

Vault	Uneven Bars SR 0.50		Balance Beam SR 0.50		Floor Exercise SR 0.50		VAO Warm-Up Time- 1.5 min/gymst
Novice	Novice	NO Bonus	Novice	NO Bonus	Novice	NO Bonus	Novice
L 3-4 Vault L 3 Vault SV - 9.00 L 4 Vault SV - 10.00	1. 4 Skills 2. 1 Back Circling Skill 3. Cast (no height requir.) 4. Level 1-4 Dismount		1. 1 Acro Skill <i>(Non-flight, start & end on BB)</i> 2. 1 Jump <i>(Straight, Split or Tuck)</i> 3. Min. 1/2 Turn <i>(On 1 or 2 Feet)</i> 4. Level 1-4 Dismount		1. 2 Acro Skills <i>(Flight or Non-flight)</i> 2. 1 forward Skill or Element 3. 1 Dance Series of 2 Elem. OR 1 Leap or Jump min 60° 4. Min 1/2 turn on 1 Foot		Special Requirements 2.00 Execution 7.50 Art. -.0.3 Dyn -.20 0.50 Start Value 10.00 No Bonus
Interm - SV 10.0	Intermediate	Inter. Bonus (+0.20)	Intermediate	Inter. Bonus (+0.20)	Intermediate	Inter. Bonus (+0.20)	Intermediate
Any L 7-8 Vault from Group 1 <i>(May use Resi- turned Sideways or Vault table)</i>	1. 5 Skills 2. 2 Circling Skills <i>(same of different)</i> 3. Cast (no height requir.) 4. Level 3-6 Dismount	Kip Bar Change <i>(le-Jump to HB)</i> Long Hang Pullover Cast Horz. = or > Front Hip Circle Any "B" Skill Flyaway Dismount	1. Two Acro Skills <i>(Flight or Non- Flight/ Same or Diff.- Start & End on Beam)</i> 2. Dance Series <i>(min 2 Elements)</i> 3. Min 1/2 Turn on 1 Foot 4. Level 3-6 Dsmt or "A" Dsmt	Handstand Handstand Fwd Roll Cartwheel Full Turn Any Leap or Jump Min 90° "B" Dance or Acro & "C" Dance Front or Back walkover	1. 1 Acro Series of at least 2 elements <i>(One skill must have Flight)</i> 2. 1 Forward Skill or Element OR 2nd Acro Series <i>(Min 2 ele.(Fit or Non Fit)</i> 3. 1 Dance Series of 2 Elem. OR 1 Leap or Jump min 90° 4. Min Full Turn on 1 Foot	RO BHS BHS Front Handspring Front Acro Series <i>(2 with Flight)</i> Any Salto or Aerial Any Leap 120° Any "B" or "C" Dance	Special Requirements 2.00 Execution 6.90 Art. -.0.3 Dyn -.20 0.50 Start Value 9.40 Bonus (3@+0.20 each) 0.60
Adv - SV 10.00	Advanced	Adv. Bonus (+0.20)	Advanced	Adv. Bonus (+0.20)	Advanced	Adv. Bonus (+0.20)	Advanced
Any L7-8 Vault <i>(No Yurchenkos Allowed)</i>	1. 6 Skills 2. 2 Diff. Circling Skills 3. Cast to Horz. 4. Any "A" Dismount	Cast 30° above Horz. Any "B" Skill Layout Flyaway	1. Two Acro Skills <i>(Flight or Non- Flight/ Same or Diff.- Start & End on Beam)</i> 2. Dance Series <i>(min 2 Elements)</i> 3. Min. Full turn on 1 foot. 4. "A" Value Dismount	"B" Dance or Acro Any "C" Dance <i>(Flight or Non- Flight/ Same or Diff.)</i> Acro SERIES - Min 2 elems <i>(Flight or Non- Flight/ Same or Diff.)</i> Leap or Jump Min 120°	1. Two Different Acro Series: One a Minimum of 3 Elements with Flight. One with 2 Forward Acro Elements with or with out Flight. 2. One Salto is Required. It may be isolated or performed within one of the two required series. 3. Leap or Jump min. 120° 4. Min Full Turn on 1 Foot	RO BHS Layout Front Acro Series w/Flight One a salto or aerial Any Leap 150° Any "B" or "C" Dance Any "B" Acro	Special Requirements 2.00 Execution 6.90 Art. -.0.3 Dyn -.20 0.50 Start Value 9.40 Bonus (3@+0.20 each) 0.60

* A max of two consecutive tap swings are allowed in all divisions, but the 2nd swing must result in a connect

* Preceding a squat on, two casts may be used without a deduction for an extra swing, except AS Ad Div.

