

SECTION 1 – GENERAL INFORMATION – JUDGING PANELS – CHAPTER 1

CHIEF JUDGE DEDUCTIONS (continued)	
<u>0.20</u>	<p>Excessive use of magnesia (chalk) or incorrect use of tape</p> <p>Vault</p> <ol style="list-style-type: none"> Runway: Athletic tape or Velcro strips (NO CHALK) may be placed on VT runway, provided that such markings are removed no later than end of rotation. <ul style="list-style-type: none"> ✓ Maximum width of the Velcro strip or athletic tape is 5 cm. (2"). ✓ Maximum length is 3 feet. ✓ Judge MUST issue a warning (before taking a deduction) if measurement is exceeded or if markings are NOT removed. Table: Use of tape or excessive magnesia (chalk) is NOT permitted on VT table. <p>BALANCE BEAM</p> <p>Small chalk markings may be placed on BB (tape markings NOT allowed).</p> <p>FLOOR EXERCISE</p> <ol style="list-style-type: none"> Spreading of magnesia on FX area NOT allowed; only small marks allowed. A single-line arc drawn in corner of FX area is acceptable. No Velcro or tape markings are allowed within FX area. Tape markings are allowed at corners of FX area to indicate boundary line in case floor carpet uses two colors to mark boundary line.
Max <u>0.30</u>	<p>Unauthorized or additional mats, Springboard on unauthorized surface, Use of hand placement mat for traditional forward approach vaults</p>
<u>0.30</u>	Lands UB / BB dismount or FX Acro Salto in solid or loose foam pit
<u>0.30</u>	Failure to remove board / mounting apparatus after mount
<u>0.30</u>	Failure to remove board or authorized spotting device after UB release element.
<u>0.30</u>	Using incorrect apparatus specifications including incorrect spring configurations.
<u>0.50</u>	<p>Starting exercise before signal is given (deduct from repeated performance).</p> <ul style="list-style-type: none"> If gymnast starts exercise before signal is given, should be asked to stop and repeat performance immediately. Refer to Section 2 Vault for specifics.
<u>0.50</u>	<p>Coach on the FX area (inside the border marking) (Levels 6 / 7 / 8 / 9 / 10)</p> <ul style="list-style-type: none"> No deduction if coach is in FX area to remove an object fallen from gymnast (i.e., metal hair clip, eyeglasses, etc.). No deduction to adjust placement or to remove a skill cushion.
<u>1.00</u>	<p>Absence of music or music with words or song / speech Refer to Section 5 Floor Exercise for specifics.</p>
<u>1.00</u>	<p>Performance of a one-arm vault:</p> <ul style="list-style-type: none"> At least half of the VT panel MUST see that only one hand touched VT table.
<u>2.00</u>	<p>Short exercises (applies to complete or incomplete routines).</p> <ul style="list-style-type: none"> UB routine with less than 5 Value Parts (VP) BB and FX routines – less than 30 seconds EXCEPTION: Refer to Level 6, Section 4 Balance Beam for specifics.

SECTION 1 – GENERAL INFORMATION – SCORING – CHAPTER 2

D. PANEL JUDGES

1. Must evaluate the exercises quickly and accurately, without bias.
2. Must record VP, Bonus, Special Requirements (SR) and SV, as well as record deductions for execution / amplitude, artistry, and compositional errors.
3. Must include on score slip to send to CJ (if electronic score input is NOT available for each judge):
 - a. Judge's initials and assigned number.
 - b. Competitor number, SV and score.
 - c. Notification if a deduction was taken for coach spotting gymnast.
 - d. Notification if gymnast exceeded border marking on FX (if no line judges are present); should attempt to signal any such violation by raising hand.
 - e. Should write European 7.
4. Must flash SV after sending score to CJ.
5. When changing a score, judge MUST cross out first score, initial change and write in new score; do NOT erase.
6. May be affiliated; however, there may NOT be more than one judge per panel with same affiliation.

E. JUDGING ASSISTANTS

1. Do NOT evaluate or score the exercise.
2. Signal and record specific faults and penalties to assist Chief Judge (CJ).
3. Types of judging assistants and their responsibilities:
 - a. FX LINE JUDGES:
 - 1) Must be rated official.
 - 2) Signal by raising hand or flag when gymnast steps (or touches some part of body) beyond boundary line.
 - 3) Inform CJ in writing of such violation.
 - b. TIMERS
 - 1) VAULT FALL TIMER:
 - a) CJ must monitor VT fall time on first VT. The watch:
 - Starts when gymnast is standing up on her feet and medical assessment is complete.
 - Stops when gymnast salutes for her second VT.
 - b) After 25 seconds have passed, "20 seconds remaining" is announced.
 - c) After 35 seconds have passed, "10 seconds remaining" is announced.
 - d) At 45 seconds, "TIME" is announced.
 - e) A second VT is NOT allowed after "TIME" is announced.
 - 2) UNEVEN BARS FALL TIMER:
 - a) Is responsible for correct timing of falls. The watch:
 - Starts when the gymnast is standing up on her feet and medical assessment is complete.
 - Stops when the gymnast leaves the floor to re-mount.
 - b) After 25 seconds have passed, "20 seconds remaining" is announced.
 - c) After 35 seconds have passed, "10 seconds remaining" is announced.
 - d) At 45 seconds, "TIME" is announced.

JUDGING ASSISTANTS (continued)

- 3) **BALANCE BEAM ROUTINE TIMER:**
 - a) Is responsible for correct timing of exercise. The watch:
 - Starts when gymnast leaves the mat or mounting apparatus.
 - Stops when gymnast lands on mat after a fall.
 - Re-starts with first movement to continue routine.
 - Stops when gymnast arrives on mat on dismount.
 - b) Signals with an acoustical instrument (or verbally), indicating a warning of 10 seconds remaining, and a second signal indicating final time.
 - c) Informs CJ of time violation verbally or in writing, indicating actual time.
- 4) **BALANCE BEAM FALL TIMER:**
 - a) Is responsible for correct timing of falls. The watch:
 - Starts when gymnast is standing up on her feet and medical assessment is complete.
 - Stops when gymnast leaves the mat to re-mount.
 - b) After 25 seconds have passed, "20 seconds remaining" is announced.
 - c) After 35 seconds have passed, "10 seconds remaining" is announced.
 - d) At 45 seconds, "TIME" is announced.
- 5) **FLOOR EXERCISE TIMER:**
 - a) Is responsible for correct timing of exercise. The watch:
 - Starts with first movement of gymnast.
 - Stops with final movement of gymnast.
 - b) Informs CJ of time violation in writing, indicating actual time.
- 6) **ADDITIONAL TIMERS:**
 - a) Control of warm-up periods:

During timed warm-ups or 30-second touch warm-up, timer should NOT begin timing until gymnast is prepared to mount (within a reasonable time).

