# Women's Artistic Gymnastics Xcel Code of Points

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USA Gymnastics extends its deepest appreciation to the following contributors to the Xcel Program for the design, preparation, and presentation of the Xcel Program and Rules.

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Revised January 2023

Revised September 2022

The Xcel Code of Points is a living document.

As changes are made or errors identified,

Xcel Updates are posted on the USA Gymnastics

website on the Xcel Update page:

## https://usagym.org/pages/women/updates/xcel.html

Check this site each year, for any recent updates and/or replacement pages.

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#### Xcel Code of Points GENERAL / JUDGES

#### VI. JURY OF APPEALS

#### A. Comprised of the following individuals:

- 1. Meet Referee / Technical Director President of the Jury
- 2. Meet Director (non-voting, if the question relates to her / his Gymnast)
- 3. Chief Judges of all four (4) events (or of the event involved, whichever would be appropriate)
- 4. USA Gymnastics personnel (State / Regional Administrative Committee Chairman and / or Regional / National Xcel Committee Chairman)

#### B. Regional Competitions, the Jury of Appeals is comprised of:

- 1. Meet Director (unless affiliated with the Inquiry)
- 2. Meet Referee
- 3. USA Gymnastics elected Xcel / Administrative officer

#### C. Rights and Duties of the Jury of Appeals

- 1. Governs all technical and organizational matters of the competition.
- 2. Makes the final decision regarding any unusual situations.
  - a. Deduction taken from All-Around score by Meet Referee challenged.
  - b. Jury of Appeals would convene to make final decision.
- 3. Reviews improperly handled Inquiries:
  - a. Administrative procedures not followed properly on submitted inquiry:
    - 1) Coach may petition Jury of Appeals for a review
  - 2) Within five (5) minutes of end of rotation / competition / return of inquiry form, whichever occurs later.
- 4. State meets and above, Video Review (if available),
  - a. May be considered by the Jury of Appeals.
  - Jury decision should occur within fifteen (15) minutes after conclusion of meet and before awards are presented.
- 5. Methods of settling a case by the Jury of Appeals
  - a. Discussion
  - b. Vote on a Decision
  - c. Majority vote dictates the final decision

#### D. Procedures for Inquiries:

- 1. Properly written inquiry form by the Coach.
- 2. Inquiry submitted in a timely manner to Meet Referee / Meet Director.
- Inquiry reviewed / answered by Judging Panel of event in question.
- 4. Inquiry returned to Meet Referee / Meet Director.
  - Meet Referee / Meet Director returns inquiry form to Coach by hand or by predefined Inquiry return procedure.
- 5. At all sanctioned Xcel competitions for all Divisions, Coach may request video review by the Meet Referee and the highest rated unaffiliated judge (if video is available) if the inquiry involves possibility that the judges missed an element that would affect the Start Value.
  - a. The video review process may NOT be used to appeal a judgment of degree assessment, i.e., degree of casts, handstands, incomplete turns, direct connection of elements, or leg separation in leaps as well as other like skills.
  - b. If the Meet Referee or highest rated judge is affiliated with the athlete in question, the video review will be conducted by the two highest rated unaffiliated judges, or the highest rated unaffiliated judge and a USA Gymnastics officer.
  - The Meet Referee must inform the judging panel that a video review will be initiated as well as the final decision.
  - d. Examples of reasons for video review:
    - 1) All judges did not record a full turn on Beam.
    - 2) One or more judges recorded a 1/1 twist instead of 2/1 twist on FX.
    - 3) To verify if the gymnast grasps or touches the bar with one or two hands before falling on a release element.
    - 4) To verify if the gymnast lands on the bottom of the feet first on a Vault, Uneven Bar/Beam dismounts, Beam Acro elements that finish on top of the beam (foot/feet), and Floor Exercise saltos.
    - 5) To consider spotting deductions.
    - 6) To consider floor line violations.

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#### Xcel Code of Points GENERAL / JUDGES

#### **CHAPTER 6: APPARATUS SPECIFICATIONS**

- A. Refer to the following information for Apparatus Specifications
  - Refer to the current USA Gymnastics Women's Rules and Policies book. Requirements are subject to change every competitive year, beginning August 1.
  - Specific information/clarifications for each apparatus (related to deductions) are provided within each event chapter (see Event - Chapter 2 – II. Apparatus Specifications).
- B. Conversions Inches to Centimeters: Approx. 3/4 inch = 2 cm.

