

Gymnast #	Vault #	Vault #
	Symbol	Symbol
<b>FIRST FLIGHT PHASE</b>		
> 0.1 Foot Form (flexed, sickled)		
> 0.1 Legs - Crossed		
> 0.2 Legs - Separated		
> 0.3 Knees - Bent		
> 0.2 Hips - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Incomplete		
<b>REPULSION PHASE</b>		
> 0.1 Hands - Staggered / Alternate		
> 0.2 Hands - Alternate Repulsion		
> 0.3 Hands - Steps / Hops		
> 0.2 Legs - Bent (Salto Vaults)		
> 0.5 Arms - Bent		
2.0 Head contact in Support (inc. arms)		
> 0.2 Shoulder - Angle Poor		
> 0.2 Body - Arched		
> 0.3 Turn - Begun Too Early		
> 0.5 Support - Too Long (Non-Salto)		
> 1.0 Vertical Angle (Non-Salto)		
<b>SECOND FLIGHT PHASE</b>		
> 0.1 Foot Form (flexed, sickled)		
0.1 Legs - Crossed		
0.2 Legs - Separated		
> 0.3 Knees - Bent		
> 0.2 Touch - Brush / Hit vault table		
> 0.1 Turn - Insufficient Exactness		
> 0.3 Turn - Late Completion (non-saltos)		
> 0.5 Turn - Begun Too Late		
> 0.1 Salto - Under Rotation of Salto Vault		
> 0.3 Body - Insufficient Tuck / Pike		
> 0.3 Body - Insufficient Stretch (arch/pike)		
> 0.3 Maintain Stretch (pike down)		
> 0.3 Insufficient Opening (tuck/pike)		
> 0.5 Height		
> 0.3 Length		
<b>LANDING / GENERAL</b>		
> 0.1 Arms - Extra Swings		
> 0.2 Body - Incorrect Body Posture		
> 0.2 Trunk - Additional Movements		
> 0.3 Turn - Incomplete		
> 0.3 Squat on Landing		
> 0.4 Steps (0.1 each) Large Step (0.2)		
> 0.3 Direction (mat contact)		
> 0.3 Dynamics		
> 0.3 Brush / Touch Mat (no support)		
0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Spot Landing or Level 8 = 1.0		
Level 10 - Bonus + 0.1 (no fall)		
<b>START VALUE</b>	<input type="text"/>	<input type="text"/>
<b>DEDUCTIONS</b>	<input type="text"/>	<input type="text"/>
<b>JUDGE #1</b>	<input type="text"/>	<input type="text"/>
<b>JUDGE #2</b>	<input type="text"/>	<input type="text"/>
<b>CJ:</b>	<input type="text"/>	<input type="text"/>
Tape on Table = 0.2	1st Vault	2nd Vault
Unauthorized Matting = 0.3		
Vault with No Signal = 0.5		
Touch with Only 1-Arm = 1.0		

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> 0.2 Trunk - Additional Movements		
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> 0.3 Direction (mat contact)		
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0.5 Coach - Between Board-Table		
0.5 Spot Landing or Level 8 = 1.0		
Level 10 - Bonus + 0.1 (no fall)		
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<b>DEDUCTIONS</b>	<input type="text"/>	<input type="text"/>
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0.5 Fall (to support, against table)		
0.5 Coach - Between Board-Table		
0.5 Spot Landing or Level 8 = 1.0		
Level 10 - Bonus + 0.1 (no fall)		
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<b>DEDUCTIONS</b>	<input type="text"/>	<input type="text"/>
<b>JUDGE #1</b>	<input type="text"/>	<input type="text"/>
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Tape on Table = 0.2	1st Vault	2nd Vault
Unauthorized Matting = 0.3		
Vault with No Signal = 0.5		
Touch with Only 1-Arm = 1.0		

Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	Level 6 - Floor	Level 7 - Floor	Level 8 - Floor			L6	L7	L8
One Cast <i>min. Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	<i>One Acro Elem. Group 5,6,7</i>	Acro Series (w/wo flt.) <i>+ 1 Acro Flight</i>	Acro Series <i>with 1 Acro Flight</i>	Acro Series (3 elem.) <i>w/wo hands</i>	Acro Series (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Series <i>Direct or Indirect</i>	A = 0.1	<b>A</b>	5	5	4
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Series <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	B = 0.3	<b>B</b>	1	2	4
360o Clear Circle <i>one Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	<b>SR</b>	0.5	0.5	0.5	
A - Element <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Salto/Hecht <i>Dismount</i>	A - Dismount <i>w/wo hands</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element <i>Last Salto</i>	<b>Restricted elements - 0.5 SV</b>				
									Lv 6	> 1-C Dance; UB Flight			
									Lv 7	> 1-C Dance; UB Restricted			
									Lv 8	UB Restricted List			
									Lv 8	More than 1 Restricted C			
									Time: _____	S.V. _____			
									S. V. <b>10.0</b>	Ded. - _____			
									VP - _____	J1 Score _____			
									SR - _____	J2 Score _____			
									<u>RE - _____</u>	Average _____			
									L8 Comp - _____	Off Ave. - _____			
									Artistry - _____	Score _____			
									Exec. - _____				
									Time: _____	S.V. _____			
									S. V. <b>10.0</b>	Ded. - _____			
									VP - _____	J1 Score _____			
									SR - _____	J2 Score _____			
									<u>RE - _____</u>	Average _____			
									L8 Comp - _____	Off Ave. - _____			
									Artistry - _____	Score _____			
									Exec. - _____				

BARS		BARS		BEAM			BEAM			FLOOR			FLOOR		
Connection Values	0.1	0.2	Special Requirements	Connection Values	0.1	0.2	Special Requirements	Connection Values	0.1	0.2	Special Requirements	VP	Level 9	Level 10	
<b>Level 9</b>			<b>2 - Bar Changes</b>	<b>2 - Acro. Flight</b>	B+C *	B+D	<b>1 Acro Flight Series</b>	<b>Acro. Indirect</b>	A/B + A/B + C		<b>2 Salto Series or</b>	A = 0.1	3	3	
<i>One with Flight / Turn</i>	C+C		<b>1 - B Flight</b>	<i>including Mounts</i>	C = Salto *	C+C	<i>* Min 1-C Flight (L10)</i>	<i>(Aerials / Saltos)</i>	A/B + A/B + D		<b>2 Direct Saltos</b>	B = 0.3	4	3	
<i>Both w/o Flight / Turn</i>	C+C		<b>1 - C Flight / Turn</b>	<i>* No Mount / Dismount</i>	Lv 9 or Aerial		<i>* A (non flight) + E (L10)</i>		A/B+D		<b>3 Different Saltos</b>	C = 0.5	1	2	
<i>Both with Flight / Turn</i>	(different)		<i>* different flight</i>	<b>3 - Acro. Flight</b>	B+B+C	B+C+C	<b>1 - One Leap / Jump</b>	<b>Acro. Direct</b>	C+C	C+D	<b>Dance Pass</b>	SR	0.5	0.5	
<i>Both with Flight / Turn</i>		C+C	<b>B - Dismount</b>	<i>including Mounts</i>			<i>* 180o split</i>	<i>(Aerials / Saltos)</i>	A+C	B+C	<b>2 Different Elements</b>	SV	9.7	9.5	
<b>Level 10</b>			<b>1 - B Flight</b>	<i>including Dismounts</i>			<i>* Cross or Side</i>		B+B	C+C	<b>Group 1 only</b>	Bonus	0.3	0.5	
<i>Both with Turn / Flight</i>			<b>1 - C Flight</b>	<b>2 Dance / * Mixed</b>	A+D	B+D	<b>1 - Full Turn</b>	<b>* Dance / Mixed</b>	A+A+C	A/B+D	<i>Direct or Indirect</i>	Bonus	OK without fall / spot		