 - The following are NOT included in 30-second touch warm-up time:
 - ✓ Adjustment (setting) of UB.
 - ✓ Adjustment and / or marking of BB.
 - ✓ Setting board for BB or UB.
 - Procedures for 30-second touch warm-ups:
 - ✓ After 10 seconds has passed, "20 seconds remaining" is announced.
 - ✓ After 20 seconds has passed, "10 seconds remaining" is announced
 - ✓ At 30 seconds, announces "time".
 - If gymnast is preparing for a skill or a dismount when time is called, she may continue to finish skill and / or dismount without penalty.
 - If gymnast fails to leave apparatus after "time" has been called, timer MUST warn gymnast by announcing "time exceeded".
 - If gymnast continues on apparatus after time exceeded, timer reports infraction to CJ, who then deducts 0.20 from average score.
 - b) Control of beginning of exercise, after flashing green light or signal from CJ (fall timer can do this also.)
 - c) Assistant to operate instrument or flashboard that indicates VT numbers.
 - d) Other assistants as required by CJ, Jury of Appeals, or meet organizers.

SECTION 1 – GENERAL INFORMATION – SCORING – CHAPTER 2

F. JURY OF APPEALS

1. Is comprised of following individuals:
 - a. Meet Referee or Technical Director – President of Jury
 - b. Meet Director (non-voting, if questions relate to her / his gymnast)
 - c. Chief Judges of all four events (or of event involved, whichever would be appropriate.)
 - d. USA Gymnastics personnel (SACC / RACC and / or Regional Development Program Committee Chairman (RDPCC) / National Development Program Committee Chairman (NDPCC))
2. For regional and national competitions, Jury of Appeals is comprised of:
 - a. Meet Director (unless affiliated with inquiry)
 - b. Meet Referee
 - c. USA Gymnastics elected Development Program or Administrative officer
3. Rights and duties of Jury of Appeals
 - a. Governs all technical and organizational matters of competition.
 - b. Makes final decision regarding any unusual situations.

If a deduction taken from All-Around score by Meet Referee was challenged, Jury of Appeals would then convene to make final decision.
 - c. Reviews improperly handled inquiries:
 - 1) If administrative procedures were NOT followed properly on a submitted inquiry, coach may petition Jury of Appeals for review within 5 minutes of end of rotation / competition or return of inquiry form, whichever occurs later.
 - 2) See USA Gymnastics *Women's R&P* for video review regulations.
 - 3) Procedures for inquiries:
 - a) Properly written inquiry form by coach.
 - b) Inquiry submitted in a timely manner to Meet Referee or Meet Director.
 - c) Inquiry reviewed / answered by judging panel of event in question.
 - d) Inquiry returned to Meet Referee or Meet Director.
 - e) Meet Referee or Meet Director returns inquiry form to coach by hand or by a pre-defined inquiry return procedure.
4. Methods of settling a case by Jury of Appeals
 - a. Discussion
 - b. Voting on a decision
 - c. Majority vote dictates final decision

SECTION 2 – OPTIONAL VAULT – GENERAL INFORMATION

LEVEL 6 / 7 VAULT SPECIFIC APPARATUS DEDUCTION CHART (continued)		
SUPPORT / REPULSION PHASE	up to 0.10 up to 0.10 up to 0.20 up to 0.20 up to 0.20 up to 0.30	POOR TECHNIQUE Staggered / alternate hand placement on all Vaults, except Tsukahara Failure to maintain neutral head position Shoulder angle Excessive arch Alternate repulsion from hands on all Vaults, except Tsukahara Legs bent
	each <u>0.10</u> (max 0.30)	Step(s) with hand(s)
	<u>0.30</u>	Hop(s) with both hands simultaneously
	up to 0.30	Failure to pass through vertical
	up to 0.50	Bent arms (bent 90° or more = maximum deduction) • Slight lead arm bend allowed on Tsukahara Vaults
	up to 0.50	Too long in support
	up to 1.00	ANGLE OF REPULSION • Determined by the line from the hands through the hips (center of mass). If there is a shoulder angle, measure from the shoulders to hips. If the gymnast leaves the table: • By vertical • 1° to 45° past vertical • 46° past vertical to horizontal
	No Deduction 0.05 – 0.50 0.55 – 1.00	
	<u>1.00</u>	Touch table with only one hand. • CJ takes the deduction from the average score if half of the panel sees only one hand touch.
	<u>2.00</u>	Head contacting the table • Includes <u>0.50</u> deduction for extreme arm bend.
	VOID	No hand contact on the table
SECOND FLIGHT PHASE	up to 0.10	Fail to maintain neutral head position
	up to 0.10	Incorrect foot form (flexed / sickled)
	up to 0.10 up to 0.20 up to 0.30	INCORRECT LEG FORM Legs crossed Legs separated Legs bent
	up to 0.20	Brush or hit of body on far end of table
	up to 0.30	Failure to create rotation
	up to 0.20	Insufficient length When evaluating length, consider size of the gymnast, type of Vault, where the hands contact the table, location of the center of mass upon initial contact of mat stack, and overall trajectory (amplitude) of the 2nd flight phase; NOT just the distance from where the gymnast first makes contact on the Mat Stack in relation to the end of the Vault table.
	up to 0.50	Fail to maintain prescribed body position
	up to 0.50	Insufficient height
	No Deduction	The arm position when leaving the table will NOT be evaluated.