Conversion of Inches to Centimeters (1 in. = 2.54 cm.)			
Inches	Centimeters		
Approx. 3/4 inch	2 cm.		
4 inches	10 cm.		
8 inches	20 cm.		
9 inches	24 cm.		

#### **CHAPTER 7: ATTIRE REGULATIONS**

- A. Specific information/clarifications for each apparatus are provided within each event chapter (see Event Chapter 2 Attire Regulations).
- B. Incorrect Attire includes jewelry (on the event after warning was issued)
- C. Warning issued by Meet Referee / Chief Judge.
  - Deduction applied to first event competed after warning. MR must inform CJ at subsequent events, no further penalty taken. Deduction taken one (1) time only.
- D. Acceptable Apparel: Acceptable attire is one-piece leotard with / without sleeves and no bare midriff. Unitards with long legs, with / without sleeves are acceptable. In addition to leotard or ankle-length unitard, acceptable attire would also include:
  - Ankle-length tights worn under OR over the leotard (that match leotard or are skin tone).
  - Solid black Lycra shorts (small manufacturer's branding allowed) with no embellishments. Must be worn over the leotard and length must be above the knee or shorter.
  - Head covering is acceptable, if attached to the leotard or unitard and fits snugly over the head, not to impose a safety hazard to the Gymnast.

#### E. Medical

- Medically necessary bandages are allowed.
- 2. Medical bracelets are allowed

#### F. Unacceptable Attire:

- 1. Leotard Cut/ Backless
  - a. Leg cut of leotard must be below pelvis / hip bone.
  - b. Backless leotards are not acceptable.
    - Unless the open area is filled in with mesh or flesh-colored fabric, a leotard is considered backless when the open area visually extends:
      - Lower than two (2) inches (approximately) below the bottom of the scapula (shoulder blade)
      - Wider than the vertical midpoint of the scapula.
- 2. Underwear (including sports bras) should not be visible.
  - a. Visible underwear due to cut of leotard, warning given. No correction made, take deduction on subsequent event.
  - b. Underwear should not be intentionally visible throughout entire routine.
    - 1) Clear bra strap is acceptable.
    - 2) Briefs / Bra straps show due to activity, do not take deduction.

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#### Xcel Code of Points UNEVEN BAR ELEMENTS

### **UNEVEN BAR ELEMENTS**

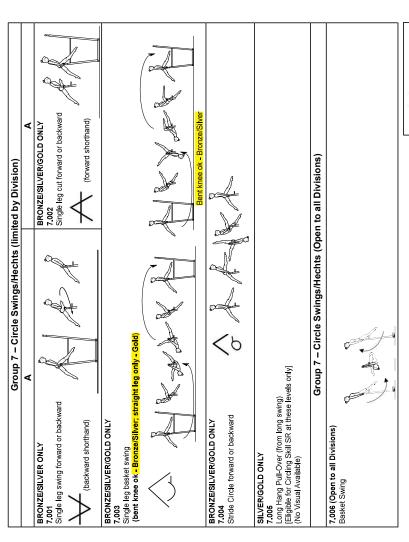
	BARS Elements Limited by Division - Receiving "A" VP.					
	Group 1 - Mounts	Bronze	Silver	ଜ	Platinum	Diamond
#	Element Name	ze	)er	Gold	ä	3
1.001	Jump to Front Support	✓				
1.002	Jump to Squat on		✓	✓	✓	L
	Pullover on Low Bar (from 1 or 2 feet or run)	✓	✓	✓		L
1.003b	Pullover on High Bar		✓	✓		I
1.004	Glide Swing to Stand	✓	✓	✓		Γ
1.005	Run out Glide Kip	✓	<b>✓</b>	✓		Ī
1.006	Single leg jam Kip (from Glide or Run Out)	✓	✓	✓		
	Group 2 - Casts/Counterswings				_	Ī
#	Element Name	쭈			ᆲ	
	Cast (to 21° from Vertical) [Casts Within 10° of the requirement receives SR/VP cred (Deduct 0.10 for amplitude)]	Bronze	Silver	Gold	Platinum	
	Cast - Hips must leave ba	ar 🗸				Γ
2.001	Cast to minimum of 45° below Horizont	al	✓			Ī
	Cast to a minimum of Horizont	al		✓		Ī
	Cast 89° to 21° from Vertical	al			<b>✓</b>	T
	Cast 45° to 21° from Vertical	al				T
2.002	Cast Shoot Through	✓	<b>✓</b>	✓		t
2.003	Tap swing - counterswing or Underswing - counterswing		1	/	./	t
2.000	Platinum Only one (1) allowe	d	Ľ	Ľ	Ľ	
	Group 7 - Circle Swings/Hechts				ᄆ	
#	Element Name	Bronze	Silver	Gold	Platinum	
7.001	Single leg swing forward or backward	✓	✓			Ī
7.002	Single leg cut forward or backward	✓	✓	✓		T
7.003	Single leg basket swing (bent knee ok - Bronze/Silver, straight leg only - Gold)	✓	<b>✓</b>	✓		T
7.004	Stride Circle forward or backward	✓	<b>✓</b>	✓		T
7.005	Long Hang Pull-Over (from long swing) [Eligible for Circling Skill SR at these levels only]		~	<b>✓</b>		Ī
	Group 8 - Dismounts	Bronze	Silver	ଦ	Platinum	
#	Element Name	ze	èr	Gold	ä	l
8.001	Cast off with release of bar prior to arriving at stand [One (1) single element, not eligible for cast SR or cast VP]	✓				I
8.002	3/4 Fwd. Circle to Stand	✓				ſ
8 003	3/4 back seat circle dismount (pike, straddle, or stretched) from Low Bar		✓			ſ
0.000	From squat, straddle, or stoop position on low bar - Stretched Jump off forward		1			T
8.004	to a stand	1	<b>✓</b>			l

