

2026-2030 General Information Level 10

Value Part Requirement Level 10 - 3 "A" 3 "B" 2 "C"

Optional Routine Requirement Formula - Level 10

2.20 Value Parts

2.00 Special Requirements

0.50 Total Bonus

0.30 Composition Credit (CC)

5.00 Execution, Specific Event Composition (SEC), and Artistry (BB, FX)

Unusual Judging Situations

Equipment Failure / Resume Routine at Point of Interruption - In situations where there is an equipment failure (competitive or personal equipment) occurring through no fault of gymnast or coach, gymnast may choose to:

1. Stop Immediately & Request Permission from CJ to Continue from Point of Interruption

2. On Floor Exercise: Continue to Complete Routine - At competition of routine, 1. Gymnast & Coach decides whether to resume at point of music failure or accept score given. 2. Judges will NOT post the score until that decision is made. 3. No deduction would be taken for absence of music if decision is to accept score.

Examples of Equipment Failure

1. Broken or completely torn handgrips

2. Music failure

3. UB cable tension slips while an athlete is competing (AFTER the coach has tightened the tension prior to the start of the routine)

4. BB end cap detaches while an athlete is in the process of a dismount (the end cap falling off during any other point in the athlete's routine would NOT be considered equipment failure)

Equipment Failure does NOT include

1. Unfastening of bandages or handgrips

2. Loss or partial loss of footwear

3. Incorrect bar setting

4. Failure to tighten cables / T-handles on UB and BB

5. Flash from a camera

Final Score

1.00 will be awarded for any optional routine that results in a score equal to or less than one (1.00) point.

Incomplete Routine If gymnast is unable to complete her routine, the score will be determined in the usual way, by determining SV & deducting any appropriate execution / amplitude, composition, & specific apparatus deductions. A deduction of 2.00 is taken from final average score by CJ if:

UB Routine contains less than 5 VPs - Completed UB routine that contains less than 5 VPs will also receive a **2.00** deduction.

BB or FX routine is less than 30 seconds - The **2.00** deduction is taken when a gymnast performs a complete or incomplete routine that is less than 30 seconds.

Inquiries

Coach is allowed to see the four or two scores of her / his individual gymnast

1. 'CJ / MR should advise coach to submit an inquiry form to officially receive information. There should be no casual conversation during the competition between coach & judge regarding evaluation of a routine.

2. MR may watch a video (if available) prior to the submission of an inquire to determine if an inquiry should move forward

Coach has a question regarding a routine during competition

Inquiries Must be Legibly written on the Official Inquiry Form by the coach & submitted within five minutes of the competition of that event rotation to MD or MR. MD will then forward it to MR, who gives it to CJ of apparatus in question.

Unusual Judging Situations. (continued)

*No fee may be charged to submit an inquiry

*Coaches need to be aware that an inquiry allows for a second evaluation of a routine which may result in:

- ▶ No change in score
- ▶ Score being raised
- ▶ Score being lowered

*CJ & PJ will respond, providing only the information requested. After CJ has completed the response to the inquiry, MR & MD will return the form to the coach, either by hand or predefined inquire return procedure.

*Coach may NOT approach the judge regarding the inquiry during the competition.

Optional Routine Inquiries are limited to questions regarding:

*Start Value

*Neutral Deductions *Falls *Unusual Occurrences

*Flat (NOT "up to") event specific compositional deductions

*Composition Credit (CC)

Jury of Appeals See USA Gymnastics Women's R&P for jury of appeals process.

For local & State Championship meets, the Jury is comprised of:

1. Meet Director (non-voting if the question relates to his / her gymnast)
2. Meet Referee (President of the Jury)
3. Chief Judge of the Event in question
4. If available, one USAG representative (Elected State or higher Committee member or any Regional / National Officer.)

For Regional Championships & above meets, the Jury is comprised of:

1. Meet Director (non-voting if the question relates to his / her gymnast)
2. Meet Referee (President of the Jury)
3. USA Gymnastics elected Administrative Officer

Score Adjustment

Justification for changing a score due to a conference, inquiry, Video Review, or Jury of Appeals:

1. If an error (mathematical, recording, or flashing) exists
2. If the average score was computed from scores that were out of range.
3. If time and / or line violations were administered improperly.
4. If the Jury of Appeals decides to penalize the gymnast for improper attire or behavior, or the coach for improper behavior.
5. If the video review panel determines that an incorrect evaluation has been made.

Video Review (VR) (see USA Gymnastics R&P for video review process)

1. A coach may request a VR by the MR and highest rated judge unaffiliated with that event (if video is available) at all DP & Xcel sanctioned competitions. If the MR or highest rated judge with the athlete in question is affiliated, the VR will be conducted by the next 2 highest rated unaffiliated with the athlete, or highest rated unaffiliated judge and a USA Gymnastics officer.
2. All videos must be reviewed at regular speed. Slow motion WILL NOT be considered
3. The VR process is allowed to be used ONLY:
 - a. If the situation involves the possibility that the judges missed an 'element' that would affect the SV.
 - b. To verify if the gymnast grasps or touches the bar with one or two hands before falling on a release element.
 - c. To verify if the gymnast lands on the bottom of the feet first on VT, UB / BB dismounts, BB Acro elements that finish on top of the BB (foot / feet) & FX Saltos.
 - d. To consider spotting deductions.
 - e. To consider FX Line violations
 - f. To consider FX Overtime deductions. Coach MUST provide a video of the routine in question.
 - g. If a neutral deduction was applied.
4. The VR process is NOT allowed to be used to appeal a judgment of degree assessment (degree of casts, HS, etc.)
5. The MR must inform the judging panel a video review will be initiated as well as the final decision.
6. Once the process has been finalized, the judging panel is allowed to review the video.