<i>** Group 3,6,7 - Different</i>	C+C		<i>* Different Flight</i>	<i>* Acro Flight + Dance</i>	B+C		<b>B - Dismount (L9)</b>	<b>* No CV = Turn + Jump</b>		A+A+D	<i>One - 180o Split LEAP</i>	Level 9 - Bonus			
<i>No Turn or Flight Required</i>			<b>1 - C Turn</b>	<i>including Mounts</i>		C+C	<b>C - Dismount (L10)</b>	(same/different)				Maximum (1 Restricted) D/E			
<i>w / without Flight / Turn</i>	C+D	D+D	<i>* No Mount / Dismount</i>	<b>2 Turns</b>	A+C		<i>C+B - Acro Series = OK</i>	<b>Mixed</b>				D/E = C			
			<b>C - Dismount</b>				<i>C+B - Dance/Acro = OK</i>					Other Restricted Element			
												No VP			
												0.5 off SV			
											Artistry - _____	Time: _____	S.V. _____		
											Exec. - _____	SV	Ded. - _____		
											Lv: _____				
											Comp. - _____	VP - _____	J1 Score _____		
											A - _____	SR - _____	J2 Score _____		
											B - _____	RE - _____	Average _____		
											C - _____	CV+ _____	Off Ave. - _____		
											D + _____	DE+ _____	Score _____		
											E + _____				
											Artistry - _____	Time: _____	S.V. _____		
											Exec. - _____	SV	Ded. - _____		
											Lv: _____				
											Comp. - _____	VP - _____	J1 Score _____		
											A - _____	SR - _____	J2 Score _____		
											B - _____	RE - _____	Average _____		
											C - _____	CV+ _____	Off Ave. - _____		
											D + _____	DE+ _____	Score _____		
											E + _____				

BARS Composition Deductions		BARS Execution Deductions		BARS Execution Deductions		BARS Connection Values		BARS Special Requirements		VP	Level 9	Level 10
Insufficient Distribution of Elements	→0.1	3rd Run to approach mount (each judge)	0.5	Insufficient Dynamics (thruout)	→0.2	<b>Level 9</b>		<b>2 - Bar Changes</b>	A = 0.1	3	3	
Insufficient Change of Direction	→0.1	Swing Forward / Backward Under Horizontal	→0.1	Trunk Movements to Control Landing	→0.2	One with Flight / Turn	C+C	<b>1 - B Flight</b>	B = 0.3	4	3	
Uncharacteristic Elements	each 0.1	Under-Rotation of Release Elements	→0.1	Insufficient Amplitude of Elements (each)	→0.2	Both w/o Flight / Turn	C+C	<b>1 - C Flight / Turn</b>	C = 0.5	1	2	
More than 1 Squat-on LB w/wo sole circle (L10)	each 0.1	Precision of Handstand Positions (thruout)	→0.1	Insufficient Stretch (Arch or Pike)	→0.2	Both with Flight / Turn	(different)	<b>* different flight</b>	SR	0.5	0.5	
3/4 Forward Giant w / wo grip change	each 0.1	Insufficient Extension of Glide/Swing to Kip	→0.1	Insufficient Ext. (Open) prior to Landing	→0.3	Both with Flight / Turn	C+C	<b>B - Dismount</b>	<b>SV</b>	<b>9.7</b>	<b>9.5</b>	
Choice of Elements:		Poor Rhythm in Elements	→0.1	Insufficient Height of Salto Dismounts	→0.3	<b>Level 10</b>		<b>1 - B Flight</b>	<b>Bonus</b>	0.3	0.5	
* Forward & Back Circle or Release	0.05	Hesitation in Jump, Swing to Handstand	→0.1	Insufficient Amplitude "B" Clear Hip Circles	→0.4	Both with Turn / Flight		<b>* Different Flight</b>	<b>Bonus</b>	OK without fall / spot		
