Bonus: Max: Up to 0.40		Value Part				Deductions	
Difficulty Bonus: - C - +0.1 unlimit	Connection Bonus: ed - B + B = +0.10	Minimum VP: - 3 "A" (0.1) each	Restrictions (- 0.50 from SV)	NO Tap/Underswing Counter swi allowed	ing	^0.20 Insufficient Dynamics - Insufficient swingful execu-	tion throughou
- D - +0.1 only 1		- 3 "B" (0.3) each - 1 "C" (0.5) each	-No "E" elements	Extra Leg Pump: 0.30 max 0.50 e Max execution deductions: 4.0	each time	Energy maintained through Makes difficult look effortle	out exercise
Start Value: 9.60		(,		Courtesy Score: 4.0		^0.10 Each Poor rhythm in VP/conn	
SR (0.50 each):	B Clear support to vertical	Min "B" 360° skill	"B" release or tu	urn or 2 nd 360° skill diff	B Salto/He	echt DMT or C to A DMT	SV: 9.40

Bonus: Max: Up to 0.40 Value Part			Deductions				
Difficulty Bonus: - C - +0.1 unlimited	Connection Bonus: B + B = +0.10	- 3 "A" (0.1) each - 3 "B" (0.3) each	Artistry	^0.3 rig/creative choreo-		Dynamics ^0.2 - Energy maintained throughout exercise	
- D - +0.1 only 1		-1 "C" (0.5) each	,		- Makes difficult look effortless		
Start Value: 9.60		Restrictions (-0.50 from SV) - No E Value Parts	style	uality of movement to reflect personal		Rhythm - ^0.10 Each Poor rhythm in VP/connections - ^0.20 Insufficient variation-rhythm/tempo throughou	
SR (0.50 each): M	1in. 1/1 turn (1 ft)	Dance Series w/ 180° leap/jur		Acro Series w/ 1 Acro Flight	ВС	Dismount or Acro Flt to A salto/arial DMT	

Bonus: Max: Up to 0 Difficulty Bonus:	0.40		·	ne Limit: 1:30 min
•		Value Part	Deductions	Ta
$-$ C $ \pm$ 0.1 unlimited	Connection Bonus: B + B = +0.10	- 3 "A" (0.1) each - 3 "B" (0.3) each	Artistry ^0.3 ^0.10 Orig/creative choreo-	Dynamics ^0.2 - Energy maintained throughout exercise
- C - +0.1 unlimited - D - +0.1 only 1	D + B = +0.10	-1 "C" (0.5) each	elements/connections	Makes difficult look effortless
		Restrictions (-0.50 from SV)		Rhythm
tart Value: 9.60		- No E Value Parts	style	- ^0.10 Each Poor rhythm in VP/connections
CD (0.50 t)	Air 4 (4 to 1 (4 C))	Dance Series - / 4000 to - //	^0.10 Quality of expression	- ^0.20 Insufficient variation-rhythm/tempo throughout
R (0.50 each): N	Min. 1/1 turn (1 ft)	Dance Series w/ 180° leap/ju	ump Acro Series w/ 1 Acro Flight E	B Dismount or Acro Flt to A salto/arial DMT
		Value Deat		ne Limit: 1:30 min
Bonus: Max: Up to	0.40		eductions	
Kcel Sapphire Floo Bonus: Max: Up to O Difficulty Bonus: - C - +0.1		- 3 "A" (0.1) each Ar		ne Limit: 1:30 min Dynamics ^0.2 - Energy maintained throughout exercise
Bonus: Max: Up to (Difficulty Bonus: - C - +0.1 unlimited	0.40 Connection Bonus:	- 3 "A" (0.1) each - 3 "B" (0.3) each - 1 "C" (0.5) each	eductions rtistry ^0.3 0.10 Orig/creative choreo-elements/connections 0.10 Quality of movement to reflect personal style	Dynamics ^0.2 - Energy maintained throughout exercise - Makes difficult look effortless
Bonus: Max: Up to (Difficulty Bonus: - C - +0.1	0.40 Connection Bonus:	- 3 "A" (0.1) each - 3 "B" (0.3) each - 1 "C" (0.5) each Restrictions	eductions rtistry ^0.3 0.10 Orig/creative choreo-elements/connections 0.10 Quality of movement to reflect personal style 0.10 Quality of expression	Dynamics ^0.2 - Energy maintained throughout exercise - Makes difficult look effortless Rhythm
Bonus: Max: Up to (Difficulty Bonus: - C - +0.1 unlimited	0.40 Connection Bonus:	- 3 "A" (0.1) each - 3 "B" (0.3) each - 1 "C" (0.5) each Restrictions (-0.50 from SV)	eductions rtistry ^0.3 0.10 Orig/creative choreo-elements/connections 0.10 Quality of movement to reflect personal style	Dynamics ^0.2 - Energy maintained throughout exercise - Makes difficult look effortless