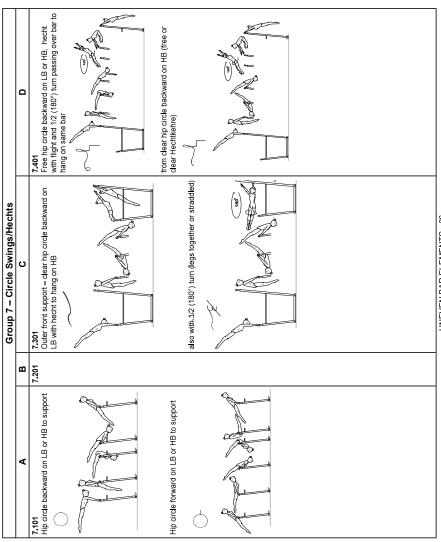
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UNEVEN BAR ELEMENTS - 1

	Group 1 – Mounts (limited by Division)	
A	A	A
BRONZE ONLY 1.001 Jump to Front Support	SILVER/GOLD/PLATINUM/DIAMOND ONLY 1.002 Jump to Squat on	
E/SILVER/GOLD ONLY	SILVER/GOLD ONLY	
1,003a Pullover on Low Bar (from 1 or 2 feet or run)	1,003b Pullover on High Bar	
Q		
9		
LD ONLY		BRONZE/SILVER/GOLD ONLY
Glide Swing to Stand	nout Glide Kip (No Visual Available)	Single leg jam Kip (from Glide or Run Out) (No Visual Available)