SECTION 2 – OPTIONAL VAULT – GENERAL INFORMATION

LEVEL 6 / 7 VAULT SPECIFIC APPARATUS DEDUCTION CHART (continued)	
LANDING	<p>up to 0.50</p> <p>Incorrect body posture on landing</p> <ul style="list-style-type: none"> Does not apply to Level 7 athletes who chose to land on their back instead of their feet.
	<p>0.20</p> <p>Lands on feet alternately (one then the other)</p> <ul style="list-style-type: none"> When only one foot touches the mat, the deduction would take place for leg separation only.
	<p>0.50</p> <p>FRONT HANDSPRING ENTRY</p> <p>Lands and falls back against the table</p> <p>Slight hop, small adjustments of feet back towards table</p> <p>Steps back towards the table (per step with maximum of 4)</p> <p>each 0.10 (max 0.40)</p> <p>each 0.20 (max 0.40)</p> <p>Large step or jump back towards the table (approximately 3 feet or more)</p>
	<p>VOID</p> <p>Fail to land on any part of the bottom of the feet first - Front Handspring entry Vault</p>
	<p>0.50</p> <p>ROUND-OFF (YURCHENKO) and TSUKAHARA ENTRY</p> <p>Lands and falls forward against the table</p> <p>Slight hop, small adjustments of feet forward towards the table</p> <p>Steps forward towards the table (per step with maximum of 4)</p> <p>each 0.10 (max 0.40)</p> <p>each 0.20 (max 0.40)</p> <p>Large step or jump forward towards the table (approximately 3 feet or more)</p>
	<p>1.00</p> <p>Fail to land on any part of the bottom of the feet first - Tsukahara / Yurchenko entry Vaults:</p> <ul style="list-style-type: none"> Level 6 Level 7 <p>No deduction</p>
	<p>up to 0.30</p> <p>Deviation from straight direction</p> <ul style="list-style-type: none"> Determined by initial contact with mat
	<p>VOID</p> <p>Salto performed after landing</p>
	<p>VOID</p> <p>Landing on top of vault table (in a sitting, lying or standing position)</p>
	<p>1.00</p> <p>Failure to land on top of mat stack</p>

SPECIFIC EXECUTION DEDUCTIONS (continued)

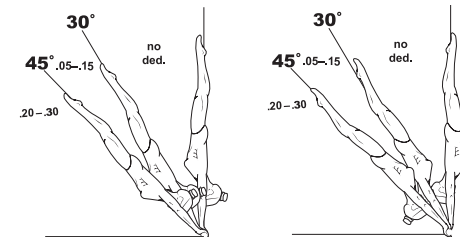
ANGLE OF BODY AT TURN COMPLETION (continued)

2. HS elements with 1/1 (360°) turn after HS and all 1½ (540°) turns/pirouettes.

This applies to:

- Elements with 1/1 (360°) turn completed on one arm (after HS phase) in the descent phase (Healy technique)
- Elements with 1½ (540°) turn or more (using any turn technique)

HS ELEMENTS W/ 1/1 (360°) TURN AFTER HS & 1½ (540°) TURNS/PIROUETTES	
ANGLE OF COMPLETION	DEDUCTION
up to 30° from vertical	No deduction
31° – 45° from vertical	Deduct 0.05 – 0.15
46° or more from vertical	Deduct 0.20 – 0.30



SECTION 3 – UNEVEN BARS – BONUS – CHAPTER 4

I. CONNECTION VALUE (CV) BONUS

A. ACHIEVED THROUGH UNIQUE AND DIFFICULT COMBINATIONS.

B. ONLY ELEMENTS LISTED in the *Dev COP* may be used; MUST meet the criteria for CV Bonus.

C. TO RECEIVE CONNECTION VALUE (CV) BONUS, all elements MUST be directly connected without an extra swing between the elements.

D. ONLY ELEMENTS THAT RECEIVE VALUE PART (VP) CREDIT can be used for CV Bonus.

E. VALUE PARTS MAY BE PLACED IN ANY ORDER within the connection, unless specified.

F. EXACT SAME CONNECTION MAY BE USED ONLY ONE TIME FOR CV BONUS.

Same elements used in a second connection but performed in a different order - award CV Bonus.

EXAMPLE:

1st connection:

Giant circle backward with 1/1 (360°) turn in HS ("D") +

Stalder circle backward with 1/1 (360°) turn ("E") = + 0.20



2nd connection:

Stalder circle backward with 1/1 (360°) turn ("E") +

Giant circle backward with 1/1 (360°) turn in handstand ("D") = + 0.20



G. "D/E" ELEMENT IS PERFORMED WITHIN A CONNECTION

The element is eligible for both "D/E" Bonus and CV Bonus for Level 9 and 10 only.

1. Level 10 – element is eligible for both "D/E" Bonus and CV Bonus.
2. Level 9 – only the 1st allowable or restricted "D/E" element receiving VP credit is eligible for "D/E" Bonus. The 1st restricted "D/E" and any allowable "D/E" elements will be awarded "C" VP credit and are eligible to fulfill CV Bonus Principle (if applicable).

H. "E" ELEMENT MAY REPLACE A "D" ELEMENT IN A CONNECTION, but the connection will receive the same CV Bonus.

I. WITH THE CONNECTION OF THREE OR MORE ELEMENTS:

1. Second element (and those following) may be used two times.
 - a) First time as last element of a CV, and
 - b) Second time as first element a new CV.
2. This is applied ONLY if all elements receive VP credit

SPECIFIC ELEMENT TECHNIQUE CLARIFICATIONS (continued)

