pike down of stretched vaults to facilitate landing)^0.30 Insufficient **Tuck** (min 90° bend in hip & knees (allow open "puck" during twists in Tuck position)^0.30 Insufficient **Pike** (91°-135°) (min 90° bend in hips)^0.30 Insufficient **Stretch** (180° ideal - Greater than 135° = stretched position) (136° - 179° hip angle (pike) =

^0.10 Insufficient Exactness of LA turn

^0.30 **INSUFFICIENT EXTENSION (OPEN) BEFORE LANDING** (clarification COP Vault pg 13)

0.05-0.25 - Insufficient &amp;/or Late extension (Tuck &amp; Pike vaults)

0.30 - Total Absence of Extension (Tuck &amp; Pike vaults)

^0.50 Insufficient **HEIGHT**^0.30 Insufficient Length - **DISTANCE**: When evaluating length, consider size of the Gymnast, type of vault, where the hands contact the table and where the feet land and overall trajectory (amplitude) of the 2nd flight phase; not just the distance from where the Gymnast lands in relation to the end of the vault table.^0.30 **Late Completion of the twist** (Gr 1 vaults & Gr 4 & 5 vaults without saltos)

^0.10 Under-Rotation of Vaults

**Landing**^0.20 **Additional trunk movement(s)/arm swings** to maintain balance/control on VT landing (applies to 'stuck' landings - if additional movements/arm swings lead to steps, take only steps)^0.30 Deviation from a straight **DIRECTION** (determined by initial contact with mat)

VOID Failure to Land on any part of the Bottom of the Feet First

0.50 Fall on mat to knee(s) or hips

0.50 Fall against Vault Table

0.50 Gymnast falls, landing on hands &amp; bottoms of feet simultaneously

^0.20 Incorrect **Body Posture**^0.30 Insufficient **Dynamics (speed / power)**

**Landing (continued)**

**Lands with feet apart** - No deduction for feet a max of hip-width apart, provided heels join (slide) together on the controlled extension.

**0.05** Lands with feet hip-width apart or closer (but never join feet (heels) together)

**0.10** Lands with feet further than hip-width apart (If landing with feet apart / staggered, gymnast takes a step(s), deduct only for the step(s))

**0.10** Lands with entire foot / feet sliding or lifting off the floor to join, it is considered a small step

**VOID** Landing on Top of the Table (in a sitting, lying, or standing position)

**each 0.20** Large Step or Jump (approximately 3 feet or more - max 0.40)

**^0.30** **PRESCRIBED LA TURN INCOMPLETE**  
 1° - 30° missing.....^0.10  
 31° - 60° missing.....0.15 - 0.20  
 61° - 89° missing.....0.25 - 0.30  
 90° or more missing.....Lower Value

**^0.30** Slight brush/ touch of 1 or 2 hands on mat (no support)

**^0.10** Slight hop, Small adjustment of feet or Staggered feet

**ea 0.10-0.15** Small or Medium step(s) (per step) **Max 0.40**

**^0.30** Squat on landing (hips lower than knees)

\*Squat on landing deduction guideline:

**plus 0.50** Vault lands in squat/compressed position, then falls

**each 0.10** Steps (per step w/ max of 4 - if steps lead to fall, take 0.50 for fall only) (See COP Vault pg 15)

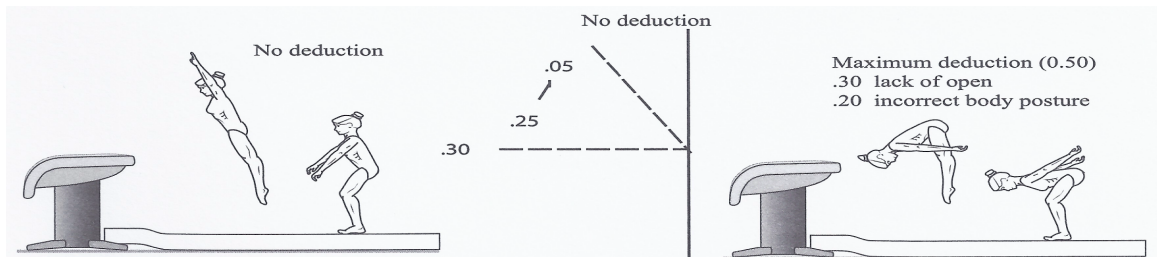
**0.50** Support on mat with 1 or 2 hands

**Clarification - Insufficient / Late Opening and Total Absence of Extension**

Opening deduction should reflect body shape prior to landing. Deduction applied according to small, medium, and large errors. Illustration refers to degree of closure of upper body towards the legs.

Example 1: Gymnast begins to extend or completely extends hips prior to landing, but upon landing cannot maintain upper body posture and closes upper torso downward toward the legs (compresses), apply ^0.20 deduction for "incorrect body posture on landing".

Example 2: Gymnast never opens, lands in a full squat position and proceeds to fall. Deduct **0.50** for the fall, In addition, deduct **0.30** for lack of extension, **^0.30** for squat on landing and **^0.20** for incorrect body posture.