UNEVEN BAR ELEMENTS - 2





UNEVEN BAR ELEMENTS - 36

#### Xcel Code of Points FLOOR EXERCISE

					XAMPLES
	Routine Elements	Element#	VP	(SR) A	ND VALUE PART (VP) Start Value
	Switch leap 150° - assemble –	1.204	B		Start value
	Wolf jump	1.116	Ā	SR3	
	2/1 turn (720°) on one foot	2.301	C	SR4	All Special Requirements- Yes
11	Roundoff +	5.105	Ā	0	All Value Parts – Yes
	Flic flac +	5.106	A	SR1	Start Value - 10.0
	Back layout	8.101	Α		
	Front salto piked	6.201	В	SR2	1
	Front handspring step out +	5.102	Α		
	Roundoff +	5.105	Α	SR1	
	Back tuck	8.101	Α		All Special Requirements – Yes
2.	1 ½ turn (540°) on one foot	2.201	В	SR4	All Value Parts – Yes
۷.	Side leap (150°) -	1.202	В	SR3	Start Value - 10.0
	Straddle jump (150°) with ½ turn	1.207	В	Orto	- Start value - 10.0
	Roundoff +	5.105	Α	SR2	
	Flic flac	5.106	Α		
	1/1 turn (360°) on one foot	2.101	Α	SR4	
	Roundoff +	5.105	Α		
	Flic flac +	5.106	Α	SR1	
	Back Tuck	8.101	Α		All Special Requirements – Yes
3	Wolf hop - chasse -	1.116	A	SR3	All Value Parts – Yes
	Switch leg leap (180°)	1.204	В		Start Value - 10.0
	Roundoff +	5.105	Α	000	
	Flic flac + Flic flac	5.106	Α	SR2	
		5.106	рыма	NTS (SI	D) AND/OR VALUE DART (VR)
	DO NOT MEET SPE	CIAL REQU			R) AND/OR VALUE PART (VP)
	DO NOT MEET SPE Routine Elements	CIAL REQU Element #	VP	NTS (SI	R) AND/OR VALUE PART (VP) Start Value
	DO NOT MEET SPE Routine Elements Split leap 150° -run-	CIAL REQU Element # 1.104	VP A		
	DO NOT MEET SPE Routine Elements	CIAL REQU Element #	VP		Start Value  • All Special Requirements – No, missing SR3 -
1	DO NOT MEET SPE Routine Elements Split leap 150° -run- Roundoff + Schuschunova	Element # 1.104 5.105 1.208	A A B	SR	Start Value      All Special Requirements – No, missing SR3 - Roundoff breaks the Dance passage
1	DO NOT MEET SPE Routine Elements Split leap 150° -run- Roundoff + Schuschunova Roundoff +	Element # 1.104 5.105	A A		* All Special Requirements – No, missing SR3 - Roundoff breaks the Dance passage     * All Value Parts – Yes
1	DO NOT MEET SPE Routine Elements Split leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout	ECIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101	A A B A A	SR SR1	Start Value      All Special Requirements – No, missing SR3 - Roundoff breaks the Dance passage
1	DO NOT MEET SPE Routine Elements Split leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout 1/1 turn (360°) on one foot	ECIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101	A A B A A	SR SR1 SR4	* All Special Requirements – No, missing SR3 - Roundoff breaks the Dance passage     * All Value Parts – Yes
1	DO NOT MEET SPE Routine Elements Split leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout 1/1 turn (380°) on one foot Front salto piked	ECIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101 6.201	A A B A A B	SR SR1	* All Special Requirements – No, missing SR3 - Roundoff breaks the Dance passage     * All Value Parts – Yes
1	DO NOT MEET SPE Routine Elements Split leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout 1/1 turn (360°) on one foot Front salto piked Front tuck (step out) +	ECIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.101	A A B A A B	SR1 SR4 SR2	**Start Value*      **All Special Requirements – No, missing SR3 – Roundoff breaks the Dance passage     **All Value Parts – Yes     **Start Value – 9.50 (0.50 for missing SR)
1	DO NOT MEET SPE Routine Elements Split leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout 1/1 turn (380°) on one foot Front salto piked	EIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.101 5.105	A A B A A B	SR SR1 SR4	All Special Requirements – No, missing SR3 – Roundoff breaks the Dance passage     All Value Parts – Yes     Start Value – 9.50 (0.50 for missing SR)      All Special Requirements – No, Missing SR2 –
	DO NOT MEET SPE Routine Elements  Split leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout  1/1 turn (380°) on one foot Front salto piked Front tuck (step out) + Roundoff + Flic flac+	ECIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.101	VP A A B A A A A A	SR1 SR4 SR2	All Special Requirements – No, missing SR3 - Roundoff breaks the Dance passage     All Value Parts – Yes     Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, Missing SR2 – Cannot combine SR1 & SR2 in the same pass.