* Kip, Cast, Back Hip Circle or Clear Hip on Low Bar and High Bar Fulfills SR of Two Different Circling Skills because preceded by diff elements.

* Any Compulsory Skill/ Element OR Code of Points, A, B, C Dance and A & B Acro Skill or Element is Acceptable. "C" Acro will VOID a routine.

* More than .25 total deductions on one skill results in NO Bonus. Deductions in series are not cumulative per skill.

*Special Requirements and Bonus can be fulfilled at the same time.

* Qualified skills may be used for BONUS more than once if used in a Different Connection.

Uneven Bars

- > 0.10 Insuff distribution
- > 0.10 Swing fwd. or bwd. Under Horiz.
- 0.10 ea Uncharacteristic elements
- 0.10 ea 3/4 Fwd Giant circle
- > 0.20 Lack of elements that achieve *(pass thru) Vertic*
- > 0.20 Variety of element& connections
- > 0.20 Amplitude of elements
- > 0.20 Insuff swingful execution thru out
- > 0.20 Insuff Dynamics
- > 0.30 Insuff height of salto dismounts
- 0.30 ea Intermediate Swing
- > 0.10 (UB) Hesitations during jump to HB or swg to HS

Balance Beam/ Floor Exercise

- > 0.10 Incorrect body pos. in dance elem.
- > 0.10 Lack of continuity of connections
- > 0.10 (BB/FX) Hesitation during jump, press, swg to HS
- > 0.10 (BB/FX) Incorrect BP/ alignment during dance VP
- 0.10 More than 2 dance elements of same shape
- > 0.20 (BB/FX) Insuf height on leaps, jumps, & hops
- > 0.20 (BB/FX) Insuf hgt on Aerials & Acro flight elems w/ hd supt
- > 0.20 (BB/FX) Incor poition of legs in Split or Straddle pike
- > 0.20 Dance (under-rotated turn) or Acro (under-rotated twist)
- 0.05 - 0.10 1°-44° Missing
- 0.15 - 0.20 45° - 89° Missing
- Lower VP 90° or more Missing
- > 0.20 (BB/FX) Insuf split position (deviation from 180)
- 0.05 - 0.10 1° -20° missing
- 0.15 - 0.20 21°- 45° missing
- Lower VP 46° or more missing
- > 0.20 (BB/FX) Insufficient flexibility (thruout exercise)
- > 0.20 (BB/FX) Variation in rhythm & tempo throughout ex
- > 0.20 Insuf dynamics
- > 0.20 Insuf exactness of N, V, /
- > 0.30 Additional movements to maintain balance

Chief Judge Deductions

- 0.10 Overtime
- 0.10 ea Exceeds Floor Ex. Boundary
- 0.10 ea Fail to present before/after
- 0.20 Fail to begin within 30 sec after CJ signal
- 0.20 Incor Paddi! *(take w/o warning if not noticed before routine begins)*
- 0.20 Unsportsmanlike conduct of gymnast (warn 1st)
- 0.20 Incorrect attire/jewelry (after 1 warning)
- 0.20 Flagrant exceeding warm up time (after warning)
- 0.20 Coach instructs gymnast during routine
- 0.30 Use of add'l mats or board on unauthorized surf
- 0.30 Board on unpermitted surface
- 0.30 Fail to remove board after mount
- 0.30 Incorrect apparatus Specs.
- 0.50 Start when Red Light is lit (repetition)
- 1.00 Absence of music or music w/ voice/speech
- 1.00 Performance of 1 arm vault

Execution & Landing

- 0.05 Flexed feet during value Part
- > 0.10 Touch/ brush of foot on app/mat
- > 0.10 Legs crossed
- > 0.10 Slight hop, adjustment of feet
- 0.10 ea Extra Steps on Landing (max 4)
- > 0.10 Insuff. Extension before Landing
- > 0.10 Direction
- > 0.10 Extra arm swing
- 0.20 Very Large step or jump on landing
- > 0.20 Leg or Knee Separations
- 0.20 Hit Foot on apparatus
- > 0.20 Incorrect body posture on landing
- > 0.30 Bent arms in Sup. Or Bent Legs
- 0.30 Grasp apparatus to avoid fall
- 0.30 Hit on mat with foot (feet)
- > 0.30 Incorrect ft/body posture (intire ex.)
- 0.30 No Dismount
- > 0.30 Brush/touch of landing surface w/
- > 0.30 Deep Squat
- > 0.30 Trunk movements for balance
- 0.50 Fall or Support on Hands
- 0.50 Fall on mat to knees or hips
- 0.50 Fall on or against apparatus
- 0.50 Spotting Assistance
- No VP Fail to land feet first in Saltos