2026-2030 Vault Specific Apparatus Deductions Level 10

Level 10: All 10.0 vaults are eligible for +0.10 Bonus if performed successfully - Except those noted w/ *

General Deductions

No Deduct	Balk #1: Run approach without coming to rest or support on top of the VT table
VOID	Balk #2 or Balk #3
0.50	Coach catches a falling gymnast <i>(no deduction for the spot)</i>
0.50	Coach standing between board and table <i>(Exception: no deduct Round-off (Yurchenko) entry)</i>
0.20	Failure to punch board simultaneously with two (2) feet
VOID	Failure to use the Safety Zone mat for Frt HS onto board and Round-off entry vaults
Terminated	Exceeds allotted Fall Time - <i>45 sec Fall time starts one gymnast is standing on her feet</i>
VOID	Gymnast runs onto board, steps up onto Vault table or rebounds from board to come to rest/support on table
^0.10	Incorrect Foot Form Throughout <i>(Flexed / Sickled)</i>
^0.30	Insufficient DYNAMICS <i>(speed / power)</i>
VOID	Spotting assistance during the vault
0.50	Spotting assistance upon Landing +0.50 if gymnast falls after assistance
VOID	Use of Alternative Springboard <i>(trampoline-like / junior board-'Pre-School type' / inflatable rebounding device)</i>
0.50 CJ	Vaults without signal from CJ <i>(CJ deducts 0.50 from average of next completed vault)</i>

First Flight Phase

^0.30	Incomplete LA Turn
	INCORRECT LEG FORM - 1ST & 2ND FLIGHT ONLY
	^0.30 Legs Bent
	^0.10 Legs Crossed
	^0.20 Legs Separated
	POOR ALIGNMENT
	^0.20 Excessive Arch
	^0.30 Hip Angle

Support/Repulsion Phase

^0.20	Alternate repulsion from hands (Except: Grp 3 & 5 Vaults w/ 3/4 - 1/1 on, Salto off) POOR ALIGNMENT
^1.00	Angle of Repulsion applies to Level 8/ 9/ 10 Non-Salto Vaults 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
^0.50	Bent Arms (90° or more = max ded) <i>{Slight lead arm bend is allowed on Tsukahara vaults}</i>
^0.20	Excessive Arch POOR ALIGNMENT
^0.30	Failure to Pass through Vertical
2.00	Head contacting table during support phase <i>(includes 0.50 for extreme arm bend)</i>
0.30	Hop(s) with both hands simultaneously
^0.30	Legs Bent (in support) or Early Tuck (Salto vaults) POOR ALIGNMENT
VOID	No hand contact on the table
^0.30	Prescribed LA turn begun too Early
^0.20	Shoulder Angle POOR ALIGNMENT
^0.10	Staggered/Alt hand placement on all vaults Poor Alignment (Except: Grp 3 & 5 Vaults w/ 3/4 - 1/1 on, Salto off)
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	Touch w/ only one hand on the table <i>(All Judges take the deduction if seen)</i>

BLE 5.9.26	Second Flight Phase
^0.20	Brush or hit of body on far end of Vault Table
^0.30	Failure to maintain Stretched Body (pike down of stretched vaults to facilitate landing) - EXACTNESS
^0.30	Insufficient Pike (91°-135°) (min 90° bend in hips) - EXACTNESS
^0.10	Insufficient Exactness of LA turn
^0.30	Insufficient Stretch (180° ideal - Greater than 135° = stretched position) (136° - 179° hip angle (pike) = insufficient Stretched Position or Excessive arch - EXACTNESS
^0.30	Insufficient Tuck (min 90° bend in hip & knees (allow open "puck" during twists in Tuck position) - EXACTNESS
	INCORRECT LEG FORM - 1ST & 2ND FLIGHT ONLY
	^0.30 Legs Bent
	^0.10 Legs Crossed
	^0.20 Legs Separated
	INSUFFICIENT EXTENSION (OPEN) BEFORE LANDING (clarification COP Vault pg 13)
	0.05-0.25 - Insufficient &/or Late extension (Tuck & Pike vaults)
	0.30 - Total Absence of Extension (Tuck & Pike vaults)
^0.50	Insufficient HEIGHT
^0.30	Insufficient Length - DISTANCE
^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 maintain balance/control on STUCK Landing
^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 <i>to knee(s) or hips</i>
0.50	Fall against Vault Table
0.50	Gymnast falls, landing on hands & bottoms of feet simultaneously
^0.20	Incorrect Body Posture Ex: 1) Gymnast begins to extend or completely extends hips prior to landing, cannot
0.30 + 0.50	Lands in squat/compressed position, then falls
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),
0.10	Lands <i>with entire foot / feet sliding or lifting off the floor to join, it is considered a small step</i>
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)
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 <i>with 1 or 2 hands</i>

