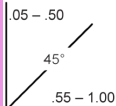
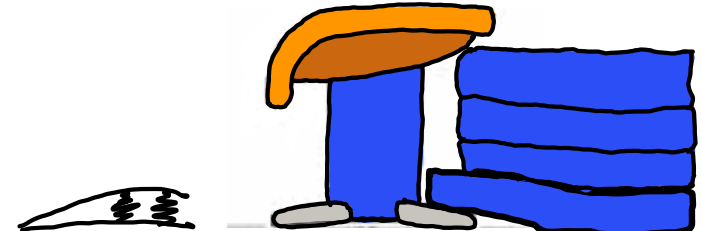


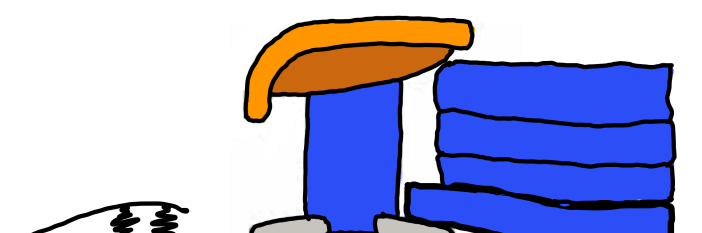
Vault: Level 6/7

General Faults	Support Phase	Second Flight Phase	Landing
Dev from straight dir: ^0.3 Dynamics: ^0.3 General (Each Phase) Foot form: ^0.1 Legs Separated: ^0.2 Legs Bent: ^0.3 Neutral Head Position: ^0.1	Staggered Hands: ^0.1 Inc. Shoulder angle: ^0.2 Excessive Arch: ^0.2 Alt Repulsion: ^0.2 Add hand place: <u>0.1</u> ea (max 0.3) Hop both hands: <u>0.3</u> Fail to pass through Vert: ^0.3 Arms Bent: ^0.5 Head Contacting Table: <u>2.0</u> 1 hand touch: <u>1.0</u> No hands touch: Void	Brush/hit body on table: <u>0.2</u> Insufficient Length: ^0.2 Fail to create rotation: ^0.3 Fail to maintain body pos: ^0.5 Insufficient Height: ^0.5 Too Long in Support: ^0.5 Angle of Repulsion: ^1.0	Inc. Body post on landing: ^0.5 Alt Feet Landing: <u>0.2</u> Hop/step toward table: <u>0.1</u> ea (max <u>0.4</u>) Fail to land on mat stack: <u>1.0</u> Land on table: Void Fail to land on feet: <ul style="list-style-type: none"> - FHS: Void - Level 6: Void - Level 7: No Deduction
First Phase Excessive Arch: ^0.2 Hip Angle: ^0.3			

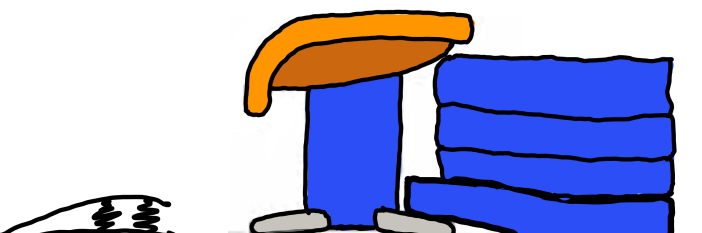
Gymnast#:

General (Each Phase)	Support Phase	Second Flight	Landing
Feet. _____ Legs Sep: _____ Legs Bent: _____ Arch. _____ Pike. _____	Shoulder: _____ Arms Bent: _____ Long Support: _____ Hand Placement: _____ Vert: _____	Height: _____ Angle: _____ Length: _____ Create Rotation: _____ Maintain Body Pos: _____	Start Value: 10.0 Distance _____ Dynamics _____ Direction _____
			

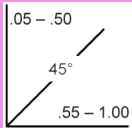
Gymnast#:

General (Each Phase)	Support Phase	Second Flight	Landing
Feet. _____ Legs Sep: _____ Legs Bent: _____ Arch. _____ Pike. _____	Shoulder: _____ Arms Bent: _____ Long Support: _____ Hand Placement: _____ Vert: _____	Height: _____ Angle: _____ Length: _____ Create Rotation: _____ Maintain Body Pos: _____	Start Value: 10.0 Distance _____ Dynamics _____ Direction _____
			

Gymnast#:

General (Each Phase)	Support Phase	Second Flight	Landing
Feet. _____ Legs Sep: _____ Legs Bent: _____ Arch. _____ Pike. _____	Shoulder: _____ Arms Bent: _____ Long Support: _____ Hand Placement: _____ Vert: _____	Height: _____ Angle: _____ Length: _____ Create Rotation: _____ Maintain Body Pos: _____	Start Value: 10.0 Distance _____ Dynamics _____ Direction _____
			


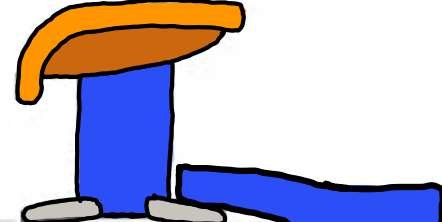
Vault: Level 8/9/10

General Faults	Support Phase	Second Flight Phase	Landing
Dev from straight dir: ^0.3 Dynamics: ^0.3	Staggered Hands: ^0.1 Inc. Shoulder angle: ^0.2 Excessive Arch: ^0.2 Alt Repulsion: ^0.2 Add hand place: <u>0.1</u> ea (max 0.3) Hop both hands: <u>0.3</u> Fail to pass through Vert: ^0.3 Arms Bent: ^0.5 LA turn too early: ^0.5 Head Contacting Table: <u>2.0</u> 1 hand touch: <u>1.0</u> No hands touch: Void	Exactness of Body pos: ^0.3 Fail maintain Stretch: ^0.3 Insuf extent (no ext): ^0.25 (<u>0.3</u>) Under Rotation: <u>0.1</u> Insuf Exact LA turn: ^0.1 Late completion of twist: ^0.3 Brush/hit body on table: ^0.2 Insufficient Length: ^0.3 Insufficient Height: ^0.5	LA turn incomplete: ^0.3 Feet Apart (Hip width): 0.1(<u>0.05</u>) Hop/adjust/stag feet: ^0.1 Steps: <u>0.1</u> ea. (max <u>0.4</u>) Lg. Jump: <u>0.2</u> (max <u>0.4</u>) Arm Swings: ^0.1 Inc Body Post: ^0.2 Add Trunk Movement: ^0.2 Squat on Landing: ^0.3 Brush/Touch hands on mat: ^0.3 Spot on landing: <u>0.5</u> Fall: <u>0.5</u> – Land on table: Void Fail land on feet: Void Land Hands & Feet: <u>0.5</u>
General (Each Phase) Foot form: ^0.1 Legs Separated: ^0.2 Legs Bent: ^0.3		Non-Salto Vaults Too Long in Support: ^0.5 Angle of Repulsion: ^1.0	
First Phase Excessive Arch: ^0.2 Hip Angle: ^0.3			


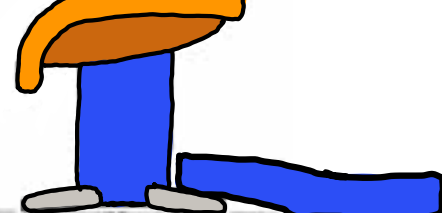
Gymnast#: _____

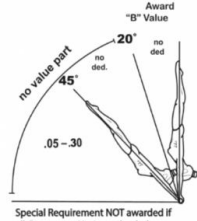
General (Each Phase)	Support Phase	Second Flight	Landing
Feet. _____ Legs Sep: _____ Legs Bent: _____ Arch. _____ Pike. _____	Shoulder: _____ Arms Bent: _____ Hand Placement: _____ Vert: _____ LA turn: _____	Height _____ Length: _____ Exact Body pos: _____ Stretch: _____ LA Turn/Twist: _____ Extension: _____	Legs _____ Steps _____ Trunk _____ Arms _____ Squat _____
		Angle _____ Too long Support: _____	Start Value: _____
		Distance _____ Dynamics _____ Direction _____	

Gymnast#: _____

General (Each Phase)	Support Phase	Second Flight	Landing
Feet. _____ Legs Sep: _____ Legs Bent: _____ Arch. _____ Pike. _____	Shoulder: _____ Arms Bent: _____ Hand Placement: _____ Vert: _____ LA turn: _____	Height _____ Length: _____ Exact Body pos: _____ Stretch: _____ LA Turn/Twist: _____ Extension: _____	Legs _____ Steps _____ Trunk _____ Arms _____ Squat _____
		Angle _____ Too long Support: _____	Start Value: _____
		Distance _____ Dynamics _____ Direction _____	