* Variety of Elements & Connections	→0.1	Landing Too Close to Bars Dismount	0.1	Grasp Apparatus to Avoid a Fall	0.3	** Group 3,6,7 - Different	C+C	<b>1 - C Flight</b>	Level 9 - Bonus			
* Balance Between Piro. & Flights	→0.1	Angle of Flight to LB Handstand (11° - 20°)	0.05	Intermediate (Extra) Swing (max. 0.6)	0.3	No Turn or Flight Required		<b>* Different Flight</b>	Maximum (1 <b>Restricted</b> ) D/E			
Choice of Releases - Not up to the Level (L10)	→0.2	Angle of Circle to Handstand	→0.2	Touch / Brush Foot on Apparatus or Mat	→0.1	w / without Flight / Turn	C+D	<b>1 - C Turn</b>	D/E = C			
Lack of 2 Bar Changes (L10)	0.2	Angle of Cast to Handstand	→0.3	Hit Foot on Apparatus	0.2			<b>* No Mount / Dismount</b>	Other Restricted Element			
More than 1 Element before the Mount	0.2	Angle of Turn Deviation (Healy + 1-1/2t.)	→0.3	Hit Foot on Mat	0.3			<b>C - Dismount</b>	No VP			
		Angle of Turn Deviation (1/2 t. - 1/1 t. IN)	→0.3	Full Support on foot/feet on mat in routine	0.5				0.5 off SV			
										Exec. - _____	SV	S.V. _____
										Comp. - _____	LV:	Ded. - _____
										A - _____	VP - _____	J1 Score _____
										B - _____	SR - _____	J2 Score _____
										C - _____	RE - _____	Average _____
										D + _____	CV+ _____	Off Ave. - _____
										E + _____	DE+ _____	Score _____
										Exec. - _____	SV	S.V. _____
										Comp. - _____	LV:	Ded. - _____
										A - _____	VP - _____	J1 Score _____
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										C - _____	RE - _____	Average _____
										D + _____	CV+ _____	Off Ave. - _____
										E + _____	DE+ _____	Score _____
										Exec. - _____	SV	S.V. _____
										Comp. - _____	LV:	Ded. - _____
										A - _____	VP - _____	J1 Score _____
										B - _____	SR - _____	J2 Score _____
										C - _____	RE - _____	Average _____
										D + _____	CV+ _____	Off Ave. - _____
										E + _____	DE+ _____	Score _____

BEAM Composition Deductions		BEAM Execution Deductions		BEAM Execution Deductions		BEAM Connection Values			BEAM Special Requirements			VP	Level 9	Level 10
<i>More than 1 Element before Mount</i>	0.2	<i>Artistry: Original; Style; Expression (thruout)</i>	→ 0.3	<i>Insuff. Sureness of Performance (thruout)</i>	→ 0.2	<b>2 - Acro. Flight</b>	<b>B+C *</b>	B+D	<b>1 Acro Flight Series</b> * Min 1-C Flight (L10) * A (non flight) + E (L10)	A = 0.1	3	3		
<i>More than 2 Straight Leg (Pivot 1/2t.) Turns</i>	0.1	<i>Insufficient Dynamics (thruout)</i>	→ 0.2	<i>Relaxed / Incorr Footwork (thruout)</i>	→ 0.2	<i>including Mounts</i>	C = Salto *	C+C		B = 0.3	4	3		
<i>More than 2 Wolf / Tuck or 2 Straddles</i>	each 0.1	<i>Insufficient Variation - Rhythm/Tempo (thruout)</i>	→ 0.2	<i>Relax / Incorr Leg / Post, Insuff Flex (thruout)</i>	→ 0.3	<i>* No Mount / Dismount</i>	Lv 9 - Aerial			C = 0.5	1	2		
<i>More than 1 Leap / Jump to Front Support</i>	each 0.1	<i>Concentration Pause (more than 2 sec.)</i>	each 0.1	<i>Legs Not Parallel - Split or Straddle Pike</i>	ea → 0.2	<b>3 - Acro. Flight</b>	B+B+C	B+C+C	<b>1 - One Leap / Jump</b> * 180o split * Cross or Side	SR	0.5	0.5		
