

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		NO Bonus		NO Bonus		NO Bonus		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 &amp; 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 <b>Start Value 10.00</b> No Bonus					
Interm - SV 10.0		Intermediate		Intermediate		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		1. Two Acro Skills <i>(Flight or Non- Flight/ Same or Diff- Start &amp; 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 <b>Start Value 9.40</b> <b>Bonus (3@+0.20 each ) 0.60</b>	
Adv - SV 10.00		Advanced		Advanced		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		1. Two Acro Skills <i>(Flight or Non- Flight/ Same or Diff- Start &amp; 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 <b>Start Value 9.40</b> <b>Bonus (3@+0.20 each ) 0.60</b>	
<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 Fullfills 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 &amp; 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			