Gymnast#: _____

General (Each Phase)	Support Phase	Second Flight	Landing
Feet. _____ Legs Sep: _____ Legs Bent: _____ Arch. _____ Pike. _____	Shoulder: _____ Arms Bent: _____ Hand Placement: _____ Vert: _____ LA turn: _____	Height _____ Length: _____ Exact Body pos: _____ Stretch: _____ LA Turn/Twist: _____ Extension: _____	Legs _____ Steps _____ Trunk _____ Arms _____ Squat _____
		Angle _____ Too long Support: _____	Start Value: _____
		Distance _____ Dynamics _____ Direction _____	

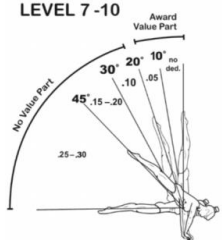
Bars	Level 6	Warm up: 1:30		
<ol style="list-style-type: none"> 1. Cast 45° > Horiz (Above Horiz fulfills SR) 2. 1 Bar Change 3. 1-360° Clear Circling 3/6/7 4. Salto Dmt, min A 	<u>Allowable:</u> A(5) 0.1 B(1) 0.3 1 allowable C = B <u>Restrictions</u> - Add C's - D/E elements - Flt/release	Extra Swings: Max .5 each occurrence Swing Under Horizontal: ^0.1 each Insf Extension of Glide/Swing Kip: ^0.1 Hesitation of Jump to HB: ^0.1 Landing too close to the bars: <u>0.1</u> Touch/brush apparatus: ^0.1 each Hit apparatus: <u>0.2</u> Hit mat: <u>0.3</u>		Insufficient Dynamics: ^0.2 - Insuf swingful execution throughout - Energy not maintained throughout - Fail to make difficult look effortless Rhythm in elements/connections: ^0.1 ea

Start Value:	Execution:		Dynamics:
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Start Value:	Execution:		Dynamics:
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Bars	Level 7	Warm up: 1:30		
1. Cast to Handstand (Above 45° fulfills SR) 2. 1-360° Clear Circling 3/6/7 3. 1-360° Clear Circling 3/6/7 4. Salto Dmt, min A	<u>Allowable:</u> A(5) 0.1 B(2) 0.3 Allowed C's = B <u>Restricted:</u> - Add C's - D/E elements	Extra Swings: Max .5 each occurrence Swing Under Horizontal: ^0.1 each Insf Extension of Glide/Swing Kip: ^0.1 Hesitation of Jump to HB: ^0.1 Landing too close to the bars: <u>0.1</u> Touch/brush apparatus: ^0.1 each Hit apparatus: <u>0.2</u> Hit mat: <u>0.3</u>	LEVEL 7-10 	Insufficient Dynamics: ^0.2 - Insuf swingful execution throughout - Energy not maintained throughout - Fail to make difficult look effortless Rhythm in elements/connections: ^0.1 ea

Start Value:	Execution:		Dynamics:
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Start Value:	Execution:		Dynamics:
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Bars	Level 8	Warm up: 2:00		
1. Min. 1 Bar Change 2. 1-360° Clear Circling 3/6/7 3. Flight or Turn 4. Salto Dmt, min A	<u>Allowed:</u> A(4) 0.1 B(4) 0.3 Allowed C's = B 1 restricted C = B <u>Restricted:</u> - Add C's - D/E elements	Extra Swings: Max .5 each occurrence Swing Under Horizontal: ^0.1 each Insf Extension of Glide/Swing Kip: ^0.1 Hesitation of Jump to HB: ^0.1 Landing too close to the bars: <u>0.1</u> Touch/brush apparatus: ^0.1 each Hit apparatus: <u>0.2</u> Hit mat: <u>0.3</u>	Composition: Dmt not up to level: ^0.1 - AA: <u>0.1</u> - B or BA: no ded. Unch Element: <u>0.1</u> Lack of elem. achieve vertical: ^0.2	Insufficient Dynamics: ^0.2 - Insuf swingful execution throughout - Energy not maintained throughout - Fail to make difficult look effortless Rhythm in elements/connections: ^0.1 ea

Start Value:	Execution:	Composition:	Dynamics:

Start Value:	Execution:	Composition:	Dynamics:

Bars		Level 9		Warm up: 2:00			
1. Min. 2 Bar Change	A(3) 0.1	<u>Connection Value:</u> C+C = +0.1 (diff if no tn/flt) C+C (both tn/flt)+.2 D/E = +0.1	Composition:	Faces same dir throughout: <u>0.1</u>	Insufficient Dynamics: ^0.2 - Insuf swingful execution throughout - Energy not maintained throughout - Fail to make difficult look effortless Rhythm in elements/connections: ^0.1 ea		
2. Min. B Flight	B(4) 0.3		Dmt not up to level: ^0.1	Unch Element: <u>0.1</u>			
3. Diff C Flight or B Turn	C(1) 0.5 1 Restricted		2 of 3 elements: <u>0.1</u> each	Lack of achieve vertical: ^0.2			
4. Salto Dmt, min B	D/E = C		-Forward – 3/6/7 – LA Trn/Flt				
SV: 9.7 + =		Execution:		Composition:		Dynamics:	
SV: 9.7 + =		Execution:		Composition:		Dynamics:	

Bars	Level 10			Warm up: 2:00
1. Min. C Flight 2. Min. B Flight (diff) 3. Min. C Turn 4. Salto Dmt, min C	A(3) 0.1 B(3) 0.3 C(2) 0.5	<u>Connection Value:</u> C+C = +0.1 C+ D/E = +0.1 D+D = +.2	<u>Composition:</u> Dmt not up to level: ^0.1 Releases not up to level ^0.2 2 of 3 elements: <u>0.1</u> each - Forward – 3/6/7 – LA Trn/Fit	Faces same dir throughout: <u>0.1</u> Unch Element: <u>0.1</u> Lack of achieve vertical: ^0.2 More than 1 squat on: <u>0.1</u> each Lack of 2 bar changes: <u>0.2</u>
SV: 9.5		Execution:	Composition:	Dynamics:
SV: 9.5 + =		Execution:	Composition:	Dynamics:

Insufficient Dynamics: ^0.2
- Insuf swingful execution throughout
- Energy not maintained throughout
- Fail to make difficult look effortless
Rhythm in elements/connections: ^0.1 ea

Beam	Level 6		Warm up: 1:30	Time: 1:15	Warning: 1:05
Special Requirements: 1. Acro series or flight 2. 180° Leap/Jump 3. 360° turn (1 foot) 4. A Dmt (salto/aerial)	A(5) 0.1 B(1) 0.3 C = B	Allowable Difficulty: A's B's One "C" Dance element count as "B" VP	Concentration Pause: 2 sec: <u>0.1</u> each > 2 sec: <u>0.2</u> each	Inc. body alignment, position, or posture in non-VPs throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmnt: 0.1	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm/tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 • Energy maintained throu exercise (makes difficult look effortless)

Start Value:	Execution:	Artistry / Dynamics / Rhythm:

Start Value:	Execution:	Artistry / Dynamics / Rhythm:

Beam	Level 7		Warm up: 1:30	Time: 1:20	Warning: 1:10
Special Requirements: 1. Acro series & flight 2. 180° Leap/Jump 3. 360° turn (1 foot) 4. A Dmt (salto/aerial)	A(5) 0.1 B(2) 0.3 C = B	Allowable Difficulty: A's B's C Dance	Concentration Pause: 2 sec: <u>0.1</u> each > 2 sec: <u>0.2</u> each	Inc. body alignment, position, or posture in non-VPs throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmnt: 0.1	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm/tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 • Energy maintained throu exercise (makes difficult look effortless)

Start Value:	Execution:	Artistry / Dynamics / Rhythm:

Start Value:	Execution:	Artistry / Dynamics / Rhythm:

Beam	Level 8		Warm up: 2:00	Time: 1:30	Warning: 1:20
Special Requirements: 1. Acro series 1 w/ flight 2. 180° Leap/Jump 3. 360° turn (1 foot) 4. A Dmt (salto/aerial)	A(4) 0.1 B(4) 0.3 C = B	Allowable Difficulty: A's B's C Dance ONE restricted "C" Acro element	Acro not up to level ^0.2 Dance not up to level ^0.2 Dmt not up to level ^0.1 Lack of dance series: <u>0.2</u> Fail to Acro in 2 directions <u>0.1</u> Dmt only <u>0.05</u> Insuf level change: ^0.1 Insuf Spacial use: ^0.1	Inc. body alignment, position, or posture in non-VPs throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmt: 0.1 Concentration Pause: 2 sec: <u>0.1</u> each > 2 sec: <u>0.2</u> each	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm /tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 • Energy maintained throu exercise (makes difficult look effortless)
SV:	Execution:	Composition:	A / D / R:		
SV:	Execution:	Composition:	A / D / R:		