## Uneven Bars: Specific Compositional Deductions 2026-2030

*NOTE: Composition deductions are NOT applied at Levels 6 / 7*

ea <u>0.10</u>	<b>3/4 Giant Circle forward with or without a grip change</b>
	<i>NOT considered an element - Will break a connection - Take execution / amplitude deductions - small faults for additional insufficient amplitude of backward swing</i>
	<b>Choice of Elements (Level 9 / 10 ONLY)</b> Fail to perform two (2) elems that fulfill two (2) out of four (4) of the following requirements (not Dsmts): <ol style="list-style-type: none"> <li>1. One Forward element (circle or release) (minimum "B")</li> <li>2. One Element from Groups 3 / 6 / 7 (minimum "B")</li> <li>3. One Element with minimum 180 LA turn, with or without flight (minimum "C")</li> <li>4. One single bar release (minimum "D")</li> </ol>
No Ded	Two (2) out of four (4) requirements performed
<u>0.10</u>	One (1) out of four (4) requirements performed
<u>0.20</u>	None (0) of the four (4) requirements performed
<u>0.10</u>	<b>Facing the same DIRECTION throughout exercise (Level 9/10 only)</b> <i>Elems with 1/1 turn will NOT fulfill change of direction - Mount / Dismout will NOT fulfill change of direction</i>
^0.20	<b>Lack of Elements that achieve (or pass through) vertical (Level 8 ONLY)</b>
<u>0.20</u>	<b>Lack of two (2) Bar Changes (Level 10 ONLY) (Level 9 has SR of 1 Bar Change)</b>
ea <u>0.10</u>	<b>More than one (1) squat / stoop on LB, with or without sole circle with jump to grasp HB (Level 10 ONLY)</b> <ol style="list-style-type: none"> <li>1. After a fall, judging resumes once an element listed in the COP is performed</li> <li>2. Deduct for any additional cast squat / stoop on LB that is performed, if previously performed</li> </ol> <b>EXCEPTION:</b> Following a fall from UB, gymnast is allowed to perform cast squat / pike-on to resume routine without receiving <u>0.10</u> deduction. Once a gymnast has performed a planned squat / stoop-on, ONLY additional planned squat / stoop on's would be subjected to the <u>0.10</u> ea deduct.
ea <u>0.10</u>	<b>Uncharacteristic elements</b> <i>Ex: Squat / stoop on LB, stand with 1/2 turn on feet to grasp HB</i> <i>Ex: Swing forward on HB, place feet on LB to stand (with or without 1/2 turn)</i> <i>Ex: Climbing / crawling onto LB (within exercise)</i>
<b>Uneven Bars: Chief Judge Deductions</b>	
<u>0.10</u>	Coach standing between bars throughout exercise
<u>2.00</u>	Complete or incomplete exercises ( <i>Fewer than five (5) VP elements</i> )
Ended	Exceeds 45-second Fall Time
<u>0.30</u>	Failure to remove board / spotting block after release or mount
<u>0.20</u>	Incorrect padding ( <i>use of heel / hip pads</i> ) Warn if noticed prior to mount, but deduction must be taken if heel pads are worn during exercise with or without warning.
<u>0.30</u>	Lands dismount in solid or loose foam pit NO VP / SR / Bonus / CC
<b>Uneven Bars: Specific Execution Deductions</b>	
ea <u>0.30</u>	Intermediate or (extra) swing or cast
Max <u>0.50</u>	More than one consecutive extra swing(s) after an element ( <i>see COP Bars pg 33</i> )
<u>0.50</u>	Third run approach to mount / touch springboard without mounting

## Uneven Bars: Execution & Amplitude Deductions

^0.20	Additional trunk movement(s)/arm swing(s) to maintain balance/control upon landing UB dismount (Applies to stuck landings)
^0.20	Amplitude of UB elements <i>(including releases)</i> - Except Salto Dsmnts (Large Faults)
^0.30	Bent Arms in Support - on any one element <i>(90° bend or greater = Max 0.30)</i>
^0.30	Bent Legs - on any one element <i>(90° bend or greater = Max 0.30)</i>
^0.30	Brush / Touch Landing surface w/ 1 or 2 Hands <i>(no support)</i>
0.50	Coach catches a falling gymnast <i>(No deduction for the SPOT)</i>
^0.10	Deviation from straight <b>DIRECTION</b> on Dismount Landing
^0.20	Failure to Maintain Stretched Body Position <i>(Pikes down Dismount)</i>
0.50	<b>Fall or Failure to Land on the Bottom of the Feet First</b> on Dismount regardless if the salto was or was not initiated <i>No VP / SR / Bonus / CC</i>
0.50	Fall <i>After Spot</i>
0.50	Fall on MAT to Knee(s) or Hips
0.50	Fall on or against the APPARATUS
Ea time 0.05	Flexed/sickled feet on VP elements
0.50	Full Support on Foot / Feet on Mat during exercise
0.30	Grasp on Bar Apparatus to Avoid a Fall
ea ^0.10	Hesitation during jump to HB or swing to Handstand
0.20	Hit on <b>APPARATUS</b> with Foot / Feet
0.30	Hit on <b>MAT</b> with Foot / Feet
^0.20	Incomplete Twist on Twisting Salto Dismounts
^0.20	Incorrect Body Posture on Landing
^0.20	Insufficient <b>Dynamics</b> throughout - Consider: <i>Insufficient Swingful execution - Energy Not Maintained - Fails to make Difficult Look Effortless</i>
ea^0.20	Insufficient Exactness of Body Shape: Tuck or Pike Position
ea ^0.20	Insufficient Exactness of Stretched Position - <i>Arch or Hip Angle (136°-179°)</i>
ea ^0.10	Insufficient Extension of Glides / Swings into Kips
^0.30	Insufficient <b>HEIGHT</b> (Amplitude) of <b>Salto Dismount</b>
^0.30	Insufficient Extension (Open) of <b>Tk / Pk Body Position</b> prior to Landing <b>Dismount</b>
0.10	Landing Too Close to the Bar on Dismount
0.10	Lands with entire foot / feet sliding or lifting off floor to join <i>(considered small step)</i>
0.10	Lands with Feet Further than Hip-width apart
0.05	Lands with Feet Hip-width apart or closer, but never joins feet <i>(heels)</i>
ea 0.20	Large Step or Jump on Landing <i>(approximately 3 feet or more)</i> <b>Max 0.40</b>
ea ^0.20	Leg or Knee Separations
^0.10	Legs crossed during Salto Dismounts with Twist
ea ^0.10	Poor Rhythm in Elements / Connections
^0.10	Precision of Handstand positions throughout exercise

## Uneven Bars: Execution & Amplitude Deductions *(continued)*

^0.10	Slight hop, or Small Adjustment of feet, or Feet Staggered on Landing Dismounts
0.50	Spotting assistance during an Element <i>No VP / SR / Bonus / CC</i>
0.50	Spotting assistance upon Landing the Dismount - <i>Award VP / SR / CC - No Bonus</i>
^0.30	Squat on Landing ( <i>hips lower than knees</i> ) + <b>0.50</b> if Fall after landing in Squat/Compressed position
ea 0.10-0.15	Small or Medium Steps on Landing ( <i>Max 0.40</i> )
0.50	Support on Mat with 1 or 2 Hands upon Landing
ea. ^0.10	Swing forward or backward under horizontal
ea. ^0.10	Touch / Brush on Apparatus or Mat with Foot / Feet
ea. ^0.10	Under-rotation of Release / Flight elements

## Uneven Bars: Amplitude of CASTS & SWINGS

^0.30	<p><b>Amplitude of Casts (Legs straddled or together) Levels 7 / 8 / 9 / 10</b> (<i>Level 6 = 45° or higher there are No Amplitude Deductions (see Level 6 SR Bars pg. 28)</i>)</p> <p>0° - 10° from vertical - <b>"B" VP &amp; No Deduction</b> for Amplitude of Cast            11° - 20° from vertical - <b>"B" VP &amp; 0.05 Deduction</b>            21° - 30° from vertical - <b>"0" VP &amp; 0.10 Deduction</b>            31° - 45° from vertical - <b>"0" VP &amp; 0.15 - 0.20 Deduction</b>            46° &amp; more from vertical - <b>"0" VP &amp; 0.25 - 0.30 Deduction</b></p> <p>No Insufficient amplitude of cast deduction is applied to Casts prior to squat/stoop/straddle on LB (w or w/o sole circle Bkwd), jump to grasp HB - Deduct <b>0.05</b> if squat-on is accomplished by merely lifting hips up</p> <p>No deduction for insufficient amplitude of casts at Level 7/8 if cast if followed by elements:            #2.205 Straddle back, #3.203 Underwing 1/2 over LB, #4.204 Bail, #4.306 Peach ("Peach" salto allowed as 1 restricted element for Level 8 for "B" VP) - <b>Level 6/7 NOT allowed to perform "Peach" element)</b></p>
^0.30	<p><b>Angle of Body at Turn Completion</b> (<i>Elements with 1/1 turn AFTER HS and all 1 1/2 turns/pirouettes</i>)</p> <p>^30° from vertical - <b>No Deduction</b>            31° - 45° from vertical - <b>0.05 - 0.15</b>            46° or more from vertical - <b>0.20 - 0.30</b></p>
^0.30	<p><b>Angle of Body at Turn Completion</b> (<i>Elements that require turn IN Handstand</i>)</p> <p>^20° from vertical - <b>No Deduction</b>            21° - 30° from vertical - <b>0.05 - 0.10</b>            31° - 45° from vertical - <b>0.15 - 0.20</b>            46 or more from vertical - <b>0.25 - 0.30</b></p>