<i>Acro - Not up to Competitive Level</i>	→ 0.2	<i>Rhythm during Acro Connections</i>	ea → 0.2	<i>Insuff. Height of Leaps - Jumps - Hops</i>	ea → 0.2	<i>including Mounts</i>				<b>SV</b>	<b>9.7</b>	<b>9.5</b>		
<i>Lack of Dance Series (min. 2; Gr. 1 ,2, 3)</i>	0.2	<i>Rhythm during Dance / Mixed Connections</i>	ea → 0.2	<i>Insuff. Height of Acro Flights-Aerials-Saltos</i>	ea → 0.2	<i>including Dismounts</i>			<b>Bonus</b>	0.3	0.5			
<i>Insufficient Spacial Use &amp; Level Changes</i>	ea → 0.1	<i>VP Turns not on High Releve</i>	ea → 0.1	<i>Insuff. Height of Dismounts</i>	→ 0.3	<b>2 Dance / * Mixed</b>	A+D	B+D	<b>1 - Full Turn</b> on one foot	<b>Bonus</b> OK without fall / spot				
<i>Fail to Show Different Directions (F/S/B)</i>	→ 0.1	<i>Feet Apart on Side Landing of Leap/Jump</i>	ea → 0.1	<i>Landing Too Close to Beam on Dismount</i>	0.1	<i>* Acro Flight + Dance</i>	B+C			Level 9 - Bonus Maximum (1 Restricted) D/E D/E = C				
<i>Acro High Points - Elements Variations</i>	→ 0.1	<i>Lack of Precision in Dance Elements</i>	ea → 0.1	<i>Touch / Brush Foot on Apparatus or Mat</i>	ea → 0.1	<i>including Mounts</i>		C+C	<b>B - Aerial/Salto Dmt. L9</b> <b>C - Aerial/Salto Dmt. L10</b> C+B - Acro Series = OK C+B - Dance/Acro = OK	Other <b>Restricted</b> Element No VP 0.5 off SV				
<i>Lack of Acro Forward/Sideward &amp; Back</i>	each 0.1	<i>Incorrect Posture / Alignment in Dance</i>	ea → 0.1	<i>Support of 1 leg against side of Beam</i>	each 0.2									
<i>If only in Dismount</i>	0.05	<i>Hesitation in Jump, Swing, Press Handstand</i>	ea → 0.1	<i>Grasp Beam to Avoid a Fall</i>	each 0.3									
<i>Balance Between Acro &amp; Dance VP</i>	→ 0.2	<i>Insufficient Split - Required (Dance / Acro)</i>	ea → 0.2	<i>Trunk Movement - Control Dismount Landing</i>	→ 0.2									
<i>Insufficient Distribution</i>	→ 0.1	<i>Insufficient Ext. (Open) prior to Landing Acro</i>	ea → 0.3	<i>Trunk Movement - Balance on Beam</i>	ea → 0.3	<b>2 Turns</b>	A+C							

										Artistry - _____	Time: _____	S.V. _____
										Exec. - _____	SV	Ded. - _____
										Comp. - _____	LV: _____	J1 Score _____
										A - _____	VP - _____	J2 Score _____
										B - _____	SR - _____	Average _____
										C - _____	RE - _____	Off Ave. - _____
										D + _____	CV+ _____	Score _____
										E + _____	DE+ _____	
										Artistry - _____	Time: _____	S.V. _____
										Exec. - _____	SV	Ded. - _____
										Comp. - _____	LV: _____	J1 Score _____
										A - _____	VP - _____	J2 Score _____
										B - _____	SR - _____	Average _____
										C - _____	RE - _____	Off Ave. - _____
										D + _____	CV+ _____	Score _____
										E + _____	DE+ _____	
										Artistry - _____	Time: _____	S.V. _____
										Exec. - _____	SV	Ded. - _____
										Comp. - _____	LV: _____	J1 Score _____
										A - _____	VP - _____	J2 Score _____
										B - _____	SR - _____	Average _____
										C - _____	RE - _____	Off Ave. - _____
										D + _____	CV+ _____	Score _____
										E + _____	DE+ _____	