BLE 5.9.26	Level 10 Uneven Bars: Start Value 9.20 NEW
	Value Parts: 3 "A" @0.10 3 "B" @ 0.30 2 "C" @ 0.50
	Special Requirements (0.50 ea)
	<ol style="list-style-type: none"> 1. Flight element, min "C", excluding Diismount 2. 2nd different Flight element Min "B", excluding Dismount 3. Element with LA Turn , Min "C", excluding Mount & Dismount 4. Salto Dsmt Min "C"
	Specific Composition Deductions
ea <u>0.10</u>	3/4 Giant Circle forward with or without a grip change <i>NOT considered an element - Will break a connection - Take execution / amplitude deductions - small faults for additional insufficient amplitude of backward swing</i>
	Choice of Elements 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"> 1. One Forward element (circle or release) (minimum "B") 2. One Element from Groups 3 / 6 / 7 (minimum "B") 3. One Element with minimum 180 LA turn, with or without flight (minimum "C") 4. One single bar release (minimum "D") <p>No Ded - Two (2) out of four (4) requirements performed 0.10 - One (1) out of four (4) requirements performed 0.20 - None (0) of the four (4) requirements performed</p>
<u>0.10</u>	Facing the same DIRECTION throughout routine <i>Elem with 1/1 turn will NOT fulfill change of direction - Mount / Dismount will NOT fulfill change of direction</i>
<u>0.20</u>	Lack of two (2) Bar Changes (Level 10 ONLY)
ea <u>0.10</u>	More than one (1) squat / stoop on LB, with or without sole circle with jump to grasp HB <ol style="list-style-type: none"> 1. After a fall, judging resumes once an element listed in the COP is performed 2. Deduct for any additional cast squat / stoop on LB that is performed, if previously performed <p>EXCEPTION : 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 ea</u> deduct.</p>
ea <u>0.10</u>	Uncharacteristic elements <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>
NEW	Composition Credit (CC) - +0.30 Added to SV
	<i>Elements must receive VP credit to fulfill CC; VPs awarded with fall or spot on landing MAY be used; Max 0.3 available</i>
	Difficulty 2 Different "D/E" release VPs = +0.20 1 "D/E" release VP = +0.10
	Dismount Any "D/E" dismount = +0.10 OR "D/E" VP connected to "C" dismount = +0.10

BLE 5.9.26	Bonus - +0.50 Max Added to SV Min +0.10 CV & Min +0.10 DV
	Connection Value (CV) Bonus - +0.40 Max Added to SV
	Direct Connection of at least 2 Directly Connected Elements:
	"C" + "C" = +0.10 Both "C" Elements must have either Flight or LA Turn of at least 180° Except: If 2 Elms from Groups 3/6/7, Flight/Turn is NOT required but the elements must be DIFFERENT.
	"C" + "D/E" or "D/E" + "C" = +0.10 "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" Release from HB to LB raises to "C" if directly follows "D/E" release w/o counterswing
NEW	LB to HB "D/E" release - Elem 3.401, 6.405, 7.410, 7.510 + "C" (Gr 3/6/7) circle to HS = +0.20 <i>Only these "D/E" skills only in this order: 3.401 (Shaposhnikova,) 6.405 Stalder to HS w/ flgt to hang HB, 7.410 (Maloney), 7.510 Pk sole circle to HS, 1/2 or 1/1 to catch HB (Ramier)</i>
NEW	HB to LB "D/E" release - Elem 2.406, 4.406, 4.506 5.503 + "C" (Gr 3/6/7) circle to HS = +0.20 <i>Only these "D/E" skills only in this order: 2.406 (Cox), 4.406 (Pak), 4.506, (Pak 1/1), 5.503 (Ejova)</i>
	"D" + "D" or more difficult = +0.20
	Direct Connection of at least 3 Directly Connected Elements: 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.
	Difficulty Value (DV) Bonus - +0.40 Max Added to SV
	Max +0.40 Awarded
	"D" elements = +0.10 "E" elements = +0.20 Same "D" or "E" eligible ONE time only unless no VP was given for 1st time Elements must be performed without fall or spot
	Additional Bonus +0.10 - Level 10 ONLY
NEW	Must have 10.0 SV, TB +0.60, Min Single bar "D" release or any "E" release - No fall/spot - Dismount elements do NOT fulfill the requirement (not a release skill)
	Amplitude of CASTS & SWINGS
^0.30	Amplitude of Casts (Legs straddled or together) Levels 7/ 8 / 9 / 10
	0° - 10° from vertical - "B" VP & No Deduction for Amplitude of Cast 11° - 20° from vertical - "B" VP & 0.05 Deduction 21° - 30° from vertical - "0" VP & 0.10 Deduction 31° - 45° from vertical - "0" VP & 0.15 - 0.20 Deduction 46° & more from vertical - "0" VP & 0.25 - 0.30 Deduction 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 0.05 if squat-on is accomplished by merely lifting hips up
^0.30	Angle of Body at Turn Completion (<i>Elements with 1/1 turn AFTER HS and all 1 1/2 turns/pirouettes</i>)
	^30° from vertical - No Deduction 31° - 45° from vertical - 0.05 - 0.15 46° or more from vertical - 0.20 - 0.30
^0.30	Angle of Body at Turn Completion (<i>Elements that require turn IN Handstand</i>)
	^20° from vertical - No Deduction 21° - 30° from vertical - 0.05 - 0.10 31° - 45° from vertical - 0.15 - 0.20 46 or more from vertical - 0.25 - 0.30