Vault: Gold / Platinum / Diam	ond/Sapphire		
1st Flight	Support Phase	2 nd Flight	Landing
Incomplete LA Turn: ^0.3	Staggered Hands: 0.1	Exact LA turn: ^0.1	Feet Apart (Hip width): 0.1(0.05)
Fail pass through Vert: ^0.3	Shoulder Angle: ^0.2	Late Comp Twist: ^0.3	Hop/adjust/stag feet: ^0.1
General (1st & 2nd Flight)	Arch: ^0.2	Under Rotate Salto: ^0.1	Steps: <u>0.1</u> ea. (max <u>0.4</u>)
	Alt Repulsion: ^0.2	Length: ^0.3	Lg. Jump: 0.2 (max 0.4)
Foot form: ^0.1	Legs bent/tuck early: ^0.3	Height: ^0.5	Arm Swings: ^0.1
Legs Separated: ^0.2	Add hand place: 0.1 ea (max 0.3)	Exact Body Position: ^0.3	Inc Body Post: ^0.2
Legs Bent: ^0.3	Arms Bent: ^0.5	Insuf. Extension: ^0.3	Add Trunk Movement: ^0.2
Neutral Head Position: ^0.3	Bent Arms Head Cont: 2.0	Fail Maintain Stretch: ^0.3	Squat on Landing: ^0.3
Arch: ^0.3	Too long in support: ^0.5		Spot on landing: 0.5
Pike: ^0.5	1 hand touch: 1.0	Non-Salto Vaults	Spot Vault: 1.0
	No hands touch: Void	Angle of Repulsion: ^0.5	Fail to land on feet: Void
Dynamics: ^0.3	NO Harius touch. Void		rail to laild oil feet. Void
Gymnast#:	Support Phase	2 nd Flight	Landing
	Shoulder:	Length:	Legs/feet:
1st & 2nd Flight	Arms Bent:	Height:	Jump/hop:
		Angle:	Arms/Trunk:
	Hand Stag:	Exact LA turn:	
	Support:	Late Comp Twist:	
Legs Bent:	Alt Repulsion:	Under Rotate Salto:	
Arch/Pike		Exact Body Position:	
Archypike		Insuf. Extension:	Dynamics
		Fail Maintain Stretch:	Direction
-			
Gymnast#:	Support Phase	2 nd Flight	Landing
	Shoulder:	Length:	Legs/feet:
1st & 2nd Flight	Arms Bent:	Height:	Jump/hop:
Feet	Hand Stag:	Angle:	Arms/Trunk:
Legs Sep:	Support:	Exact LA turn:	
Legs Bent:	• •	Late Comp Twist:	
Head:	Alt Repulsion:	Under Rotate Salto:	
Arch/Pike		Exact Body Position:	Dynamics
		Insuf. Extension:	Direction
· · · · · · · · · · · · · · · · · · ·	3	Fail Maintain Stretch:	-
Gymnast#:	Support Phase	2 nd Flight	Landing
	Shoulder:	Length:	Legs/feet:
1st & 2nd Flight	Arms Bent:	Height:	Jump/hop:
Foot		Angle:	Arms/Trunk:
	Hand Stag:	Exact LA turn:	
Legs Sep:	Support:	Late Comp Twist:	
Legs Bent:	Alt Repulsion:	Under Rotate Salto:	
Arch/Pike		Exact Body Position:	B. constant
AICI/FIRE		Insuf. Extension:	Dynamics
		Fail Maintain Stretch:	Direction
1	3		