1 2	Routine Elements Spit leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout 1/1 turn (360°) on one foot Front salto piked Front tuck (step out) + Roundoff + Roundoff + Flic flac+ Back layout 1/1 twist (360°)	ECIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.101 5.105 5.106	VP A A B A A A A A A	SR1 SR4 SR2 SR1	All Special Requirements – No, missing SR3 – Roundoff breaks the Dance passage All Value Parts – Yes Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, Missing SR2 – Cannot combine SR1 & SR2 in the same pass. All Value Parts – Yes
	DO NOT MEET SPI Routine Elements Spilt leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout 1/1 turn (360°) on one foot Front salto piked Front tuck (step out) + Roundoff + Filc flac+ Back layout 1/1 twist (360°) Cat leap 1/1 - chasse - Spilt leap (150°)	EGIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.101 5.105 5.106 8.201	A A A A A A B	SR1 SR4 SR2	All Special Requirements – No, missing SR3 - Roundoff breaks the Dance passage     All Value Parts – Yes     Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, Missing SR2 – Cannot combine SR1 & SR2 in the same pass.
	DO NOT MEET SPI Routine Elements  Split leap 150° -run- Roundoff + Schuschunova  Roundoff + Back layout  1/1 turn (360°) on one foot Front salto piked  Front tuck (step out) + Roundoff + Flic flac+ Back layout 1/1 twist (360°)  Cat leap 1/1 - chasse -	### CONTRICT OF CO	A A A A A A B B B B	SR1 SR4 SR2 SR1	All Special Requirements – No, missing SR3 – Roundoff breaks the Dance passage All Value Parts – Yes Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, Missing SR2 – Cannot combine SR1 & SR2 in the same pass. All Value Parts – Yes
	DO NOT MEET SPI Routine Elements Spilt leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout 1/1 turn (360°) on one foot Front salto piked Front tuck (step out) + Roundoff + Filc flac+ Back layout 1/1 twist (360°) Cat leap 1/1 - chasse - Spilt leap (150°)	ECIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.101 5.106 8.201 1.213 1.101	VP A A B A A B A A B A A A A B A A A B A A B B A A B B A	SR SR1 SR4 SR2 SR1	All Special Requirements – No, missing SR3 – Roundoff breaks the Dance passage All Value Parts – Yes Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, Missing SR2 – Cannot combine SR1 & SR2 in the same pass. All Value Parts – Yes
	DO NOT MEET SPE  Routine Elements  Split leap 150° -run- Roundoff + Schuschunova  Roundoff + Back layout  1/1 turn (360°) on one foot  Front salto piked  Front tuck (step out) + Roundoff + Flic flac+ Back layout 1/1 twist (360°)  Cat leap 1/1 - chasse - Split leap (150°)  1 ½ turn (540°) on one foot	ECIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.101 5.105 5.106 8.201 1.213 1.101 2.201	\( \begin{array}{cccc} \begin{array}{cccc} \begin{array}{cccc} \ A & & & & & & & & & & & & & & & & & &	SR SR1 SR4 SR2 SR1	All Special Requirements – No, missing SR3 – Roundoff breaks the Dance passage All Value Parts – Yes Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, Missing SR2 – Cannot combine SR1 & SR2 in the same pass. All Value Parts – Yes
	DO NOT MEET SPI  Routine Elements  Spilt leap 150° -run- Roundoff + Schuschunova  Roundoff + Back layout  1/1 turn (360°) on one foot  Front salto piked  Front tuck (step out) + Roundoff + Flic flac+ Back layout 1/1 twist (360°)  Cat leap 1/1 - chasse - Spilt leap (150°)  1 ½ turn (540°) on one foot  Roundoff + Flic Flac + Back layout  Roundoff + Flic Flac + Back layout	EIAL REQUIELEMENT # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.101 5.105 8.201 1.213 1.101 2.201 5.105 8.106 8.201 6.101 5.105 8.201 1.213 1.101 2.201 5.105 8.106 8.101	A A A B B A A A A A A A A A A A A A A A	SR1 SR4 SR2 SR1 SR3 SR3	All Special Requirements – No, missing SR3 – Roundoff breaks the Dance passage All Value Parts – Yes Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, Missing SR2 – Cannot combine SR1 & SR2 in the same pass. All Value Parts – Yes
2	DO NOT MEET SPI  Routine Elements  Spilt leap 150° -run- Roundoff + Schuschunova  Roundoff + Back layout  1/1 turn (360°) on one foot  Front salto piked  Front tuck (step out) + Roundoff + Flic flac+ Back layout 1/1 twist (360°)  Cat leap 1/1 - chasse - Spilt leap (150°)  1 ½ turn (540°) on one foot  Roundoff + Flic Flac + Back layout  Switch leg leap (150°) -	CIAL REQUIELEMENT # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.101 5.105 5.106 8.201 1.213 1.101 2.201 5.105 5.106 8.101 1.204	A A A B A A A B B A A A B B A A A B B B A A A B B B A A A B B B A A A A B B B A A A A B B B A A A A B B B A A A A B B B A A A A B B B A A A A B B B A A A A B B B B A A A A B B B B A A A A B B B B A A A A B B B B A A A A B B B B A A A A B B B B A A A A B B B B A A A A B B B B A A A A B B B B A A A A B B B B B A A A A B B B B B A A A A B B B B B A A A A B B B B B A A A A B B B B B A A A A B B B B B A A A A B B B B A A B B B B A A A A B B B B A A A A B B B B A A A B B B B A A B B B B A B B B A A B B B B A A B B B B B A B	SR1 SR4 SR2 SR1 SR3 SR4 SR1	**Start Value**  * All Special Requirements – No, missing SR3 – Roundoff breaks the Dance passage  * All Value Parts – Yes  * Start Value – 9.50 (0.50 for missing SR)  * All Special Requirements – No, Missing SR2 – Cannot combine SR1 & SR2 in the same pass.  * All Value Parts – Yes  * Start Value – 9.50 (0.50 for missing SR)  * All Special Requirements – No, missing SR4 – The tuck jump 1 1/2 is not a turn on 1 foot