## Uneven Bars: Amplitude of CASTS & SWINGS *(continued)*

^0.40	<b>Angle of Completion of Clear Hip Circle to HS ONLY</b> 0° - 10° from vertical - <b>No Deduction - "C" VP</b> 11° - 20° from vertical - <b>0.05 Deduction - "C" VP</b> 21° - 45° from vertical - <b>No Deduction - "B" VP</b> 46° - 89° from vertical - <b>0.05 - 0.25 Deduction - "B" VP</b> 90° from vertical (horizontal) - <b>0.30 Deduction - "B" VP</b> More than 90° from vertical (below horizontal) - <b>0.35 - 0.40 Deduction - "B" VP</b> Receive "B" or "C" VP credit, depending on the degree from vertical achieved once the hands shift to the top of the bar - <b>EXCEPTION: Level 6/7/8</b> - No amplitude deductions are applied from 45° to vertical - Receive "B" VP credit for any CHC, even if HS phase is achieved.
^ Lower VP	<b>Angle of Completion of Circling Elements <i>(Except Clear Hip Circles)</i></b> 0° - 10° from vertical - <b>No Deduction - Award Higher VP</b> 11° - 20° from vertical - <b>0.05 Deduction - Award Higher VP</b> 21° - 45° from vertical - <b>No Deduction - Award Lower VP</b> 46° & more from vertical - <b>^0.20 - Award Lower VP</b>
^ Lower VP	<b>Insufficient Angle of Arrival on Flights to HS on LB</b> 0° - 10° from vertical - <b>No Deduction - Award Higher VP</b> 11° - 20° from vertical - <b>0.05 Deduction - Award Higher VP</b>

### Principles for Awarding Connection Value (CV) Bonus

**Max CV Bonus: Lev 10: 0.40, Lev 9: 0.30 Lev 6/7/8 Not eligible for Bonus**

Level 10	<b>0.40 Max CV Bonus Available</b> <b>Direct Connection of at least 2 Directly Connected Elements:</b> <b>"C" + "C" = +0.10</b> Both "C" Elements must have either Flight or LA Turn of at least 180° <b>Except:</b> If 2 Elms from Groups 3/6/7, Flight/Turn is NOT required but the elements must be DIFFERENT. <b>"C" + "D/E" or "D/E" + "C" = +0.10</b> "C" connected to "D/E", "C" NOT required to have Flight or Turn - "D/E" are NEVER required to have Flight or Turn for CV <b>"B" Release Element from HB to LB raises to "C" if it directly follows a "D/E" release without Counterswing</b> <i>ex: Tkatchev to Bail; Jaeger w/ 1/2 turn to Straddle Back; Shaposhnikova to Bail</i> <b>LB to HB "D/E" release (Only Elem 3.401, 6.405, 7.410, 7.510) + "C" (Gr 3/6/7) circle to HS = +0.20</b> <i>Only these "D/E" skills in this order: Shaposhnikova, Stalder Bkwd thru HS, Maloney, Byhovsky</i>
	<b>"D" + "D" or more difficult = +0.20</b> <b>Direct Connection of at least 3 Directly Connected Elements:</b> 2nd & following elements may be used twice...first time as last element of first connection and second time as first element beginning new connection. Applies only for elements with VP credit.
	<b>Additional Bonus +0.10 Level 10 Only</b> Must have <b>10.0 SV, TB +0.60, Min Single bar "D" release or any "E" release</b> - <i>No fall/spot - Dismount elements do NOT fulfill the requirement (not a release skill)</i>

## Principles for Awarding Connection Value (CV) Bonus *(continued)*

<b>Level 9</b>	<p><b>0.30 Max CV Bonus Available</b></p> <p><b>Direct Connection of at least 2 Directly Connected Elements:</b></p> <p>"C" + "C" = +0.10 One or Both "C" Elements WITHOUT Turn or Flight OR if Both Elements are WITHOUT Turn or Flight, the elements must be DIFFERENT.</p> <p>"C" + "C" = +0.20 Both "C" Elements WITH Turn or Flight</p> <p><b>Direct Connection of at least 3 Directly Connected Elements:</b></p> <p>2nd &amp; following elements may be used twice...first time as last element of first connection and second time as first element beginning new connection. Applies only for elements with VP credit.</p> <p>D/E Bonus for Level 9: Max +0.10 Awarded</p> <p>The 1st "D/E" allowable or restricted "D/E" element RECEIVING VP CREDIT is eligible for "D/E" Bonus One Time Only. It will be awarded "C" VP credit and is eligible to fulfill CV Bonus principle (if applicable) <i>(see COP Bars pg. 47-48 for clarifications)</i></p> <p style="text-align: center;"><b>Composition Credit (CC) - Added to SV</b></p>
<b>Level 10</b>	<p><b>0.30 Maximum</b></p> <p><b>Difficulty</b></p> <p>2 Different "D/E" release VPs = +0.20</p> <p>1 "D/E" release VP = +0.10</p> <p><b>Dismount</b></p> <p>Any "C" or Higher dismount = +0.10</p> <p>"D/E" VP connected to "C" dismount = +0.10</p>
<b>Level 9</b>	<p><b>0.20 Maximum</b></p> <p><b>Difficulty</b></p> <p>2 "C" or higher VPs = +0.10</p> <p><b>Dismount</b></p> <p>Any "C" or higher dismount = +0.10</p> <p>"C" or higher VP connected to "B" dismount = +0.10</p>
<b>Level 8</b>	<p><b>0.20 Maximum</b></p> <p><b>Difficulty</b></p> <p>Direct connection of "B" + "B" = +0.10</p> <p>May include circles, pirouettes or releases - does NOT include cast HS (#2.201)</p> <p><b>Dismount</b></p> <p>Any "B" or Higher dismount = +0.10</p> <p>"B" VP connected to "A" dismount = +0.10</p>
<b>Level 6/7</b>	<p><b>Not eligible for Bonus or CC</b></p>