Beam	Level 9				Warm up: 2:00	Time: 1:30	Warning: 1:20
Special Requirements: 1. Acro series 2 directly connected flight 2. 180° Leap/Jump 3. 360° turn (1 foot) 4. B Dmt	A(3) 0.1	Con. Value:	0.1	0.2	Acro not up to level ^0.2 Dance not up to level ^0.2 Dmt not up to level ^0.1 Lack of dance series: <u>0.2</u> Fail to Acro in 2 directions <u>0.1</u> - Dmt only <u>0.05</u> Fail to show movment/non-VP in 2 of 3 directions: <u>0.05</u> ea Insuf level change: ^0.1 Insuf Spacial use: ^0.1 More than 1 pvt turn: <u>0.1</u>	Inc. body alignment, position, or posture in non-VP throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmnt: 0.1 Concentration Pause: 2 sec: <u>0.1</u> each > 2 sec: <u>0.2</u> each	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm /tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 • Energy maintained throu exercise (makes difficult look effortless)
	B(4) 0.3	Acro	B+C	C+C			
	C(1) 0.5	3 Acro Flt	B+B+C	B+C+C			
	D/E = C	Dance/MIX Turns	B+C A+C	B+D			
Allowable Difficulty: A's B's C's D/E Dance 1 restricted "D/E" acro		Additional +0.1 3 acro series w/min C salto					
SV:9.7	Execution:			Composition:		A / D / R:	

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SV:	Execution:			Composition:		A / D / R:

Beam	Level 10				Warm up: 2:00	Time: 1:30	Warning: 1:20
Special Requirements: 1. Acro series 2 directly con. Flight min C salto 2. 180° Leap/Jump 3. 360° turn (1 foot) 4. C Dmt	A(3) 0.1	Con. Value:	0.1	0.2	Acro not up to level ^0.2 Dance not up to level ^0.2 Dmt not up to level ^0.1 Lack of dance series: <u>0.2</u> Fail to Acro in 2 directions <u>0.1</u> - Dmt only <u>0.05</u> Fail to show movment/non-VP in 2 of 3 directions: <u>0.05</u> ea Insuf level change: ^0.1 Insuf Spacial use: ^0.1 More than 1 pvt turn: <u>0.1</u>	Inc. body alignment, position, or posture in non-VP throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmnt: 0.1 Concentration Pause: 2 sec: <u>0.1</u> each > 2 sec: <u>0.2</u> each	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm /tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 • Energy maintained throu exercise (makes difficult look effortless)
	B(3) 0.3	Acro	B+C	B+D/E C+C/D/E			
	C(2) 0.5	3 Acro Flt	B+B+C	B+C+C B+B/C+D/E			
	D/E = C	Dance/MIX Turns	A+D B+C A+C	B+D C+C/D/E			
Difficulty Bonus: D = +0.1 E = +0.2		Additional +0.1 3 acro series w/min C salto					

SV:9.5	Execution:	Composition:	A / D / R:

SV:9.5	Execution:	Composition:	A / D / R:

Floor	Level 6		Warm up: 1:30	Time: 1:15	
<u>Special Requirements:</u> 1. Acro pass 3 elem, 2 w/ft 2. 2 nd pass w salto/aerial 3. 360° turn (1 foot) 4. Dance pass w 180° leap	A(5) 0.1 B(1) 0.3 C = B	Allowable Difficulty: A's B's One "C" Dance element count as "B" VP	Hold end pose 1 sec: <u>0.05</u> Sync music w end pose: <u>0.1</u> Conc. Pause 2 sec: <u>0.1</u> ea	Inc. body alignment, position, or posture in non-VPs throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmnt: 0.1 Poor relation music/movement throu: ^3	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm/tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 • Energy maintained throu exercise (makes difficult look effortless)
Start Value:			Execution:	Artistry / Dynamics / Rhythm:	
Start Value:			Execution:	Artistry / Dynamics / Rhythm:	

Floor	Level 7	Warm up: 1:30	Time: 1:30		
Special Requirements: 1. 2. Min 2 acro passes - 1 salto back min 2 elem - 1 salto fwd - 1 salto stretched fwd / bwd 3. Dance Pass min 2 diff with 1 180° leap 4. 360° turn (1 foot)	A(5) 0.1 B(2) 0.3 C = B	Allowable Difficulty: A's B's C Dance	Hold end pose 1 sec: <u>0.05</u> Sync music w end pose: <u>0.1</u> Conc. Pause 2 sec: <u>0.1</u> ea	Inc. body alignment, position, or posture in non-VPs throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmnt: 0.1 Poor relation music/movement throu: ^3	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm/tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 • Energy maintained throu exercise (makes difficult look effortless)
Start Value:	Execution:		Artistry / Dynamics / Rhythm:		
Start Value:	Execution:		Artistry / Dynamics / Rhythm:		