	Routine Elements  Split leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout  1/1 turn (360°) on one foot  Front salto piked  Front tuck (step out) + Roundoff + Flic flac+ Back layout 1/1 twist (360°)  Cat leap 1/1 - chasse - Split leap (150°)  1 ½ turn (540°) on one foot  Roundoff + Flic Flac + Back layout	EIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.201 6.101 5.105 8.201 1.213 1.101 2.201 5.105 8.101 1.213 1.101 1.204 1.204	A A B A A B B A A A B B B A B B B B B B	SR1 SR4 SR2 SR1 SR3 SR3	All Special Requirements – No, missing SR3 - Roundoff breaks the Dance passage All Value Parts – Yes Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, Missing SR2 – Cannot combine SR1 & SR2 in the same pass. All Value Parts – Yes Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, missing SR4 – The tuck jump 1 1/2 is not a turn on 1 foot All Value Parts – Yes
2	Routine Elements Spit leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout 1/1 turn (360°) on one foot Front salto piked Front tuck (step out) + Roundoff + Flic flac+ Back layout 1/1 twist (360°) Cat leap 1/1 - chasse - Spit leap (150°) 1 ½ turn (540°) on one foot Roundoff + Flic Flac + Back layout 540°) on one foot Roundoff + Flic Flac + Back layout Switch leg leap (150°) - Straddle jump (150°) Tuck jump 1 ½ (540°)	ECIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.201 6.101 5.105 8.201 1.213 1.201 5.106 8.201 1.213 1.201 5.106 8.101 1.201 1.201 1.201	A A A A B B A A A A B B C C	SR1 SR4 SR2 SR1 SR3 SR4 SR1	**Start Value**  * All Special Requirements – No, missing SR3 – Roundoff breaks the Dance passage  * All Value Parts – Yes  * Start Value – 9.50 (0.50 for missing SR)  * All Special Requirements – No, Missing SR2 – Cannot combine SR1 & SR2 in the same pass.  * All Value Parts – Yes  * Start Value – 9.50 (0.50 for missing SR)  * All Special Requirements – No, missing SR4 – The tuck jump 1 1/2 is not a turn on 1 foot
2	Routine Elements  Split leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout  1/1 turn (360°) on one foot  Front salto piked  Front tuck (step out) + Roundoff + Flic flac+ Back layout 1/1 twist (360°)  Cat leap 1/1 - chasse - Split leap (150°)  1 ½ turn (540°) on one foot  Roundoff + Flic Flac + Back layout	EIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.201 6.101 5.105 8.201 1.213 1.101 2.201 5.105 8.101 1.213 1.101 1.204 1.204	A A B A A B B A A A B B B A B B B B B B	SR1 SR4 SR2 SR1 SR3 SR4 SR1	All Special Requirements – No, missing SR3 - Roundoff breaks the Dance passage All Value Parts – Yes Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, Missing SR2 – Cannot combine SR1 & SR2 in the same pass. All Value Parts – Yes Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, missing SR4 – The tuck jump 1 1/2 is not a turn on 1 foot All Value Parts – Yes
2	Routine Elements Spit leap 150° -run- Roundoff + Schuschunova Roundoff + Back layout 1/1 turn (360°) on one foot Front salto piked Front tuck (step out) + Roundoff + Flic flac+ Back layout 1/1 twist (360°) Cat leap 1/1 - chasse - Spit leap (150°) 1 ½ turn (540°) on one foot Roundoff + Flic Flac + Back layout 540°) on one foot Roundoff + Flic Flac + Back layout Switch leg leap (150°) - Straddle jump (150°) Tuck jump 1 ½ (540°)	ECIAL REQUI Element # 1.104 5.105 1.208 5.105 8.101 2.101 6.201 6.201 6.101 5.105 8.201 1.213 1.201 5.106 8.201 1.213 1.201 5.106 8.101 1.201 1.201 1.201	A A A A B B A A A A B B C C	SR1 SR4 SR2 SR1 SR3 SR4 SR1 SR3	All Special Requirements – No, missing SR3 – Roundoff breaks the Dance passage All Value Parts – Yes Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, Missing SR2 – Cannot combine SR1 & SR2 in the same pass. All Value Parts – Yes Start Value – 9.50 (0.50 for missing SR)  All Special Requirements – No, missing SR4 – The tuck jump 1 1/2 is not a turn on 1 foot All Value Parts – Yes