Amplitude of CASTS & SWINGS (continued)

^0.40	Angle of Completion of Clear Hip Circle to HS ONLY 0° - 10° from vertical - No Deduction - "C" VP 11° - 20° from vertical - 0.05 Deduction - "C" VP 21° - 45° from vertical - No Deduction - "B" VP 46° - 89° from vertical - 0.05 - 0.25 Deduction - "B" VP 90° from vertical (horizontal) - 0.30 Deduction - "B" VP More than 90° from vertical (below horizontal) - 0.35 - 0.40 Deduction - "B" VP
^0.20	Angle of Completion of Circling Elements (Except Clear Hip Circles) 0° - 10° from vertical - No Deduction - Award Higher VP 11° - 20° from vertical - 0.05 Deduction - Award Higher VP 21° - 45° from vertical - No Deduction - Award Lower VP 46° & more from vertical - ^0.20 - Award Lower VP
^0.05	Insufficient Angle of Arrival on Flights to HS on LB 0° - 10° from vertical - No Deduction - Award Higher VP 11° - 20° from vertical - 0.05 Deduction - Award Higher VP 21° or more from vertical - No Deduction - Award Lower VP
Chief Judge Deductions	
0.10	Coach standing between bars throughout routine
2.00	Complete or incomplete routine (Fewer than five (5) VP elements)
Routine Terminated	Exceeds 45-second Fall Time
0.30	Failure to remove board / spotting block after release or mount
0.20	Incorrect padding (use of heel / hip pads) Warn if noticed prior to mount, but deduction must be taken if heel pads are worn during exercise with or without warning.
0.30	Lands dismount in solid or loose foam pit NO VP / SR / Bonus / CC
Execution & Amplitude Deductions	
^0.20	Additional trunk movement(s)/arm swing(s) to maintain balance/control upon landing UB dismount (Applies to stuck landings that involve step(s) & trunk movement(s) / arm swing(s) used to prevent further step(s) If steps taken, deduct only for the step(s))
ea^0.20	Amplitude of UB elements (including releases) - Except Salto Dsmnts (Large Faults)
^0.30	Bent Arms in Support - on any one element (90° bend or greater = Max 0.30)
^0.30	Bent Legs - on any one element (90° bend or greater = Max 0.30)
^0.30	Brush / Touch Landing surface w/ 1 or 2 Hands (no support)
0.50	Coach catches a falling gymnast (No deduction for the SPOT)
^0.10	Deviation from straight DIRECTION on Dismount Landing
^0.20	Failure to Maintain Stretched Body Position (Pikes down Dismount)
0.50	Fall After Spot
0.50	Fall on MAT to Knee(s) or Hips
0.50	Fall on or against the APPARATUS
0.50	Fall or Failure to Land on the Bottom of the Feet First on Dismount regardless if the salto was or was not initiated No VP / SR / Bonus / CC

Execution & Amplitude Deductions (continued)

Ea time 0.05	Flexed/sickled feet on VP elements
0.50	Full Support on Foot / Feet on Mat during routine
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 APPARATUS with Foot / Feet
0.30	Hit on MAT with Foot / Feet
^0.20	Incomplete Twist on Twisting Salto Dismounts
^0.20	Incorrect Body Posture on Landing
^0.20	Insufficient Dynamics 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>
^0.30	Insufficient Extension (Open) of Tk / Pk Body Position prior to Landing Dismount
ea ^0.10	Insufficient Extension of Glides / Swings into Kips
^0.30	Insufficient HEIGHT (Amplitude) of Salto Dismount
ea 0.30	Intermediate or (extra) swing or cast (Specific Execution Deduction)
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>) Max 0.40
ea ^0.20	Leg or Knee Separations
^0.10	Legs crossed during Salto Dismounts with Twist
1.00	Minimum Score awarded when Optional Routine Score is equal to or less than 1.00
Max 0.50	More than one consecutive extra swing(s) after an element (<i>see COP Bars pg 33</i>) (<i>Specific Execution Deduction</i>)
ea ^0.10	Poor Rhythm in Elements / Connections
^0.10	Precision of Handstand positions throughout routine
^0.10	Slight hop, or Small Adjustment of feet, or Feet Staggered on Landing Dismounts
ea 0.10-0.15	Small or Medium Steps on Landing (Max 0.40)
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>) + 0.50 if Fall after landing in Squat/Compressed position
0.50	Support on Mat with 1 or 2 Hands upon Landing
ea. ^0.10	Swing forward or backward under horizontal
0.50	Third run approach to mount / touch springboard without mounting
ea. ^0.10	Touch / Brush on Apparatus or Mat with Foot / Feet
ea. ^0.10	Under-rotation of Release / Flight elements