Floor	Level 8	Warm up: 2:00	Time: 1:30		
Special Requirements: 1. 2 salto pass 2. 3 diff saltos 3. Min A salto dmt 4. Dance Pass min 2 diff with 1 180° leap	A(4) 0.1 B(4) 0.3 C = B	Allowable Difficulty: A's B's C Dance 1 Restricted C acro element	Last Salto not up to level: ^0.1 Acro not up to level: ^0.2 Dance Elem not up to level: ^0.1 No B turn: <u>0.2</u> Lack of min 3 A saltos: <u>0.3</u> Fail to salto fwd/side&bkw: <u>0.1</u> Insf use of floor, space: ^0.1	Hold end pose 1 sec: <u>0.05</u> Sync music w end pose: <u>0.1</u> Conc. Pause 2 sec: <u>0.1</u> ea Inc. body alignment, position, or posture in non-VPs throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmnt: 0.1 Poor relation music/movement throu: ^0.3	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm /tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 • Energy maintained throu exercise (makes difficult look effortless)
SV:	Execution:	Composition:	A / D / R:		
SV:	Execution:	Composition:	A / D / R:		

Floor <u>Special Requirements:</u> 1. 2 salto pass 2. 3 diff saltos 3. Min B salto dmt 4. Dance Pass min 2 diff with 1 180° leap	Level 9 A(3) 0.1 B(4) 0.3 C(1) 0.5 D Dance 1 Res. D/E Acro: +.1	Con Val Acro Indir Acro Direc Dance/Mix	0.1 AAC BC BB AC CC	0.2 CC BC CC 	Warm Up: 2:00 Last Salto not up to level: ^0.1 Acro not up to level: ^0.2 Dance Elem not up to level: ^0.1 No B turn: <u>0.2</u> Lack of min 3 A saltos: <u>0.3</u> Fail to salto fwd/side&bkw: <u>0.1</u> Insf use of floor, space: ^0.1	Time: 1:30 Hold end pose 1 sec: <u>0.05</u> Sync music w end pose: <u>0.1</u> Conc. Pause 2 sec: <u>0.1</u> ea Inc. body alignment, position, or posture in non- VPs throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmt: 0.1 Poor relation music/movement throughout: ^3	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm /tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 • Energy maintained throu exercise (makes difficult look effortless)
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SV: 9.7	Execution	Composition:	A/D/R:
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SV: 9.7	Execution	Composition:	A/D/R:
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Level 10 Special Requirements: 1. 2 salto pass 2. 3 diff saltos 3. Min C salto dmt 4. Dance Pass min 2 diff with 1 180° leap	A(3) 0.1 B(3) 0.3 C(2) 0.5 D/E = C D: +.1 E: +.2	Acro Indir Acro Direc Dance/Mix	0.1 AAC BC AD	0.2 CC AAD AE BD* BC AD* CC CD/E	Warm Up: 2:00 Last Salto not up to level: ^0.1 Acro not up to level: ^0.2 Dance Elem not up to level: ^0.1 No B turn: <u>0.2</u> Lack of min 3 A saltos: <u>0.3</u> Fail to salto fwd/side&bkw: <u>0.1</u> Insf use of floor, space: ^0.1	Time: 1:30 Hold end pose 1 sec: <u>0.05</u> Sync music w end pose: <u>0.1</u> Conc. Pause 2 sec: <u>0.1</u> ea Inc. body alignment, position, or posture in non- VPs throughout exercise: ^0.3 Relaxed / incorrect footwork on non-VPs throughout exercise: ^0.3 Deviation from st direction on dmt: 0.1 Poor relation music/movement throu: ^3	Artistry/Presentation - Lack of variety in choreo: ^0.1 - Quality of movement: ^0.1 - Quality of expression: ^0.1 Insuf. rhythm /tempo throughout: ^0.2 Insuf Surness throughout: ^0.2 Insufficient dynamics: ^0.2 • Energy maintained throu exercise (makes difficult look effortless)
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SV: 9.5	Execution	Composition:	A/D/R:
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SV: 9.5	Execution	Composition:	A/D/R:
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