- b. Straddle-Pike Jump or Side-Split Jump in side position awarded "C" (**#2.302**).
 - 1) Side position, Straddle-Pike Jump or Side-Split Jump
 - Shows straddle position, while facing sideward, then ¼ turns, closing legs to finish in cross stand ("C").
 - 2) Side position, Straddle-Pike Jump or Side-Split Jump
 - Makes ¼ turn to show straddle-pike or side-split position, while facing end of BB ("B").
- 6. **#2.206 - Pike Jump in cross position ("B") or #2.306 - Pike Jump in side position ("C"):**
 - a. Requirement is minimum of 90° closure for VP credit.
 - b. Legs NOT required to be at horizontal; however, deduct for lack of height (amplitude) of jump.
- 7. **#2.305 - Split Leap with leg change (Switch-leg Leap) ("C"):**
 - a. First leg should swing forward (minimum of 45°) prior to swinging backward.
 - b. If first leg does NOT reach 45° = award ("C") VP credit. Deduct up to 0.10 for insufficient height of leg swing.
 - c. Expected leg separation following leg change = 180° split.
 - d. Deduct up to 0.20 for insufficient split after leg change (if applicable).
 - e. Split less than 135° = award "A" VP credit; no SR credit for Leap / Jump with 180° in cross / side-split.
 - Deduct up to 0.20 for insufficient leg separation.
 - f. Stag Switch-leg Leap – Stag first (swing) leg, bent minimum of 90° with no extension of leg prior to leg switch, award "A" VP credit (**#2.105** Stag-Split Leap).
- 8. **#2.307 - Ring ("C") and #2.307 - Stag-Ring Leap / Jump ("C"):**
 - a. Head release backward past vertical line MUST be shown to be considered "Ring" position.
 - b. Expected amplitude of rear foot is to top of head.
 - c. Deduct up to 0.10 for insufficient arch.
 - d. Deduct up to 0.10 if rear foot is at shoulder or upper back height.
 - e. Rear foot at hip-height or no backward head release, (regardless of height of leg), considered Split Leap with bent back leg or Sissonne **#2.101** ("A") or **#2.107** ("A").
 - f. **Ring Jump** expectations are:
 - 1) Front leg MUST be minimum of 45° from BB.
 - 2) Forward-downward diagonal position.
 - 3) Deduct up to 0.10 for insufficient amplitude of front leg.
 - g. **Ring Leap** expectations are:
 - 1) Front leg should first brush / extend close to horizontal.
 - 2) Front leg MUST be a minimum of 45° from BB, when Ring shape is executed.
 - 3) Deduct up to 0.10 for insufficient amplitude of front leg.
 - h. **Stag-Ring Jump or Stag-Ring Leap**, expectations are:
 - 1) Front leg bent a minimum of 90° with no extension of leg.
 - 2) 180° leg separation from front knee to back knee.

SECTION 4 – BALANCE BEAM – GENERAL INFORMATION – CHAPTER 1

SPECIFIC ELEMENT TECHNIQUE CLARIFICATIONS (continued)

9. **#2.405 - Switch-leg Leap with ¼ (90°) turn (Switch-side Leap) ("D"):**
- a. First leg should swing forward to minimum of 45° prior to swinging backward.
 - 1) Fail to swing first leg forward to minimum of 45° but completes ¼ (90°) turn, award "D" VP. Deduct up to 0.10 for insufficient height of leg swing.
 - 2) Fail to swing first leg forward to minimum of 45° with incomplete ¼ (90°) turn, award "C" VP (Switch-leg Leap). Deduct up to 0.10 for insufficient height of leg swing.
 - b. ¼ (90°) turn MUST occur in air; NOT prior to leg swinging backward.
 - 1) Leg swings to minimum of 45°; early ¼ (90°) turn - occurs before leg begins backward swing, award "D" VP. Deduct up to 0.10 for lack of precision in Dance elements.
 - 2) Leg swings to minimum of 45°; incomplete ¼ (90°) turn, award "C" VP (Switch-leg Leap). Deduct up to 0.10 for lack of precision in Dance elements.
 - c. Expected amplitude of side-split position is 180° split.
 - Less than 135° split, award "A" VP.
 - d. Ronde de Jambe technique is acceptable:
 - 1) Front leg swings forward to minimum of 45° prior to ¼ (90°) turn.
 - 2) Front leg moves across horizontal plane to side-split position.
 - e. Stag first leg, award "A" VP credit.
 - 1) First (swing) leg bent minimum of 90°.
 - 2) Leg never extends prior to leg switch.
10. **#2.407 - Sheep Jump ("D"):**
- a. Head release backward past vertical line MUST be shown to be considered "Sheep" position.
 - b. Expected amplitude of legs is to top of head.
 - c. Deduct up to 0.10 for insufficient arch.
 - d. Deduct up to 0.10 if feet are at shoulder or upper back height.
 - e. Feet at hip-height or no backward head release, (regardless of height of feet), considered jump with bent legs, award "A" VP (stretch Jump with bent legs)
11. **#3.303 - 1/1 (360°) turn - heel of free leg forward at / above horizontal throughout turn ("C"):**
- a. Allow time (up to 45° - 1/8th of turn) to quickly lift leg into position without deduction. Free leg may be bent (front attitude position) or extended, but entire leg MUST be at minimum of horizontal to receive "C" VP credit.
 - b. MUST maintain leg position throughout turn:
 - 1) Once minimum of horizontal position established.
 - 2) Free leg may NOT be supported with hand to maintain leg position.
(See **#3.209** and **#3.309** for variation of full turn holding leg with hand).
 - c. Incorrect leg position for more than 45° of turn or leg NOT maintained throughout remaining 7/8 (315°) of turn:
 - 1) Recognize as another element, dependent on height of leg
 - 2) **#3.203** ("B"), **#3.101** ("A")


SECTION 5 – FLOOR EXERCISE – BONUS – CHAPTER 4

CONNECTIONS OF THREE OR MORE ELEMENTS (continued):

Second element (and following) may be used second time
• First time as last element of first connection.
• Second time as first element of new connection.
• All elements receive VP credit.
Direct connection applied prior to indirect connection principle.

EXAMPLE 6:

Front handspring,
Salto forward stretched ("B"),
Salto forward stretched ("B"),
Salto forward stretched with 1/1 (360°) twist ("C")



"B" + "B" + "C"

Principles applied:

#2 Direct "B" + "B" = + 0.10
#2 Direct "B" + "C" = + 0.20

EXAMPLE 7:

Round off,
Whip Salto ½ (180°) turn ("B"),
Salto forward stretched ("B"),
Salto forward stretched with 2/1 (720°) twist ("E")

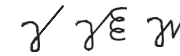

"B" + "B" + "E"

Principles applied:

#2 Direct "B" + "B" = + 0.10
#2 Direct "B" + "E" = + 0.20

EXAMPLE 8:

Salto forward stretched ("B"),
Salto forward with 2/1 (720°) twist ("E"),
Salto forward piked ("B")

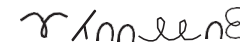

"B" + "E" + "B"

Principles applied:

#2 Direct "B" + "E" = + 0.20
#2 Direct "E" + "B" = + 0.20

EXAMPLE 9:

Salto forward tucked with step-out ("A"),
Round-off, Flic-Flac, Flic-Flac,
Double Salto backward tucked ("D"),
Flic-Flac,
Salto backward stretched with 1/1 twist ("B")


"A" → "D" → "B"

Principles applied:

#1 Indirect "A" + "D" = + 0.10
#1 Indirect "D" + "B" = + 0.20

III. “D/E” BONUS – LEVEL 9 AND 10 ONLY

A. “D/E” ELEMENTS MAY REPLACE

1. Required VP of “A” / “B” / “C” and
2. Awarded “D/E” Bonus.

B. “D/E” BONUS AWARDED **WHEN ELEMENTS ARE PERFORMED SUCCESSFULLY**

1. Without fall.
2. Without spot.

C. “D/E” BONUS FOR LEVEL 9

MAXIMUM OF + 0.10 AWARDED for “D/E” Bonus.

The 1st restricted “D/E” Acro element receiving VP credit can be considered for +0.10 “D/E” Bonus **one time ONLY**

1. If 1st Restricted “D/E” element results in **0 VP**: No Bonus is awarded.
 - An additional Restricted “D/E” element receiving VP credit MAY be considered for +0.10 DV.
2. If 1st Restricted “D/E” element **receives VP credit** but is performed **with a fall**: NO Bonus is awarded.
 - Additional Restricted “D/E” elements receiving VP credit: Deduct **0.50** each time for additional Restricted elements from the SV. Do NOT award VP or SR.
3. 1st Restricted “D/E” element counts as “C” in Connection Value Principles.

D. “D/E” BONUS FOR LEVEL 10

1. **MAXIMUM OF + 0.40 AWARDED** for “D/E” Bonus.
 - a. “D” elements each receive + 0.10 Bonus.
 - b. “E” elements each receive + 0.20 Bonus.
2. **SAME “D” or “E” ELEMENT** eligible for “D/E” Bonus one time ONLY.
EXCEPTION: Same “D” or “E” element performed a second time.
 - a. 1st time performed without landing on any part of the bottom of the feet or with a spot = **0 VP**
 - b. Second time element is complete - VP credit awarded.
 - c. “D/E” Bonus awarded.



























































IV. **ADDITIONAL BONUS + 0.10 – LEVEL 10 ONLY**






















































A. **ELIGIBLE TO EARN BONUS POINTS**





















































































1. Both CV Bonus and “D/E” Bonus,
 - a. Minimum of + 0.10 for “D/E”.
 - b. Minimum of + 0.10 for CV.
2. Remaining 0.30 may be earned
 - a. “D/E” Bonus or CV Bonus.
 - b. Maximum SV = 10.00.
3. Eligible for additional Bonus + 0.10 (NOT included in SV).
 - a. MUST have 10.0 SV
 - b. Total Bonus = +0.60 or more, and
 - c. Minimum of one “E” Acro element (no fall / no spot).

B. **ADDITIONAL BONUS – NOT INCLUDED IN SV**

1. Each judge adds the additional Bonus to her / his score and MUST visibly indicate by means of a placard or other signage, that the additional Bonus was awarded.
2. If using paper score slips, the judge should also indicate in writing any Bonus awarded.

7 T	A-100	B-200	C-300	D-400	E-500
1. 					
2. 					
3. 					
4. 					
5. 					
6. 					
7. 					
8. 					
9. 					
10. 					
11. 					

7 T	A-100	B-200	C-300	D-400	E-500
3. 					
4. 					
5. 					
6. 					
7. 					
8. 					
9. 					
10. 					
11. 					

7 T	A-100	B-200	C-300	D-400	E-500
7. 					
8. 					
9. 					
10. 					
11. 					
12. 					
13. 					
14. 					
15. 					
16. 					
17. 					
18. 					
19. 					
20. 					

* #7, #02, 7, #03, 8, 8, #02 From a step and from a stand on one leg using through are considered different elements

WOMEN'S DEVELOPMENT PROGRAM

	A - 100	B - 200	C - 300	D - 400	E - 500
1. 01					
02					
03					
04					
05					
06					
07					
08					
09					
10					
11					
12					
13					
14					
15					
16					
2. 01					
02					
03					
04					
05					
06					
07					
08					

	A - 100	B - 200	C - 300	D - 400	E - 500
3. 01					
01					
02					
01					
02					
03					
04					
05					
06					
07					
6. 01					
02					
7. 01					
02					
8. 01					
02					
03					
04					
05					
06					