BLE 5.017.26	Level 10 Balance Beam: Start Value 9.20 (NEW)
	Value Parts: 3 "A" @0.10 3 "B" @ 0.30 2 "C" @ 0.50
	Special Requirements (0.50 ea)
	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
	Specific Composition Deductions
0.20	Dance Series with Min of 2 Dance Elements - Groups #1 (Mounts), #2 (Leaps / Hops / Jumps), #3 (Turns)
0.05	Dismount is only Forward / Sideward or only Backward element
0.10	Failure to perform Acro Elements in two (2) different directions - Backward and Forward / Sideward - MUST
0.10	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
0.10	Overuse of Dance Elements 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
NEW	Composition Credit (CC) - +0.30 Added to SV
	<i>Elements must receive VP credit to fulfill CC; VPs awarded with fall or spot on landing MAY be used; Max 0.3 available</i>
	Difficulty
	2 Diff "D/E" Acro flgt elems (<i>Not Dsmt</i>) = +0.20 OR 1 "D/E" Acro flgt elem (<i>Not Dsmt</i>) = +0.10
	Dismount
	Any "D/E" Salto/Aerial Dsmt OR min "B" Acro flight or "C" Dance directly connected to a "C" Salto/Aerial Dsmt = +0.10
	Bonus - +0.50 Max Added to SV Min +0.10 CV & Min +0.10 DV
	Connection Value (CV) Bonus: +0.40 Max Added to SV
	Two (2) Acro Flight including 1 "C" Salto excluding Dismount (Mount OK)
	"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	

BLE 5.17.26	Connection Value (CV) Bonus (continued)
	Three or more elements
	Second 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 connection.
	Difficulty Value (DV) Bonus - +0.40 Max Added to SV
	Max +0.40 Awarded
	"D" elements = +0.10 "E" elements = +0.20 Same "D" or "E" eligible ONE time only unless no VP was given for 1st time Elements must be performed without fall or spot
	Additional Bonus +0.10 Level 10 Only
	Must have 10.0 SV, Total Bonus +0.60, Min "E" Acro Element - No fall/spot
NEW	Artistic Performance Deductions Throughout Routine
^0.30	Body Posture (<i>Head, shoulders, trunk</i>)
^0.40	Choreography
	^0.20 Lack of Purposeful Choreography ^0.10 Choreography Performed in ALL Directions (<i>0.05 each for missing sideward & backward</i>) ^0.10 Lack of Variety of Focus Changes, Poses, Phrases/Connections
^0.20	Dynamics
	^0.10 Insufficient Amplitude of Choreographed Movements ^0.10 Energy maintained throughout the routine
^0.30	Footwork (<i>Feet not pointed / relaxed / turned in</i>)
^0.20	Rhythm & Tempo
	^0.10 Insufficient variation in rhythm & tempo in non-VPs ^0.10 Series of disconnected movements; appears fragmented, lacks continuity
^0.20	Sureness - Lacking sureness of performance throughout (<i>performs cautiously/tentatively</i>)
	Chief Judge Deductions
Routine Terminated	Exceeds 45° second fall time
0.10	Coach Standing next to BB throughout entire routine
2.00	Complete or Incomplete routine less than 30 seconds
0.30	Failure to remove mounting apparatus / spotting block after mount
0.30	Lands dismount in solid / loose foam pit <i>No VP, SR, Bonus, CC</i>
0.10	Overtime
0.20	Warming up on mat after a fall (<i>no warning</i>)
	Execution & Amplitude Deductions
^0.30	Additional Movements to Maintain Balance ON the BB (Specific BB Deduction)
^0.20	Additional trunk movement(s)/arm swing(s) to maintain balance/control upon landing BB Dismount (<i>Applies to stuck landings that involve step(s) & trunk movement(s) / arm swing(s) used to prevent further step(s) If steps taken, deduct only for the step(s) (see COP Beam pg 27)</i>)
^0.30	Bent Arms in Support - on any one element - (90° bend or greater - Max 0.30)
^0.30	Bent Legs - on any one element - (90° bend or greater - Max 0.30)
^0.30	Brush / Touch Landing Surface with One (1) or Two (2) hands (<i>No Support</i>)