**Special Requirements & Start Values****Level 10 - SV 9.20 +0.50 Bonus + 0.30 CC**

1. Min One (1) "C" Flight
2. 2nd different Flight Min "B"
3. Min "C" element with LA Turn (no Mt/Dsmt)
4. Salto Dsmt Min "C"

**Level 9 - SV 9.50 +0.30 Bonus + 0.20 CC**

1. 2 Bar Changes
2. Min One (1) "B" Flight
3. 2nd different Flight Min "C" **OR** Min "B" Elem w/LA turn (no Mt/Dsmt)
4. Salto Dsmt Min "B"

**Level 8 - SV 9.80 + 0.20 CC (Bonus is Not available)**

1. One (1) Cast to HS
2. & 3. Two (2) "B" Elem same or different One (1) w/LA turn AND One (1) "B" 360 Clear Circle Elem from Grp 3/6/7 (not Dsmt)
3. Min "C" element with LA Turn (no Mt/Dsmt)
4. Salto Dsmt Min "C"

**Level 6/7 - SV 10.00**

**Balance Beam: Specific Compositional Deductions - 8 / 9 / 10 2026-2030**

Composition is NOT considered for Level 6 / 7

<u>0.20</u>	Dance Series with Min of 2 Dance Elements - Groups #1 (Mounts), #2 (Leaps / Hops / Jumps), #3 (Turns)
<u>0.05</u>	Dismount is only Forward / Sideward or only Backward element
<u>0.10</u>	Failure to perform Acro Elements in two (2) different directions - Backward and Forward / Sideward -
<u>0.10</u>	More than one 180° turn on 2 feet (pivots) with straight legs (thruout exercise) - Allowable 180° Turns: Turn on 1 foot, Turn in Squat or Demi-Plie, 1/4 Turn-1/4 Turn
<u>0.10</u>	Overuse of <b>Dance Elements</b> with Same Shape - More than 2 Wolf or Tuck hops / jumps w/ or w/o turn - More than 2 Straddle Jumps, w/ or w/o turn

**Balance Beam: Chief Judge Deductions**

<u>Ended</u>	Exceeds 45° second fall time
<u>0.10</u>	Coach Standing next to BB throughout entire exercise
<u>2.00</u>	Complete or Incomplete exercise <b>less than 30 seconds</b> <i>Exception: Level 6 ONLY - <u>0.50</u> deduction for competed routine with all required VP and 10.0 SV</i>
<u>0.30</u>	Failure to remove mounting apparatus / spotting block after mount
<u>0.30</u>	Lands dismount in <b>solid / loose foam pit</b> No VP, SR, Bonus, CC
<u>0.10</u>	Overtime
<u>0.20</u>	Warming up on mat after a fall ( <i>no warning</i> )

**Balance Beam: Execution & Amplitude Deductions**

<sup>^</sup> 0.20	Additional trunk movement(s)/arm swing(s) to maintain balance/control upon landing BB Dismount ( <i>Applies to stuck dismounts</i> ) (see COP Beam pg 27)
<sup>^</sup> 0.30	<b>Bent Arms</b> in Support - on any one element - (90° bend or greater - Max 0.30)
<sup>^</sup> 0.30	<b>Bent Legs</b> in Support - on any one element - (90° bend or greater - Max 0.30)
<sup>^</sup> 0.30	<b>Brush / Touch</b> Landing Surface with One (1) or Two (2) hands ( <i>No Support</i> )
<u>0.50</u> Fall	Coach catches a falling gymnast on element or dismount - No deduction for spot
<sup>^</sup> 0.20	Dance: <b>Incomplete Turn</b> - Group 2 /3 elements (with 360° or more Turn) 0.05 - 0.10.....1° - 44° missing 0.15 - 0.20.....45° - 89° missing Lesser VP.....90° or more missing
<sup>^</sup> 0.10	Deviation from Straight <b>DIRECTION</b> on Landing
<sup>^</sup> 0.20	Dismounts: <b>Incomplete Twist</b> - Dismounts (with 360° or more Twist) 0.05 - 0.10.....1° - 44° missing 0.15 - 0.20.....45° - 89° missing Lesser VP.....90° or more missing
<sup>^</sup> 0.20	Failure to Maintain Stretched Body Position (Pikes Down Dismount)
<u>0.50</u>	<b>Fall/Failure to Land</b> on the <b>Bottom of Feet First</b> ( <i>Aerials / Saltos / Dismts</i> ) <b>No VP/ SR / Bonus/ CC</b>

B.Eberhardt 5.2026	<b>Balance Beam: Execution &amp; Amplitude Deductions</b> <i>continued</i>
<u>0.50</u>	Fall after spot
<u>0.50</u>	Fall <b>On or Against</b> the Apparatus
<u>0.50</u>	Fall onto Beam or off Beam onto Mat
<u>0.50</u>	Fall with Simultaneously Landing on <b>Bottom of Feet + Hands/Knees</b> Award VP/ SR/ CC/ No Bonus
ea time <u>0.05</u>	Flexed / Sickled feet on Value Part Elements
ea ^0.10	Hesitation During Jump / Press / Swing to Handstand
^0.10	<b>Incorrect Body Posture</b> / Alignment during <b>Dance</b> Value Parts
^0.20	Incorrect Body Posture on Landing of Elements and Dismount
^0.20	<b>Insufficient</b> Exactness of <b>Stretched</b> position <i>Arch or Hip Angle (136°-179°)</i>
^0.20	Insufficient Exactness of Tuck or Pike position in Value Part elements
^0.30	Insufficient <b>Extension</b> ( <i>Open</i> ) of Tuck / Pike body position prior to Landing Acro elements / Dismt
^0.20	Insufficient <b>Height</b> of <b>Aerials / Saltos / Acro Flight</b> w/ Hand Support
^0.30	Insufficient <b>Height</b> of <b>Salto Dismounts</b>
^0.20	Insufficient <b>Height</b> on <b>Leaps / Jumps / Hops</b>
^0.20	<b>Insufficient Split</b> position (Deviation from 180°) - Dance & Acro 0.05 - 0.10.....1°- 20° missing 0.15 - 0.20.....20°- 45° missing Lesser VP.....46° or more missing
<u>0.10</u>	Land with Feet apart - entire foot / feet slide or lift off floor to join - deduct small step
<u>0.10</u>	Land with Feet further than Hip-width / staggered & takes a step - deduct step only
<u>0.10</u>	Landing too close to beam on Dismount
<u>0.05</u>	Lands with Feet Hip-width apart or Closer but Never Joins Feet (Heels)
<u>0.20</u>	Large Step / Jump on Landing (approximately 3 feet or more) <b>Max <u>0.40</u></b>
ea ^0.20	<b>Leg or Knee Separations</b>
^0.10	<b>Legs Crossed</b> during Salto Dismounts with Twist
^0.20	<b>Legs Not Parallel to Beam</b> in Split or Straddle Pike Leaps / Jumps
<u>1.00</u>	<b>Minimum Score</b> awarded when Optional Routine Score is equal to or less than 1.00
^0.10	<b>Slight Hop</b> , or Small Adjustment of Feet or Staggered Feet on landing Elements or Dismounts
<u>0.50</u>	<b>Spotting Assistance</b> during an element <b>No VP / SR / Bonus/CC</b>
<u>0.50</u>	<b>Spotting assistance</b> upon Landing the Dismount <b>Award VP / SR/CC but <u>No Bonus</u></b>
^0.30	<b>Squat</b> on landing (Hips lower than Knees) <b>Note: If gymnast lands acro element in a squat, then falls off the beam, deduct ^0.30 and 0.50 for the fall</b>
ea <u>0.10 - 0.15</u>	<b>Small or Medium Step(s)</b> on Landing <b>Max <u>0.40</u></b>
<u>0.50</u>	<b>Support</b> on Mat / Apparatus with One (1) or Two (2) Hands upon Landing
^0.30	<b>Use of Supplemental Support</b> - (see COP BB pg 27)