2022 - 2026 USA GYMNASTICS WOMEN'S DEVELOPMENT PROGRAM VOLT SCORESHEET LEVELS 8 / 9 / 10

1st FLIGHT		SUPPORT/REPULSION		2nd FLIGHT		LANDING/GENERAL	
Incorr. foot form (flexed/sickled)	↑.10	Poor technique: Staggered/alternate hands for all vaults except: ↑.10 <i>All Gr. 3 vaults & Gr. 5 vaults with ¼ - 1/1 turn on + Salto off</i>		Incorrect foot form (flexed/sickled)	↑.10	Lands w/ Feet hip-width or closer; never joins feet/heels together	.05
<u>Incorrect Leg form:</u>				Incorrect Leg form:		Slight hop/adj. feet/staggered feet	↑.10
Crossed	↑.10	Shoulder Angle	↑.20	Crossed	↑.10	Arm swings to maintain balance (on stuck vaults)	↑.10
Separated	↑.20	Excessive Arch	↑.20	Separated	↑.20	Lands w/ feet more than hip-width apart	.10
Bent	↑.30	Alternate Repulsion	↑.20	Bent	↑.30	Steps each .10 max	.40
<u>Poor Technique:</u>		-Except for all Gr. 3 vaults & Gr. 5 vaults with ¼ - 1/1 turn on - Salto off		Insufficient exactness of Body Pos.	↑.30	Incorrect Body Posture	↑.20
Excessive Arch	↑.20	Legs bent (in support) or early tuck (Salto Vaults)	↑.30	• Insufficient N, V	↑.30	Trunk movements to maintain balance	↑.20
Hip Angle	↑.30	Step(s) w/ hand(s) ea .10 Max .30		• Insufficient stretched pos. * excessive arch	↑.30	Squat on landing	↑.30
Incomplete LA turn.	↑.30	Hop(s) w/ both hands simultaneously Max .30		* hip angle (136°-179°)	↑.30	Brush/touch w/ hand(s) (no support)	↑.30
		Failure to pass thru vertical	↑.30	Fails to maintain stretch (pikes down)	↑.30	LA turn incomplete	↑.30
		Bent arms (slight lead-arm bend allowed on Grp. 3 vaults)	↑.50	Insuff./late extension of tuck/pike pos.	↑.25	Deviation from straight direction	↑.30
		LA turn begun too early	↑.50	-Total absence of extension	.30	Insufficient Dynamics	↑.30
		Touch with only 1 hand 1.00 CJ		Under-rotation of Salto vaults	.10	Fall to knees/hips or support on mat with one or both hands	.50
		Head contacting table in support (incl. 0.50 for extreme arm bend)	2.00	Late completion of twist	↑.30	Fall against vault table	.50
		No hand contact on table	VOID	(Gr. 1 & Gr. 4/5 w/out Saltos)		Landing on top of the table in a sitting, lying or standing position	VOID
				Brush/hit of body on far end of Vault table	↑.20	Runs onto board/steps up onto Table or rebounds from board to come to rest/support on body parts other than hands	VOID
				Insufficient Length	↑.30	Vaults without signal (from average by CJ)	.50
				Insufficient Height	↑.50	Coach between board & table (Except for Gr. 4/5 vaults-no penalty)	.50
						Spotting assistance during the vault	VOID
						Exception for Lev. 8 Salto vaults:	
						-Spotting assistance during 2 nd flight	1.00
						-Spotting assistance during 1 st flight or Support phase	VOID
						Spotting assistance upon landing	.50
						Coach catches falling gymnast only	.50 - fall
						Failure to land on bottom of feet 1 st	VOID
						Use of alternative springboard	VOID
						No safety zone mat (Gr. 4/5 vaults)	VOID
# vault:		SV		# vault:		SV	
		Ex				Ex	
		Score				Score	
# vault:		SV		# vault:		SV	
		Ex				Ex	
		Score				Score	
# vault:		SV		# vault:		SV	
		Ex				Ex	
		Score				Score	
# vault:		Score		# vault:		Score	
		Ex				Ex	
		Score				Score	

Effective August 1, 2022 – July 31, 2026

2022 – 26 USA GYMNASTICS WOMEN'S DEVELOPMENT PROGRAM VAULT SCORESHEET - LEVEL 6/7

1st FLIGHT		SUPPORT/REPULSION		2nd FLIGHT		LANDING/GENERAL	
Incorrect foot form (flexed/sickled) ↑.10		Poor technique: Staggered/alternate hands-on for all vaults except Tsukahara ↑.10		Failure to maintain neutral head position ↑.10		Incorrect Body Posture on landing ↑.50 <i>Not applied to L7's landing on back</i>	
Incorrect Leg form:		Failure to maintain neutral head position ↑.10		Incorrect foot form (flexed/sickled) ↑.10		Lands on feet alternately .20	
Crossed ↑.10		Shoulder Angle ↑.20		Incorrect Leg form:		If only one foot touches-deduct for leg separation	
Separated ↑.20		Excessive Arch ↑.20		Crossed ↑.10		Slight hop/adj. feet toward Table ↑.10	
Bent ↑.30		Alternate Repulsion-all vaults except Tsukahara ↑.20		Separated ↑.20		Steps toward Table each .10 max .40	
		Legs bent ↑.30		Bent ↑.30		Large step/Jump toward Table each .20 max .40	
Poor Technique:		Step(s) w/ hands each .10 (Max. 0.30)		Brush/hit of body on table ↑.20		Deviation from Straight Direction ↑.30	
Failure to maintain neutral head pos. ↑.10		Hop(s) w/ both hands simultaneously Max .30		Insufficient Length ↑.20		Insufficient Dynamics ↑.30	
Excessive Arch ↑.20		Failure to pass through vertical ↑.30		Failure to create rotation ↑.30		Land on mat + Fall against Table .50	
Hip Angle ↑.30		Bent arms ↑.50 (90° or more = max. ded.) (slight lead-arm bend allowed on Tsukahara vault)		Failure to maintain prescribed body position. ↑.50		Failure to land on top of the mat stack 1.00	
		Too long in support ↑.50		Insufficient Height ↑.50		Landing on top of table in a sitting, lying or standing position VOID	
		Angle of repulsion: ↑.100 By vertical no ded. 1° - 45° past vertical .05 - .50 46° past vert. - Horiz. .55 - 1.00		Arm position when leaving Table No deduction		Failure to land on bottom of feet 1 st on Front Handspring vault VOID	
		Touch table with only one hand CJ 1.00				Failure to land on bottom of feet 1 st on Tsuk/Yurchenko for Lev. 6 No deduction	
		Head contacting table in support (includes 0.50 for extreme arm bend) 2.00				Salto performed after landing for Lev. 7 No deduction	
		No hand contact on table VOID				Balk #1 No deduction	
						Balk #2 or #3 VOID	
						Vaults without signal (from average by CJ) .50	
						Coach between board & table .50	
						(except RO Entry vault-no penalty)	
						Spotting assistance during the vault VOID	
						Spotting assistance upon landing .50	
						(no penalty for spot/assist after landing)	
						Vault performed not one of allowable choices VOID	
						Failure to use a mat stack for landing VOID	
						No safety zone mat (RO Entry vault) VOID	
						Use of alternative springboard VOID	

# vault:	SV		# vault:	SV	
Ex	Ex		Ex	Ex	
Score	Score		Score	Score	
# vault:	SV		# vault:	SV	
Ex	Ex		Ex	Ex	
Score	Score		Score	Score	
# vault:	SV		# vault:	SV	
Ex	Ex		Ex	Ex	
Score	Score		Score	Score	
# vault:	SV		# vault:	SV	
Ex	Ex		Ex	Ex	
Score	Score		Score	Score	