FLOOR EXERCISE - 7

## Xcel Code of Points FLOOR EXERCISE

				NE EXAMP	
		L REQUIREM	IENTS VP		UE PART (VP) Start Value
	Routine Elements Roundoff + Flic flac+ Back layout 1 ½ twist (540°)	5.105 5.106 8.3101	A A C	SR Part SR1/ Part SR2	All Special Requirements- Yes
1	2/1 turn (720°) on one foot Switch leap (150°) - Side Leap (150°)	2.301 1.204 1.202	C B B	SR4 SR3	All Value Parts – Yes, higher VP may be used to fulfill lower VP     Start Value - 10.0
	Front handspring + Front Layout 1/1 twist (360°)  Round off +	5.102 6.301 5.105	A C	Part SR1/ Part SR2	
1	Flic flac  1½ turn (540°) on one foot	5.106 2.201	A	Part SR1 SR4	All Special Requirements – Yes
2.	Full turn on one foot Split Leap (150°) – chasse cat leap 1 ½	3.101 1.101 1.313	A A C	SR3	All Value Parts – Yes     Start Value - 10.0
	Front tuck+ Front layout Front Tuck +	6.101 6.201 6.101	A B	Part SR1/ SR2 Part SR1/	
	Front Pike Full turn (1/1) turn on one foot in tuck	6.201	В	Part SR2 SR4	
3.	stand Split leap 150 ° -run – Wolf hop 1/1 – Split jump 1/1	1.101 1.316 1.302	A C C	SR3	All Special Requirements – Yes     All Value Parts – Yes     Start Value - 10.0
	Roundoff + Back layout	5.105 8.101	A A	Part SR1/Part SR2 (No"B")	
					OR VALUE PART (VP)
	Routine Elements Front Handspring + Front Tuck	5.102 6.101	A A	NTS (SR) AND SR Part SR1	OR VALUE PART (VP) Start Value
1	Routine Elements Front Handspring + Front Tuck Switch leap (150°) - Wolf hop	5.102 6.101 1.204 1.116	A A B A	SR Part SR1 SR3	
1.	Routine Elements Front Handspring + Front Tuck Switch leap (150°) - Wolf hop 1 ½ foe turn Front handspring + Roundoff + Flic flac +	5.102 6.101 1.204 1.116 2.201 5.102 5.105 5.106	A A B A B A A	SR Part SR1	• All Special Requirements – No, missing
1.	Routine Elements Front Handspring + Front Tuck Switch leap (150°) - Wolf hop 1 ½ foe turn Front handspring + Roundoff + Flic flac + Back tuck Roundoff + Flic flac +	5.102 6.101 1.204 1.116 2.201 5.102 5.105 5.106 5.105 5.106	A A A A A	SR Part SR1 SR3 SR4	All Special Requirements – No, missing SR2- No "B" Salto     All Value Parts – Yes     Start Value – 9.50 (0.50 for missing SR)      All Special Requirements – No, Missing
1.	Routine Elements Front Handspring + Front Tuck Switch leap (150°) - Wolf hop 1 ½ toe turn Front handspring + Roundoff + Flic flac + Back tuck Roundoff + Flic flac + Double back salto 2/1 turn (720°) on one foot Switch leap (180°) - Straddle jump (180°) with 1 ½ (540°)	5.102 6.101 1.204 1.116 2.201 5.102 5.105 5.106 8.101 5.105 5.106 8.403 2.301 1.204 Restricted	A A A A A D C B No	Part SR1 SR3 SR4 Part SR1 Part SR1	All Special Requirements – No, missing SR2- No "B" Salto     All Value Parts – Yes     Start Value – 9.50 (0.50 for missing SR)      All Special Requirements – No, Missing SR3 – no dance pass because the 2 <sup>nd</sup> element is a "D" which is the 2 <sup>nd</sup> "D" in the routine and therefore restricted.     All Value Parts – Yes