B.Eberhardt 5.2026	<b>Balance Beam: Specific Execution Deductions</b>
^0.30	<b>Additional Movements to Maintain Balance <i>ON</i> the Beam</b>
ea 0.10	<b>Concentration pauses <b>2 seconds</b></b>
ea 0.20	<b>Concentration pauses <b>More than 2 seconds</b></b>
^0.30	<b>Directional Error on <b>Gainer Salto Dismounts</b> off the <b>End</b> of beam</b>
ea ^0.10	<b>Fail to Land with <b>Feet / Legs Together</b> on <b>Jumps / Leaps</b> landing on <b>Two (2) Feet in Side Position</b></b>
ea ^0.10	<b>Failure to Perform Group #3 Turns in High Releve'</b>
0.30	<b>Grasp of Beam to Avoid a Fall (<i>Grasp under BB to facilitate candestick / roll elements is NOT deducted</i>)</b>
ea ^0.10	<b>Lack of Precision in Dance Value Parts</b> <i>No Definite Arm/ Leg position on Turns / Leaps; Degree of Turn, not Exact</i>
ea ^0.20	<b>Lack of Tempo / Poor Rhythm between Elements: (<i>Dance/Mixed/Acro Series</i>)</b> <b>No Deduction</b> - Slow, continuous connection: Arms finish to take off immediately for 2nd element (legs in plie / NOT pumping) <b>0.05-0.10</b> Body continues moving in line with BB, but arms swing between elements, &/or legs slightly extend but do NOT completely straighten & slightly bend again to initiate take-off <b>0.15-0.20</b> Torso / Trunk deviation in line with BB w/ or w/o arm swing between elements - EXCEPTION: Backward Acro series or Sideward to Backward Acto series with one or more flight elements is connected or NOT connected. Tempo deduction does NOT apply.
ea 0.20	<b>Support of One (1) leg against <b>side surface of Beam</b> to Maintain Balance</b>
0.50	<b>Third (3rd) Run approach to mount / touch springboard without mounting apparatus</b>

<b>Balance Beam: Specific Artistic Performance Deductions Throughout Routine</b>
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^0.30	<b>Body Posture (<i>Head, shoulders, trunk</i>)</b>
^0.40	<b>Choreography</b> ^0.20 Lack of Purposeful Choreography ^0.10 Choreography Performed in ALL Directions ( <b>0.05</b> each for missing sideward & backward) ^0.10 Lack of Variety of Focus Changes, Poses, Phrases/Connections
^0.20	<b>Dynamics</b> ^0.10 Insufficient Amplitude of Choreographed Movements ^0.10 Energy maintained throughout the routine
^0.30	<b>Footwork (<i>Feet not pointed / relaxed / turned in</i>)</b>
^0.20	<b>Rhythm &amp; Tempo</b> ^0.10 Insufficient variation in rhythm & tempo in non-VPs ^0.10 Series of disconnected movements; appears fragmented, lacks continuity
^0.20	<b>Sureness</b> - Lacking sureness of performance throughout ( <i>performs cautiously/tentatively</i> )

**Balance Beam: Connection Value (CV) Bonus Levels 9 / 10****Max CV Bonus: Lev 10: 0.40, Lev 9: 0.30 Lev 6/7/8 Not eligible for Bonus****Two (2) Acro Flight including 1 "C" Salto excluding Dismount (Mount OK)**

Level 9: "C" element (or allowable "D/E" element awarded "C" may be Salto / Aerial)

"B" + "C" (Salto) = +0.10

**Two (2) Acro Flight excluding Dismount (Mount OK)**

"B" + "D" = +0.20      "C" + "C" = +0.20      "B" + "E" = +0.20

"C" + "D" or more difficult = +0.20      "D" + "D" or more difficult = +0.20

**Three (3) Acro Flight including Mount, Dismount, Element Connections**

**Additional +0.10 CV awarded for any 3-element Acro Flight series w/ min "C" Salto/Aerial or "D/E" flight element w/ or w/o hand supprt (excluding Dismounts) NOTE: RO FF Mount connected to FF, FF would NOT fulfill Level10 SR #1 Acro Series because it excludes the mount and the 2 elements on the BB are "B" VPs**

"B" + "B" + "C" = +0.10      "B" + "C" + "C" = +0.20

"B" + "B" + "D/E" = +0.20      "B" + "C" = "D/E" or more difficult = +0.20

**Two Dance / Mixed / Turn Elements**

"A" Turn + "C" Turn = +0.10      "A" + "D/E" = +0.10      "B" + "C" = +0.10

"B" + "D/E" = +0.20      "C" + "C" same or different = 0.20

"C" + "D" and more difficult - same or different = +0.20

**Three or more elements**

**Second (2nd) and following elements may be used twice** - First as the last element of the 1st connection and 2nd as the first element of the new connction. **NOTE** : RO FF Mount connected to FF, FF would NOT fulfill Level10 SR #1 Acro Series because it excludes themount and the 2 elements on the BB are "B" VPs

**Additional +0.10 connection / series Bonus** is awarded for any 3 element Acro flight series w/ min "C" Salto / Aerial or "D/E" flight element w/ or w/o hand support (*Not dismounts*)

**DV Bonus - Level 10**

Max +0.40 awarded for "D/E" Bonus    "D" = +0.10    "E" = +0.20

Same "D" or "E" eligible for "D/E" Bonus one time ONLY unless credit was not awarded the first time.