0.50 Fall	Coach catches a falling gymnast on element or dismount - No deduction for spot
ea 0.10	Concentration pauses 2 seconds (Specific BB Deduction)
ea 0.20	Concentration pauses More than 2 seconds (Specific BB Deduction)
^0.20	Dance: Incomplete Turn - Group 2 /3 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
^0.10	Deviation from Straight DIRECTION on Dismount Landing
^0.30	Directional Error on Gainer Salto Dismounts off End of BB (Specific BB Deduction)
^0.20	Dismounts: Incomplete Twist - Dismounts (with 180° or more Twist) 0.05 - 0.10.....1° - 44° missing 0.15 - 0.20.....45° - 89° missing Lesser VP.....90° or more missing
ea ^0.10	Fail to Land with Feet / Legs Together on Jumps / Leaps landing on Two (2) Feet in Side Position (Specific BB Deduction)
^0.20	Failure to Maintain Stretched Body Position (Pikes Down)
ea ^0.10	Failure to Perform Group #3 Turns in High Releve' (Specific BB Deduction)
0.50	Fall after spot
0.50	Fall On or Against the Apparatus after Landing Dismount
0.50	Fall onto Beam / off Beam onto Mat
0.50	Fall with Simultaneously Landing on Bottom of Feet + Hands/Knees Award VP/ SR/ CC/ No Bonus
0.50	Fall/Failure to Land on the Bottom of Feet First (Aerials / Saltos / Dismts) No VP/ SR / Bonus/ CC
ea time 0.05	Flexed / Sickled feet on Value Part Elements
0.30	Grasp of Beam to Avoid a Fall Specific BB deduction)
ea ^0.10	Hesitation During Jump / Press / Swing to Handstand
^0.10	Incorrect Body Posture / Alignment during Dance Value Parts
^0.20	Incorrect Body Posture on Landing of Elements and Dismount
^0.20	Insufficient Exactness of Stretched position Arch or Hip Angle (136°-179°)
^0.20	Insufficient Exactness of Tuck or Pike position in Value Part elements
^0.30	Insufficient Extension (Open) of Tuck / Pike body position prior to Landing Acro elements / Dismt
^0.20	Insufficient Height of Aerials / Saltos / Acro Flight w/ Hand Support
^0.30	Insufficient Height of Salto Dismounts
^0.20	Insufficient Height on Leaps / Jumps / Hops
^0.20	Insufficient Split position (Deviation from 180°) - Dance & Acro when required 0.05 - 0.10.....1° - 20° missing 0.15 - 0.20.....20° - 45° missing Lesser VP.....46° or more missing
ea ^0.10	Lack of Precision in Dance VPs (Specific BB deduction)

Execution & Amplitude Deductions (Continued)

ea ^0.20	Lack of Tempo / Poor Rhythm between Elements: (<i>Dance / Mixed / Non-Flight Acro Series / Forward Series / Counter Series</i>). <i>Slow, continuous connection acceptable. Arms finish to take-off immediately for 2nd element (legs in plie / NOT pumping)</i> (Specific BB Deduction)
	0.05-0.10 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
	0.15-0.20 Torso / Trunk deviation in line with BB w/ or w/o arm swing between elements EXCEPTION: Backward Acro series or Sideward to Backward Acro series with one or more flight elements is connected or NOT connected. Tempo deduction does NOT apply.
0.10	Land Dsmt with Feet further than Hip-width / staggered & takes a step - deduct step only
0.10	Landing too close to beam on Dismount
0.05	Land Dismount with Feet Hip-width apart or Closer but Never Joins Feet (Heels)
0.20	Large Step / Jump on Landing (approximately 3 feet or more) <i>Max 0.40</i>
ea ^0.20	Leg or Knee Separations
^0.10	Legs Crossed during Salto Dismounts with Twist
^0.20	Legs Not Parallel to Beam in Split or Straddle Pike Leaps / Jumps
1.00	Minimum Score awarded when Optional Routine Score is equal to or less than 1.00
^0.10	Slight Hop, or Small Adjustment of Feet or Staggered Feet on landing BB dismount (<i>If landing w/ feet staggered, gymnast takes a step(s), deduct ONLY for step(s)</i>)
ea 0.10 - 0.15	Small or Medium Step(s) on Landing <i>Max 0.40</i>
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 but No Bonus</i>
^0.30	Squat on landing (Hips lower than Knees) <i>Note: If gymnast lands acro element in a squat, then falls off the beam, deduct ^0.30 and 0.50 for the fall</i>
ea 0.20	Support of One (1) leg against side surface of BB to Maintain Balance (Specific BB Deduction)
0.50	Support on Mat / Apparatus with One (1) or Two (2) Hands upon Landing
0.50	Third (3rd) Run approach to mount / touch springboard without mounting apparatus
0.30	Use of Supplemental Support - (<i>see COP BB pg 27</i>)
^0.20	Walkovers Fwd & Bkwd and Walkover type elements - 180° split at some point is Required - Deduction is for Insufficient Split if applicable

BLE
5.17.26

Level 10 Floor Exercise: Start Value 9.20 (NEW)

Value Parts: 3 "A" @0.10 3 "B" @ 0.30 2 "C" @ 0.50

Special Requirements (0.50 ea)

- 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**

Specific Composition Deductions

0.10 Failure to perform Saltos in Two (2) Different Directions (Aerials are NOT considered)
1. Backward and Forward or Sideward; 2. Arabian Salto considered Forward Salto)

Lack of Variety in Choice of Dance Elements

0.10 Overuse of Dance elements with same shape

1. More than two (2) elements with Wolf / Tuck position, (with / without turn)
2. More than two (2) Straddle Jumps, (with / without turn)

0.20 Lack of a Turn on one (1) foot, minimum of "B"

0.20 Lack of "D" Salto VP Within the Exercise

NEW

Composition Credit - Added to Start Value Max 0.30

Elements must receive VP credit to fulfill CC; VPs awarded with fall or spot on landing MAY be used; Max 0.3 available

Difficulty

+0.20 for 2 different "D" or higher Saltos and 1 "C" Salto **OR** 1 "E" Salto and 1 "D" or higher Salto
OR +0.10 for 2 different "D" Saltos **OR** 1 "E" Salto and 1 "C" Salto