	Routine Elements Front Handspring + Front Tuck Switch leap (150°) - Wolf hop 1 ½ toe turn Front handspring + Roundoff + Flic flac + Back tuck Roundoff + Flic flac + Double back salto 2/1 turn (720°) on one foot Switch leap (180°) - Straddle jump (180°) with 1 ½ (540°) turn Front handspring + Front Layout 1/1 twist (360°)	5.102 6.101 1.204 1.116 2.201 5.105 5.106 5.105 5.106 8.403 2.301 1.204	A A A A A D C B NO VP A C	Part SR1 Part SR1 Part SR1 Part SR1 Part SR2 SR4  Part SR1/Part SR2 SR4	All Special Requirements – No, missing SR2- No "B" Salto     All Value Parts – Yes     Start Value – 9.50 (0.50 for missing SR)      All Special Requirements – No, Missing SR3 – no dance pass because the 2 <sup>nd</sup> element is a "D" which is the 2 <sup>nd</sup> "D" in the routine and therefore restricted.
2.	Routine Elements  Front Handspring + Front Tuck Switch leap (150°) - Wolf hop 1½ toe turn Front handspring + Roundoff + Flie flac + Back tuck Roundoff + Flie flac + Double back salto 22/1 turn (720°) on one foot Switch leap (180°) - Straddle jurnp (180°) with 1½ (540°) turn Front handspring + Front Layout 1/1 twist (360°) 1½ turn (540°) on one foot Front handspring + Front Pike Roundoff	5.102 6.101 1.204 1.116 2.201 5.102 5.105 5.106 8.101 5.106 8.403 2.301 1.204 Restricted - 2"d "D" 5.102 6.301 2.201 5.102 6.301 2.201 5.102 6.301 5.102 6.301 5.102 6.301 5.102 6.301 5.102 6.301 5.102 6.301 5.102 6.301 5.102 6.301	VP	Part SR1/ Part SR1/ Part SR1/ Part SR2/ SR4	All Special Requirements – No, missing SR2- No "B" Salto     All Value Parts – Yes     Start Value – 9.50 (0.50 for missing SR)      All Special Requirements – No, Missing SR3 – no dance pass because the 2 <sup>nd</sup> element is a "D" which is the 2 <sup>nd</sup> "D" in the routine and therefore restricted.     All Value Parts – Yes     Start Value – 9.00 SV (Deduct 0.50 for missing SR, 0.50 for restricted element)      All Special Requirements –No, Missing SR2 - 2 different saltos     All Value Parts – Yes (Note: Pass 1 and 3 are the same –No VP for pass 3, however
	Routine Elements Front Handspring + Front Tuck Switch leap (150°) - Wolf hop 1 ½ toe turn Front handspring + Roundoff + File flac + Back tuck Roundoff + File flac + Double back salto 2/1 turn (720°) on one foot Switch leap (180°) - Straddle jump (180°) with 1 ½ (540°) turn Front handspring + Front Layout 1/1 twist (360°) 1 ½ turn (540°) on one foot Front handspring + Front handspring + Front handspring + Front handspring + Front like	5.102 6.101 1.204 1.116 2.201 5.102 5.105 5.106 8.101 5.105 5.106 8.403 2.301 1.204 Restricted - 2 <sup>rd</sup> - D <sup>r</sup> 5.102 6.301 2.201	No	Part SR1/ Part SR1/ Part SR1/ Part SR2/ SR4 Part SR1/ Part SR2/ SR4 Part SR1/ Part SR1/ Part SR1/ Part SR2/	All Special Requirements – No, missing SR2- No "B" Salto     All Value Parts – Yes     Start Value – 9.50 (0.50 for missing SR)      All Special Requirements – No, Missing SR3 – no dance pass because the 2 <sup>nd</sup> element is a "D" which is the 2 <sup>nd</sup> "D" in the routine and therefore restricted.     All Value Parts – Yes     Start Value – 9.00 SV (Deduct 0.50 for missing SR, 0.50 for restricted element)      All Special Requirements – No, Missing SR2 - 2 different saltos     SR2 - 2 different saltos     All Value Parts – Yes (Note: Pass 1 and 3

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