**Additional Bonus - +0.10 Level 10 Only****Requirements:** 10.0 SV, Total Bonus (TB), 0.60, Min 1 "E" Acro element, No fall / spot**DV Bonus - Level 9****Max +0.10 awarded for DV Bonus**

The 1st restricted "D/E" ACRO element performed &amp; receiving VP credit can be considered for +0.10 DV Bonus ONE time ONLY. It counts as "C" VP for CV Principles

Additional Restricted "D/E" elements whether or not they receive VP credit receive 0.50 from SV along with NO VP / SR / CC

No Bonus for "D/E" Dance Elements but they receive "C" VP for CV Principles

**Levels 6 / 7 / 8 Not eligible for CV Bonus**

**Start Value & Special Requirements (0.50 each)****Level 10 - SV 9.20 +0.50 Bonus + 0.30 CC**

1. Acro Series (not Mt or Dsmt) - Min 2 directly connected flight elements w/ min "C" flight w/ w/o hand support **OR** one (1) non-flight Acro "A" elem Grp 7 (walkovers / cartwheels) directly connected to Acro flight "E" element

2. Leap or Jump w/ 180° cross or side split

3. Min 360° Turn on one foot (Grp #3)

4. Aerial / Salto Dsmt Min "C" **OR** "B" directly connected to Acro series w/ min "C" Acro element **OR** Min "C" Acro flight/Dance element

**Level 9 - SV 9.50 +0.30 Bonus + 0.20 CC**

1. Acro Series (not Mt or Dsmt) - Min 2 directly connected flight elements

2. Leap or Jump w/ 180° cross or side split

3. Min 360° Turn on one foot (Grp #3)

4. Aerial / Salto Dsmt Min "B"

**Level 8 - SV 9.80 + 0.20 CC (Bonus is Not available)**

1. Acro Series (not Mt or Dsmt) - Min 2 directly connected elements (one with flight)

2. Leap or Jump w/ 180° cross or side split

3. Min 360° Turn on one foot (Grp #3)

4. Aerial / Salto Dsmt Min "A"

**Level 7 - SV 10.00**

1. Acro Series (not Mt or Dsmt) - w/ or w/o flight & One (1) Acro flight element (isolated or in connection)

2. Leap or Jump w/ 180° cross or side split

3. Min 360° Turn on one foot (Grp #3)

4. Aerial / Salto Dsmt Min "A"

**Level 6 - SV 10.00**

1. Non-flight Acro series (not Mt or Dsmt) **OR** One (1) Acro flight element (isolated or in connection)

2. Leap or Jump w/ 180° cross or side split

3. Min 360° Turn on one foot (Grp #3)

4. Aerial / Salto Dsmt Min "A"

B.Eberhardt 5.2026	Composition Credit (CC) - Added to SV
<b>Level 10</b>	<b>0.30 Maximum</b> <b>Difficulty</b> 2 Different "D/E" Acro flight elements (Not Dsmt) = <b>+0.20</b> <b>OR</b> 1 "D/E" Acro flight element = <b>+0.10</b> <b>Dismount</b> Any "D/E" Salto/Aerial dismount <b>OR</b> min "B" Acro flight or "C" Dance directly connected to a "C" Salto/Aerial dismount = <b>+0.10</b>
<b>Level 9</b>	<b>0.20 Maximum</b> <b>Difficulty</b> 2 Different "C" or higher Acro flight elements (Not Dsmt) = <b>+0.10</b> <b>Dismount</b> Any "C" or higher Salto/Aerial dismount <b>OR</b> min "B" Acro flight <b>OR</b> "C" Dance VP directly connected to a "B" Salto/Aerial dismount = <b>+0.10</b>
<b>Level 8</b>	<b>0.20 Maximum</b> <b>Difficulty</b> Directly connected Acro flight series min "B" + "B" both elements must have flight = <b>+0.10</b> <b>Dismount</b> Any "B" or Higher Salto/Aerial dismount <b>OR</b> min "B" or higher Acro directly connected to an "A" Salto/Aerial dismount = <b>+0.10</b>
<b>Level 6/7</b>	<b>Not eligible for Bonus or CC</b>

B.Eberhardt 5.2026	Value Part Requirements
<b>Level 10</b>	3 "A" 3 "B" 2 "C"
<b>Level 9</b>	3 "A" 4 "B" 1 "C" Allowable D/E's = "C" VP
<b>Level 8</b>	4 "A" 4 "B" 0 "C" Allowable C's = "B" VP
<b>Level 7</b>	4 "A" 3 "B" 0 "C" Allowable C's = "B" VP
<b>Level 6</b>	3 "A" 3 "B" 2 "C" Allowable C's = "B" VP

**Floor Exercise: Specific Composition Deductions - Levels 8/9/10 2026-2030**

Composition is NOT considered for Levels 6 / 7

<b>0.10</b>	<b>Failure to perform Saltos in Two (2) Different Directions</b> (Aerials are NOT considered) 1. Backward and Forward or Sideward; 2. Arabian Salto considered Forward Salto)
	<b>Lack of Variety in Choice of Dance Elements</b>
	<b>0.10 Overuse of Dance elements with same shape</b> 1. More than two (2) elements with Wolf / Tuck position, (with / without turn) 2. More than two (2) Straddle Jumps, (with / without turn)
	<b>0.20 Lack of a Turn on one (1) foot, minimum of "B"</b>
<b>0.20</b>	<b>Lack of Specific Salto VP Within the Exercise</b>
	Level 8: Lacks min of "B" Salto in exercise Level 9: Lacks min "C" Salto in exercise Level 10: Lacks min "D" Salto in exercise

**Floor Exercise: Chief Judge Deductions**

<b>0.50</b>	<b>Absence of music or Music</b>
<b>0.30</b>	<b>Additional matting placed on FX once routine has begun</b>
<b>0.30</b>	<b>Coach/Athlete on FX area</b> (No Ded if removing an object or mat)
<b>2.00</b>	<b>Complete or Incomplete exercise less than 30 seconds</b>
<b>0.10</b>	<b>Failure to mark the FX boundary line on additional mats</b> (applies to any mat covering the FX line)
<b>0.50</b>	<b>Fall after Spot</b>
<b>0.50</b>	<b>Gymnast leaving FX mat during routine</b> ( <i>This would not be in addition to a fall out of bounds or a fall immediately preceding the gymnast leaving the floor for medical evaluation</i> )
<b>0.50</b>	<b>Music with words / song</b> ( <i>whistles, animal/human sounds are allowed</i> )
<b>ea 0.10</b>	<b>Out of Bounds -</b> (any part of body touching outside the FX border marking)
<b>0.10</b>	<b>Overtime</b>