FLOOR Composition Deductions		FLOOR Execution Deductions		FLOOR Execution Deductions		FLOOR Connection Values		FLOOR Special Requirements		VP	Level 9	Level 10
More than 2 Wolf / Tuck Shapes	0.1	Insufficient Dynamics (thruout)	→0.2	Insuff. Height of Leaps, Jumps, Hops & Acro Fit.	ea →0.2	Acro. Indirect (Aerials / Saltos)	A/B + A/B + C	2 Salto Series or 2 Direct Saltos	A = 0.1	3	3	
More than 2 Straddle Jump Shapes	0.1	Insufficient Variation - Rhythm/Tempo (thruout)	→0.2	Insuff. Height of Acrobatic Saltos	ea →0.3		A/B + A/B + D		B = 0.3	4	3	
More than 1 Leap / Jump to Front Support	each 0.1	Relaxed / Incorrect Footwork Non-VP (thruout)	→0.2	Legs Not Parallel to FX - Split or Straddle Pike	ea →0.2	Acro. Direct (Aerials / Saltos)	A/B+D	3 Different Saltos	C = 0.5	1	2	
Insufficient Distribution of Value Parts	→0.1	Relax. / Incorr. Leg / Post., Insuff. Flex. (thruout)	→0.3	Insufficient Split on Elements	ea →0.2		C+C		C+D	SR	0.5	0.5
Insufficient Use of Space (Floor Pattern)	→0.1	Artistry: Original Choreography (thruout)	→0.1	Trunk Movements to Control Acro Landings	ea →0.2	* Dance / Mixed * No CV = Turn + Jump	A+C	Dance Pass 2 Different Elements Group 1 only Direct or Indirect One - 180o Split LEAP	SV	9.7	9.5	
Insufficient Use of Direction (F/S/B)	→0.1	Artistry: Reflects Personal Style (thruout)	→0.1	Insufficient Ext (Open) prior to Landings	ea →0.3		B+B		C+C	Bonus	0.3	0.5
Lack Forw / Side or Back Saltos / Aerials	0.1	Artistry: Quality of Expression (thruout)	→0.1	Music & Movement Poor Relationship (thruout)	→0.2	Mixed	A+A+C	Last Salto B - Salto (L9) C - Salto (L10)	Bonus	OK without fall / spot		
Acro - Not up to Competitive Level	→0.2	Concentration Pause (2 sec. +) into Acro	each 0.1	Music & Movement Non-Synchronization (thruout)	→0.3		B+D		A+B+D	Level 9 - Bonus Maximum (1 Restricted) D/E D/E = C		
Balance Between Acro / Dance VP	→0.2	Incorrect Rhythm during Direct Connections	ea →0.1	Music & Movement Not in Harmony	each .05	C+C	C+D	Other Restricted Element No VP 0.5 off SV				
Lack of "B" Turn on One Foot	0.2	Feet apart on landing of leap/jump/hops	ea →0.1	Music & Movement Not Ended with Music	0.1							
Lack of B Salto (Lv9)	0.3	Turn VP not on High Releve	ea →0.1	Coach on the Floor	(C/J) 0.5							
Lack of C Salto (Lv10)	0.3	Lack of Precision in Dance Elements	ea →0.1	Music with Words or Absence of Music	(C/J) 1.0							
		Incorrect Body Position / Alignment in Dance Elem	ea →0.1	Exercise Less Than 30 Seconds	(C/J) 2.0							

									Artistry - _____	Time: _____	S.V. _____
									Exec. - _____	SV	Ded. - _____
									Comp. - _____	Lv:	J1 Score _____
									A - _____	VP - _____	J2 Score _____
									B - _____	SR - _____	Average _____
									C - _____	RE - _____	Off Ave. - _____
									D + _____	CV+ _____	Score _____
									E + _____	DE+ _____	
									Artistry - _____	Time: _____	S.V. _____
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									Artistry - _____	Time: _____	S.V. _____
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									D + _____	CV+ _____	Score _____
									E + _____	DE+ _____	