

Vault		Uneven Bars SR 0.50		Balance Beam SR 0.50		Floor Exercise SR 0.50		VAO Warm-Up Time- 1.5 min/gymst	
		No Min Time- Max 1:20 min (-0.10)				No Min Time- Max 1:30			
Novice	NO Bonus	Novice	NO Bonus	Novice	NO Bonus	Novice	NO Bonus	Novice	NO Bonus
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	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 _(ie-Jump to HB) 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	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 without 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		
<p>* A max of two consecutive tap swings are allowed in all divisions, but the 2nd swing must result in a connection. * 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.</p>									
<p>* 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.</p>									
						SR	A	JG 1	
						BONUS	B	JG 2	
						SV	C-DANCE	FIN	
						SR	A	JG 1	
						BONUS	B	JG 2	
						SV	C-DANCE	FIN	