**Floor Exercise: Execution & Amplitude Deductions**

<b>^0.20</b>	<b>ACRO Elements: Incomplete Twist</b> 0.05 - 0.10.....1° - 44° missing 0.15 - 0.20.....45° - 89° missing Lesser VP.....90° or more missing
<b>^0.20</b>	<b>Additional Trunk Movements to Maintain Balance / Control upon Landing of Acro elements</b>
<b>^0.30</b>	<b>Bent Arms in Support -</b> on any one element (90° bend or greater - <b>Max 0.30</b> )
<b>^0.30</b>	<b>Bent Legs -</b> on any one element (90° bend or greater - <b>Max 0.30</b> )
<b>^0.30</b>	<b>Brush / Touch Landing Surface with One (1) or Two (2) Hands</b> (No Support)
<b>^0.10</b>	<b>Deviation from Straight Direction</b> on Landing
<b>^0.20</b>	<b>Failure to Maintain Stretched Body Position</b> (Pike Down)
<b>0.50</b>	<b>Fall on the Mat with Knee(s) or Hips</b>
<b>0.50</b>	<b>Fall / Failure to Land on the Bottom of Feet First Aerials / Saltos</b> (No: VP / SR / CC / Bonus)
<b>0.50</b>	<b>Fall w/ Simultaneously Landing on Bottom of Feet + Hands / Knees</b> (Yes: VP / SR / CC / No: Bonus)
<b>ea time 0.05</b>	<b>Flexed / Sickled feet on Value Part Elements</b>

**Floor Exercise: Execution & Amplitude Deductions** *(continued)*

<b>^0.20</b>	Incomplete Turn - Group 1 & 2 Dance elements (with 180° or more Turn) 0.05 - 0.10.....1° - 44° missing 0.15 - 0.20.....45° - 89° missing Lesser VP .....90° or more missing
<b>^0.10</b>	Incorrect Body Posture / Alignment during <b>Dance Value Parts</b>
<b>^0.20</b>	Incorrect Body Posture on <b>Landing of VP Elements</b>
<b>^0.20</b>	Insufficient Exactness of Stretched Position (arch / hip angle (136°-179)
<b>^0.20</b>	Insufficient Exactness of Tuck or Pike position in Value Part Elements
<b>^0.30</b>	Insufficient Extension (Open) of Tuck / Pike body position prior to Landing Acro elements
<b>^0.20</b>	Insufficient Height of Aerials and Acro Flight with Hand Support
<b>^0.30</b>	Insufficient Height of <u>Salto</u> elements 1. Does <u>not</u> apply to an accelerating element in directly connected <u>Forward</u> Acro series. 2. Front Handspring - Front Layout - Front Layout 1/1 - Front Layout = accelerating element)
<b>^0.20</b>	Insufficient Height on Leaps / Jumps / Hops
<b>^Lower VP</b>	Insufficient Split Position (Deviation from 180°) Dance & Acro (when required) 0.05 - 0.10.....1° - 20° missing 0.15 - 0.20.....21° - 45° missing Lesser VP .....46° or more missing
<b><u>0.10</u></b>	Land with Feet apart - entire foot / feet slide or lift off floor to join - deduct small step
<b><u>0.05</u></b>	Lands with Feet Hip-width apart or Closer but Never Joins Feet (Heels)
<b><u>0.10</u></b>	Land with Feet further than Hip-width / staggered & takes a step - deduct step only
<b>ea <u>0.20</u></b>	Large Step / Jump on Landing (approximately 3 Feet or more) <b>Max <u>0.40</u></b>
<b>^0.30</b>	Large Faults
<b>ea ^0.20</b>	Leg or knee separations
<b>^0.10</b>	Legs Crossed during Saltos with Twist
<b>^0.20</b>	Legs <u>Not</u> Parallel to Floor in Split or Straddle Pike Leaps / Jumps
<b>^0.20</b>	Medium Faults
<b>1.00</b>	Minimum Score (Awarded when Score is equal to or less than One (1.00) Point
<b>^0.10</b>	<b>S</b> light Hop / Small Adjustment of Feet or Staggered Feet (One Foot in Front) On Landing Elems
<b>^0.10</b>	<b>S</b> mall Faults
<b>0.50</b>	<b>S</b> potting Assistance <b>during</b> an Element ( <b>No</b> VP / SR / Bonus / CC <i>if applicable</i> )
<b>0.50</b>	<b>S</b> potting Assistance <b>upon landing</b> an element ( <b>Yes</b> VP & SR & CC / <b>No</b> Bonus)
<b>ea <u>0.10 - 0.15</u></b>	<b>S</b> mall or Medium Steps on Landing <b>Max <u>0.40</u></b>
<b>^0.30</b>	<b>S</b> quat on landing ( <i>Hips lower than Knees</i> ) <b>+0.50</b> If lands acro in a squat/compressed position, then falls
<b><u>0.50</u></b>	<b>S</b> upport on Mat with One (1) or Two (2) Hands upon Landing
<b><u>0.50</u></b>	Very Large Execution Deductions

## Floor Exercise: Specific Execution Deductions

ea <b>0.10</b>	Concentration pause - two (2) seconds or more (prior to Acro pass)
<b>0.05</b>	Fail to hold ending pose for one second
ea <b>^0.10</b>	Fail to Land with Feet / Legs Together on Jumps / Leaps to Two (2) Feet
ea <b>^0.10</b>	Fail to perform Group #2 Turns in High Releve'
<b>0.10</b>	Fail to show synchronization of music with ending pose
ea <b>^0.10</b>	Incorrect Rhythm during Direct Connections
ea <b>^0.10</b>	Lack of Precision in Dance Value Parts (Example: Lack of Definite Arm or Leg Position on Turns / Leaps; Degree of Turn not Exact)
<b>1.00</b>	Minimum Score (Award when optional routine score is equal to or less than one point)

## Floor Exercise: Specific Element Deductions

<b>^0.10</b>	Ring Jump / Leap - Insufficient Amplitude of Front Leg
<b>^0.10</b>	Ring Jump / Leap - Insufficient Arch
<b>^0.10</b>	Ring Jump / Leap - Rear Foot at Shoulder or Upper Back Height ( <b>Head Height is Expected</b> )
<b>^0.10</b>	Sissonne: Front leg NOT min 45° or Back leg NOT min Horizontal
<b>^0.10</b>	Switch Leg Leap: Insufficient Height of Leg Swing - NOT min 45° - "B" VP
<b>^0.20</b>	Switch Leg Leap: Insufficient Split after Leg Change (135° - 179°) - "B" VP
<b>^0.20</b>	Switch Leg Leap: Split less than 135° after Leg Change - Award VP performed w/ deductions
<b>^0.10</b>	Switch Leg Leap w/ 1/4 Turn (Side Switch Leap) "C" VP: Insufficient Height of Leg Swing
<b>0.10</b>	Switch Leg Leap w/ 1/4 Turn (Side Switch Leap): 1/4 Turn Incomplete = "B" VP - Deduct for Lack of Precision in Dance Elements
<b>^0.20</b>	Walkovers Fwd & Bkwd and Walkover type elements - 180 split at some point is Required - Deduction is for Insufficient Split if applicable

## Landing: Isolated Acro element / Last element in Acro Series

1. No penalty for landing with feet maximum of Hip-width apart provided:
  - a. heels slide together, **OR** b. small, controlled step Forward (from Forward Acro), **OR** c. small, controlled step Backward (from Backward Acro) to Lunge
2. Do not deduct unless landing position appears out of control.