2022-2026 GUIDELINES FOR APPLYING COMPOSITIONAL DEDUCTIONS – LEVELS 8, 9 & 10

BALANCE BEAM

CHOICE OF <u>BEAM</u> ACRO ELEMENTS (<u>EXCLUDING DISMOUNT</u>) NOT UP TO THE COMPETITIVE LEVEL				
UP TO 0.20	DEDUCTION	LEVEL 8 (C's receive B credit)	LEVEL 9 (D/E's receive C credit)	LEVEL 10 BEAM ACRO FORMULA 1: Routines w/ a maximum of "C" in the Acro Flight Series: LEVEL 10 BEAM ACRO FORMULA 2: Routines with a "D or E" element in the Acro Flight Series:
No deduction if all criteria met		1. Acro Series w/ 2 "B" Flight 2. Two additional Acro, one a "B"	1. Acro Series w/ 2 Flights, one a "C" 2a. One Salto/ Aerial, OR 2b. One "D/E" Acro Flight w/ hand support * * If Acro series includes a Salto or Aerial, then the additional Acro Flight can be a minimum of "C" w/ or w/out hand support	1a. 2-ele. Acro Flight Series w/ a Csalto, OR 1b. 3-ele. Acro Flight series w/ a C (w/ or w/out hand support) 2. "D/E" Acro Flight (w/ or w/out hand support) 3. Min. of additional "C" salto* or additional D/E Acro Flight (w/ or w/out hand support) <i>*If the Acro Flight Series includes 2 C-Saltos, 1 may count for the additional C-Salto.</i>
0.05		1. Acro Series w/ 2 "B" Flight 2a. Two additional "A" Acro OR 2b. One additional "B" Acro	1. Acro Series w/ 2 Flight, one a "C" 2. 1 additional "C" Acro Flight w/ hand-support	1. 2-element Acro Series w/ Csalto 2. One "D/E" Acro Flight (w/ or w/out hand support)
0.10		1a. Acro Series w/ 2 "B" flight 2a. One additional "A" Acro OR 1b. Acro Series w/ 1 "B" flight 2b. One additional "B" Acro	1. Acro Series w/ 2 Flight, one a "C" 2. One or more "B" Acro Flight	1a. 2-element Acro Series w/ C-Salto 2a. One additional Csalto OR 1b. Acro flight series w/out Csalto 2b. One Csalto (not in Acro Series) 3b. One "D/E" Acro Flight
0.15		1. Acro Series w/ 1 "B" flight 2. One additional "A" Acro OR 1. Acro Series w/ 2 "B" flight	1. Acro Series w/ 1 or 2 "B" Flight 2. 1 "C" Salto or Aerial	1a. 2-element Acro Series w/ C-Salto OR 1b. Acro Flight Series w/out Csalto 2b. Only 1 "D/E" Acro Flight
0.20 (if all criteria apply)		1a. Acro Series w/ 1 "B" Flight or less difficult, OR 1b. No Acro Flight Series 2. No other Acro	1a. Acro Series w/ 1 or 2 "B" Flight, OR 1b. No Acro Flight Series 2. No other "B" or more difficult Acro	1a. No Acro Flight Series, OR Acro Flight Series w/out a Salto or Aerial 2a. No additional "C" or more difficult Salto/Aerial in exercise. OR 2b. Performs only an isolated Csalto or less difficult <i>Example: Back tuck/Back tuck broken series w/ no other Acro Take 0.20 - the "C" + "D" VP for series can't be used as the additional C.</i>

**2022-2026 GUIDELINES FOR APPLYING COMPOSITIONAL DEDUCTIONS – LEVELS 8, 9 & 10
BALANCE BEAM**

UP TO 0.20 CHOICE OF BEAM DANCE ELEMENTS NOT UP TO THE COMPETITIVE LEVEL

DEDUCTION	LEVEL 8	LEVEL 9	LEVEL 10
No deduction If all criteria met	Minimum of 2 "B _S " + 1 "A"	Minimum of 2 "C _S "	Minimum of 3 "C _S " OR 2 "D/E"
0.05	2 "B _S "	1 "C" and 1 "B"	2 "C _S " and 1 "B" OR 1 "C" and 1 "D/E"
0.10	1 "B" + 2 "A _S "	1 "C"	2 "C _S " OR 1 "B" and 1 "D/E"
0.15	1 "B" + 1 "A"	2 "B"	1 "C" and 1 "B" OR 1 "D" or "E"
0.20	Only "A _S "	1 "B"	1 "C" OR 2 "B _S "

UP TO 0.10 CHOICE OF BEAM DISMOUNT NOT UP TO THE COMPETITIVE LEVEL

DEDUCTION	LEVEL 8	LEVEL 9	LEVEL 10
No deduction	"B" Acro directly connected to "A" Dismount OR Any "B" Dismount	Minimum "B" Acro Flight or "C" Dance directly connected to "B" Dismount OR Any "C" Dismount	Minimum "B" Acro Flight or "C" Dance directly connected to "C" Dismount OR Any "D" or "E" Dismount
0.05	"A" Acro directly connected to "A" Dismount	"A" Acro connected to "B" Dismount OR "B" Dance connected to "B" Dismount	"A" Acro connected to "C" Dismount, OR "B" Dance connected to "C" Dismount, OR Acro Series with a "C" connected to "B" Dismount, OR "D" or "E" Acro Flight connected to "B" Dismount
0.10	Isolated "A" or non-VP Dismount	Isolated "B" Dismount OR Any "A" Dismount	Isolated "C" (or less difficult) Dismount OR "C" Acro Flight or Dance connected to "B" Dismount, or less difficult

Note: Any Acro Element performed a 3rd time (receiving NO Value-Part credit) that is used in a direct connection to a Beam Dismount element may be used to fulfill the Beam Dismount Compositional requirement as a connection. The 0.10 deduction for performing an Isolated dismount element is not applied.