Dance

+0.10 for 3 different "C" Dance VPs **OR** 1 "D" Dance & 1 "C" or higher Dance

Bonus - +0.50 Max Added to SV Min +0.10 CV & Min +0.10 DV

Connection Value (CV) Bonus 0.40 Max Added to SV

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 + C = +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

BLE 5.11.26		Connection Value (CV) Bonus (continued)	
		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 must receive VP credit Direct Connection Principle applied prior to Indirect Connection Principle	
		Difficulty Value (DV) Bonus +0.40 Max Added to SV	
		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	
NEW		NOTE: Element #6.501 Front 2/1 twist is NOT eligible for additional +0.10 Bonus	
NEW		Artistic Performance Deductions Throughout Routine (Non VPs)	
^0.30	Body Posture (<i>Head, shoulders, trunk</i>)		
^0.40	Choreography		
	^0.15 Lack of Purposeful Choreography		
	^0.15 Lack of Focus Changes / Projection		
	^0.10 Lack of Variety of Poses, Phrases / Connections		
^0.20	Dynamics		
	^0.10 Insufficient Amplitude of Choreographed Movements		
	^0.10 Energy maintained throughout the routine		
^0.20	Expression (<i>Performance quality conveys emotion & engages audience/judge; Facial expressions consistent with character of choreography & music</i>)		
^0.30	Footwork (<i>Feet not pointed / relaxed / turned in</i>)		
^0.20	Musicality (<i>Movements is congruent w/ music, conveys theme w/ music & movements, & changes in tempo/rhythm</i>)		
		Floor Exercise: Chief Judge Deductions	
0.50	Absence of Music		
0.30	Additional matting placed on FX once routine has begun		
0.30	Coach/Athlete on FX area (No Ded if removing an object or mat)		
2.00	Complete or Incomplete exercise less than 30 seconds		
0.10	Failure to mark the FX boundary line on additional mats (applied to any mat covering the FX line)		
0.50	Gymnast leaving FX mat during routine (<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>)		
0.50	Music with words / song (<i>whistles, animal/human sounds are allowed</i>)		
0.30	Lands Acro Element in solid / loose foam pit No VP / SR / Bonus / CC		
ea 0.10	Out of Bounds - (any part of body touching outside of FX border marking)		
0.10	Overtime		

BLE 5.17.26	Execution & Amplitude Deductions
^0.20	ACRO Elements: Incomplete Twist 0.05 - 0.10.....1° - 44° missing 0.15 - 0.20.....45° - 89° missing Lesser VP.....90° or more missing
^0.20	Additional Trunk Movements / Arm Swings to Maintain Balance / Control upon Landing Acro elements Applies to stuck landings - Applies to landings that involve step(s) & trunk movement / arm swing(s) used to prevent further steps. Do not apply if trunk movement/ arm swing(s) leads to step(s) on landing: deduct ONLY for steps.
^0.30	Bent Arms in Support - on any one element (90° bend or greater - Max 0.30)
^0.30	Bent Legs - on any one element (90° bend or greater - Max 0.30)
^0.30	Brush / Touch Landing Surface with One (1) or Two (2) Hands (No Support)
ea 0.10	Concentration pause - 2 seconds or more prior Acro pass Specific FX Deduction
^0.10	Deviation from Straight Direction on Landing of Acro Elements
ea^0.10	Fail to land with feet / legs together on jumps / leaps to two feet Specific FX Deduction
ea^0.10	Fail to perform Grp #2 turns in high releve' Specific FX Deduction
0.05	Failure to hold ending pose for one second Specific FX Deduction
^0.20	Failure to Maintain Stretched Body Position (Pike Down)
0.10	Failure to show synchronization of music with ending pose Specific FX Deduction
0.50	Fall / Failure to Land on the Bottom of Feet First Aerials / Saltos (No: VP / SR / CC / Bonus)
0.50	Fall after Spot
0.50	Fall on the Mat with Knee(s) or Hips
0.50	Fall w/ Simultaneously Landing on Bottom of Feet + Hands / Knees (Yes: VP / SR / CC / No: Bonus)
ea time 0.05	Flexed / Sickled feet on Value Part Elements
^0.20	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
ea^0.10	Incorrect Body Posture / Alignment during Dance Value Parts
^0.20	Incorrect Body Posture on Landing of Acro Elements
ea^0.10	Incorrect Rhythm during direct connections Specific FX Deduction
^0.20	Insufficient Exactness of Stretched Position (arch / hip angle (136°-179))
^0.20	Insufficient Exactness of Tuck or Pike position in Value Part Elements
^0.30	Insufficient Extension (Open) of Tuck / Pike body position prior to Landing Acro elements
^0.20	Insufficient Height of Aerials and Acro Flight with Hand Support
^0.20	Insufficient Height on Leaps / Jumps / Hops
^0.30	Insufficient Height of Salto elements 1. Does <u>not</u> apply to an accelerating element in directly connected Forward Acro series. 2. Front Handspring - Front Layout - Front Layout 1/1 - Front Layout = accelerating element)
^0.20	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
ea^0.10	Lack of Precision in Dance VP (Lack of definite arm or leg position on turns / leaps. Degree of turn NOT exact) Specific FX Deduction

Execution & Amplitude Deductions (continued)