## Floor Exercise: Specific Performance Deductions Throughout Routine *(Non VPs)*

<b>^0.30</b>	<b>Body Posture</b> <i>(Head, shoulders, trunk)</i>
<b>^0.40</b>	<b>Choreography</b> <ul style="list-style-type: none"> <li><b>^0.15</b> Lack of Purposeful Choreography</li> <li><b>^0.10</b> Lack of Variety of Focus Changes, Poses, Phrases/Connections</li> <li><b>^0.15</b> Lack of Variety of Focus Changes, Projection</li> </ul>
<b>^0.20</b>	<b>Dynamics</b> <ul style="list-style-type: none"> <li><b>^0.10</b> Insufficient Amplitude of Choreographed Movements</li> <li><b>^0.10</b> Energy maintained throughout the routine</li> </ul>
<b>^0.20</b>	<b>Expression</b> <i>(Performance quality conveys emotion &amp; engages audience/judge; Facial expressions consistent with character of choreography &amp; music)</i>
<b>^0.30</b>	<b>Footwork</b> <i>(Feet not pointed / relaxed / turned in)</i>
<b>^0.20</b>	<b>Musicality</b> <i>(Movements is congruent w/ music, conveys theme w/ music &amp; movements, &amp; changes in</i>

## Floor Exercise: Connection Value Bonus Levels 9 / 10

### Indirect Acro Connections - Two (2) or more SALTOS / Aerials (acro elements w/o hand support)

C Salto Pass:  $B + C = +0.10$     $A/B + A/B = +0.10$     $C+C = +0.10$

D Salto Pass:  $A + D = +0.10$     $A + A + D$  (and more difficult) = +0.20

E Salto Pass:  $A + E = +0.20$

D/E Salto Pass:  $B + D/E = +0.20$     $C + D/E$  (or more difficult) = +0.20

### Direct Acro Connections - Two (2) or more SALTOS / Aerials (acro elements w/o hand support)

$A + C = +0.10$     $B + B = +0.10$     $A + A + C = +0.10$  (same as A + C)

$B + C = +0.20$     $A/B + D/E = +0.20$     $A + A + D/E = +0.20$  (same as A + D)

$C + C$  (and more difficult) = +0.20

### Direct Connections - Two Dance or Two Dance/Acro Elements (or reversed)

$C + C$  (Same / Different Grp 1 or 2) = +0.10

D/E Salto + A Jump (this order ONLY) = +0.10

$B + D/E = +0.10$

$C + D/E$  (or more difficult) = +0.20

### Connections of Three (3) or More elements

Second element (and following) may be used Second time: 1st time as Last element of 1st connection

2nd time as First element of New Connection All elements receive VP credit

Direct Connection applied prior to Indirect Connection Principle

### DV Bonus - Level 10

**Max +0.40 awarded for "D/E" Bonus   "D" = +0.10   "E" = +0.20**

Same "D" or "E" eligible for "D/E" Bonus one time ONLY unless credit was not awarded the first time.

### Additional Bonus - +0.10 Level 10 Only

**Requirements:** 10.0 SV, Total Bonus (TB), 0.60, Min 1 "E" Acro element, No fall / spot

**NOTE:** Element #6.501 Front 2/1 twist is NOT eligible for additional +0.10 Bonus

### DV Bonus - Level 9

**Max +0.10 awarded for DV Bonus**

The 1st restricted "D/E" ACRO element performed & receiving VP credit can be considered for +0.10 DV Bonus ONE time ONLY. It counts as "C" VP for CV Principles

Additional Restricted "D/E" elements whether or not they receive VP credit receive **0.50** from SV along with NO VP / SR / CC

No Bonus for "D/E" Dance Elements but they receive "C" VP for CV Principles

### Levels 6/ 7 / 8 Not eligible for CV Bonus

## Floor Exercise: Special Requirements 0.50 ea

### Level 10

**1. Acro Pass w/ min of 2 Saltos** (same or different), directly or indirectly connected w/ flight elements (w/ or w/o hand support)

**2. 3 Different saltos** (NOT Aerials)

**3. Dance Passage w/ min 2 different Grp 1 elements** (directly or indirectly connected) w/ 1 Leap requiring 180° cross / side split

**4. Last Acro Pass** initiated must contain min "C" Salto

## Floor Exercise: Special Requirements 0.50 ea (continued)

### Level 9

**1. Acro Pass w/ min of 2 Saltos** (same or different), directly or indirectly connected w/ flight elements (w/ or w/o hand support)

**2. 3 Different saltos** (NOT Aerials)

**3. Dance Passage** w/ min 2 different Grp 1 elements (directly or indirectly connected) w/ 1 Leap requiring 180° cross / side split

**4. Last Acro Pass** initiated must contain min "B" Salto

### Level 8

**1. Acro Pass w/ min of 2 Saltos** (same or different), directly or indirectly connected w/ flight elements (w/ or w/o hand support)

**2. 3 Different saltos** (NOT Aerials)

**3. Dance Passage** w/ min 2 different Grp 1 elements (directly or indirectly connected) w/ 1 Leap requiring 180° cross / side split

**4. Last Acro Pass** initiated must contain min "A" Salto

### Level 7      VP: 4 "A" 3 "B" "C" Dance OK      SV: 10.0      No Bonus

#### 1 & 2. Min of 2 Acro Passes

- a. 1 pass min 2 directly connected flight elements, 1 must be a Salto backward
- b. 1 pass w/ Salto forward (add'l elements allowed)
- c. 1 Salto (forward or backward) must be stretched (no twist) & land on 2 feet

**3. Dance Passage** w/ min 2 different Grp 1 elements (directly or indirectly connected) w/ 1 Leap requiring 180° cross / side split

**4. Turn** - min 360° Turn on one foot

### Level 6      VP: 4 "A" 2 "B" 1 "C" Dance Allowed      SV: 10.0      No Bonus or CC

**1. Acro pass** - min 2 directly connected flight elements, one must be a **Salto**

**2. Second (2nd) Acro pass** w/ *different* Salto; min 2 directly connected flight elements, one must be a Salto **OR** an **isolated "B" Salto**

**3. Dance Passage** w/ min 2 different Grp 1 elements (directly or indirectly connected) w/ 1 Leap requiring 180° cross / side split

**4. Turn** - min 360° Turn on one foot

## Value Part Requirements

**Level 10:** 3 "A" 3 "B" 2 "C"

**Level 9:** 3 "A" 3 "B" 1 "C"

**Level 8:** 4 "A" 4 "B" 0 "C"

**Level 7:** 4 "A" 3 "B" 0 "C"

**Level 6:** 4 "A" 2 "B" 2 "C"