2022-2026 GUIDELINES FOR APPLYING COMPOSITIONAL DEDUCTIONS – LEVELS 8, 9 & 10

FLOOR EXERCISE

UP TO 0.20 CHOICE OF FLOOR ACRO (SALTO) ELEMENTS NOT UP TO THE COMPETITIVE LEVEL – TUMBLING PASSES MAY BE IN ANY ORDER			
DEDUCTION	LEVEL 8	LEVEL 9	LEVEL 10
No deduction (if all criteria met)	FORMULA 1: 3-Pass Routine: B-Salto in each pass, OR B-Salto in 2 passes; A+A Direct in one pass FORMULA 2: 2-Pass Routine: B+B Direct B+A Direct. (4 saltos; min. 3 Bs)	FORMULA 1: 3-Pass Routine: C-Salto each pass, OR C-Salto in 2 passes; min. of B+B Direct in one pass FORMULA 2: 2-Pass Routine: C+B Direct C+B Direct (4 saltos)	FORMULA 1: 3-Pass Routine: D/E-Salto in each pass, OR D/E-Salto in 2 passes; min. of C+B Direct or C+C Indirect in one pass FORMULA 2: 2-Pass Routine: E-Salto in both passes. OR E-Salto in 1 pass; a 2 nd pass w/ 2 Directly connected Saltos, one a D
	0.05 2-pass routine: B+B Direct B+A Indirect (4 saltos; min. 3 Bs)	3-Pass Routine: C C C B+A Direct 2-pass routine: C+B Direct C+B Indirect (4 Saltos)	3-Pass Routine: D D D C+A Direct or C+B Indirect 2-pass routine: D + A/B/C Direct/Indirect D + A/B/C Direct/Indirect OR E D + A/B/C Indirect
0.10	3-Pass Routine: B A+A direct A OR B B A 2-pass routine: B + B Direct. B (min. 3 B saltos)	3-Pass Routine: C B+B Direct B+B Direct OR C C C B+A Indirect 2-pass routine: C C+B Direct (3 Saltos) OR B+C Indirect. C+A Direct (4 Saltos)	3-Pass Routine: D D D C+A Indirect OR C+A/B/C Direct or C+C Indirect C+B Direct or C-C Indirect 2-pass routine: D + A/B Direct or Indirect D OR E C + A/B/C Direct OR C-B/C Indirect
	3-Pass Routine: B A+A Indirect A 2-pass routine: B A/B+A Direct (3 Saltos)	3-Pass Routine: C B+B Direct B 2-pass routine: C C+A Direct or C+A/B Indirect (3 Saltos) OR C+A Direct C+A Direct (4 Saltos)	3-Pass Routine: D C+A/B Direct or C+C Indirect C OR D D C+B Direct C 2-pass routine: D B/C + C Direct or Indirect OR D + A/B Direct or Indirect C OR E C+A Indirect or less difficult
0.20	No "B" Saltos or less difficult than above	No "C" Saltos OR less difficult than above	No "D or E" Saltos OR less difficult than above

2022-2026 GUIDELINES FOR APPLYING COMPOSITIONAL DEDUCTIONS – LEVELS 8, 9 & 10
FLOOR EXERCISE

UP TO 0.20 CHOICE OF FLOOR DANCE ELEMENTS NOT UP TO THE COMPETITIVE LEVEL

DEDUCTION	LEVEL 8	LEVEL 9	LEVEL 10
No deduction if all criteria met	Minimum of 2 B's + 1 A	<i>Minimum of 2 C's</i>	Minimum of 3 C's OR 2 "D/E"
0.05	2 B's	1 C + 1 B	2 C's + 1 B OR 1 C + 1 D or E
0.10	1 B + 2 A's	1 C	2 C's OR 1 B + 1 D or E
0.15	1 B + 1 A	2 B	1 C + 1 B OR 1 D or E
0.20	Only A's	1 B	1 C OR 2 B's

UP TO 0.10 VALUE OF SALTO(S) PERFORMED AS LAST ISOLATED SALTO OR WITHIN THE LAST ACRO CONNECTION NOT UP TO THE COMPETITIVE LEVEL

DEDUCTION	LEVEL 8	LEVEL 9	LEVEL 10
No deduction	B-Salto	C-Salto, OR B+B Direct	D or E-Salto, OR C+B Direct (or more difficult), OR C+C indirect
0.05	A+A (Direct or Indirect)	B+B Indirect, OR B+A Direct	C+B Indirect, OR C+A Direct
0.10	Isolated A-Salto, OR Non-Salto Acro Flight	B+A Indirect (or less difficult conn.), OR Isolated B-Salto (or less difficult)	C+A Indirect or less difficult conn., OR Isolated C-Salto or less difficult

Revised 10.10.22

2022-2026 GUIDELINES FOR APPLYING COMPOSITIONAL DEDUCTIONS – LEVELS 8, 9 & 10

UNEVEN BARS

UP TO 0.20

LEVEL 10 ONLY: CHOICE OF BAR RELEASE ELEMENTS NOT UP TO THE COMPETITIVE LEVEL

When applying this deduction, consider not only the value of the release elements (excluding dismounts), but also:

- Type of release
- Direct connection to other releases and/or other high value parts
- Total number of releases in exercise

This chart provides guidelines for routines with 2 release elements. If 3 or more releases are performed, use your judgement when deciding the proper deduction.

DEDUCTION	LEVEL 10 ONLY
No deduction	Minimum of 2 Different "D or E" Release elements
0.05	1 "D/E" Release Directly connected to "C" Release
0.10	1 Isolated "D/E" Release + 1 Isolated "C" Release
0.15	2 "C's" Directly connected, OR 1 Isolated "D/E" Release + 1 Isolated "B" Release
0.20	2 Isolated "C" Releases, OR 1 "B" and 1 "C" Release element, or less

UP TO 0.10	CHOICE OF BAR DISMOUNT NOT UP TO THE COMPETITIVE LEVEL	
DEDUCTION	LEVEL 8	LEVEL 9
No deduction	"B" (or "C" awarded "B") Dismount OR 1 or more "B" elements connected to "A" Salto Dismount	Any "C" (or D/E awarded "C") Dismount
0.05		"C or more difficult" element connected to a "B" Dismount
0.10	1 "A" element (or non-Value Part) connected to any "A" Dismount	1 "B" element (or less difficult) connected to a "B" (or less difficult) Dismount

LEVEL 10
"D" or "E" element connected to "C" Dismount OR "D" or "E" Dismount
2 "C" elements connected to a "C" Dismount OR "D/E" to "C" connection to a "C" Dismount
1 "C" element (or less difficult) connected to "C" or less difficult Dismount