NEW	Landing: Isolated Acro element / Last element in Acro Series
	<p>1. No penalty for landing with feet maximum of Hip-width apart provided:</p> <ul style="list-style-type: none"> a. heels slide together b. small, controlled step Forward (from Forward Acro) c. small, controlled step Backward (from Backward Acro) to Lunge <p>2. Do <u>not</u> deduct unless landing position appears out of control.</p>
0.10	Land with Feet apart - entire foot / feet slide or lift off floor to join - deduct small step
0.05	Lands with Feet Hip-width apart or Closer but Never Joins Feet (Heels)
0.10	Land with Feet further than Hip-width / staggered & takes a step - deduct step only
ea 0.20	Large Step / Jump on Landing (approximately 3 Feet or more) Max 0.40
ea ^0.20	Leg or knee separations
^0.10	Legs Crossed during Saltos with Twist
^0.20	Legs <u>Not</u> Parallel to Floor in Split or Straddle Pike Leaps / Jumps
1.00	Minimum Score (Awarded when Score is equal to or less than One (1.00) Point
^0.10	Slight Hop / Small Adjustment of Feet or Staggered Feet (One Foot in Front) On Landing Acro Elems
ea 0.10 - 0.15	Small or Medium Steps on Landing Max 0.40
0.50	Spotting Assistance <u>during</u> an Element (No VP / SR / Bonus / CC <i>if applicable</i>)
0.50	Spotting Assistance <u>upon landing</u> an element (Yes VP & SR & CC / No Bonus)
^0.30	Squat on landing (<i>Hips lower than Knees</i>) +0.50 If lands acro in a squat/compressed position, then falls
0.50	Support on Mat with One (1) or Two (2) Hands upon Landing
^0.20	Walkovers Fwd & Bkwd and Walkover type elements - 180° split at some point is Required - Deduction is for Insufficient Split if applicable

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>	Absence of Music or Music with words or song / speech (See COP Section 5 - FX for specifics)
<u>0.20</u>	Coach sprays water or adds chalk to UB once routine has begun - No warning given (Does not apply if athlete has fallen and is off the equipment)
<u>0.30</u>	Coach/Athlete on FX area during routine (inside the border marking) (see COP General p 9 for details) (No Deduction Xcel/Comp)
<u>0.10</u>	Coach standing between or next to equipment thruout routine (between UB or next to BB) (No Deduction Xcel/Comp)
Exercise Terminated	Exceeds Allotted Fall Time
<u>0.20</u>	Excessive use of magnesia (Chalk) or Incorrect use of Tape (see COP General pg 9 for details)
<u>0.10</u>	Failure to Mark the FX boundary line on additional mats (applies to any mat covering the boundary line)
<u>0.20</u>	Failure to observe specified Warm-Up Time (after warning) (see COP General pg 7 for details)
ea time <u>0.10</u>	Failure to Present before & after routine. Before: <i>Gymnast required to present to CJ before routine.</i> After: <i>Gymnast required to present, either to the apparatus or to a judge</i>
<u>0.30</u>	Failure to remove Board or Authorized Spotting Device UB / BB
<u>0.30</u>	Failure to remove Board / Mounting Apparatus after the mount
<u>0.20</u>	Gymnast fails to begin routine within 30 sec, after the CJ signals to begin.
<u>0.50</u>	Gymnast leaving FX mat during routine (NOT in addition to fall out of bounds or fall immediately preceding gymnast leaving floor for medical evaluation).
<u>0.20</u>	Incorrect ATTIRE (after a warning) (see COP General pg 8 for details)
<u>0.20</u>	Incorrect PADDING (Gymnast wearing heel / hip pads on UB) <i>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 routine (whether or not the CJ warned her previously), the deduction must be taken. (See COP General pg 7)</i>
<u>0.30</u>	Lands UB / BB dismount or FX Acro Salto in Solid or Loose Foam Pit
ea time <u>0.10</u>	Out of Bounds - Any part of the body touching outside of the FX border marking
<u>0.10</u>	Overtime
<u>2.00</u>	Short routines (complete or incomplete routines) UB < than 5 VP - BB & FX < 30 secs - Exception: 0.50 for Level 6 (COP Section 4 BB for specifics) - Xcel < 3 attempted or spotted VP
<u>0.50</u>	Starting routine before signal is given (deduct from repeated performance) (see COP General pg 9 & COP 2 VT pg 4) NOT for Xcel
<u>0.20</u>	Technical Verbal cues by coach or teammate(s) to own Gymnast (after a warning) Judge MUST hear words. (See COP General pg 7)
<u>0.20</u>	Unsportsmanlike conduct of gymnast (after warning)
<u>0.30</u>	Unauthorized equipment or additional / insufficient matting (See Event sections for specifics)
<u>0.30</u>	Using incorrect apparatus specifications
<u>0.20</u>	Warming up on mat after a fall (Beam) - (No warning needed)

Chief Judge reports to the Meet Referee or Jury of Appeals if: (See COP General pg 6)

a) *Incorrect gymnast attire*

b) *Unsportsmanlike conduct of coach (after warning)*

c) *Excessive cheers or behavior disruptive to competition by teammates or coach*

d) *Team fails to observe warm-up time (after warning) - Applies to team score on event*

e) *Coach or teammates warned about technical verbal cues*