

## Level 1 Vault - Specific Deductions

**Stretch Jump onto min of 16" of matting - (Value - 5.00)**

B. Eberhardt  
7/5/2021

### General Faults

Balk #1: run approach without coming to rest or support on top of the mat stack	No Deduction
Balk #2 or Balk #3	Void
Coach standing between board and mat stack	No Deduction
Fall after spotting assistance, additional deduction	<u>0.50</u>
Insufficient dynamics ( <i>speed/power</i> )	^0.30
Spotting assistance on landing of straight jump	<u>0.50</u>
Spotting assistance on straight jump	<u>2.00</u>
Use of alternative springboard ( <i>trampoline-like/junior board</i> )	No Deduction
Vaults without signal from the Chief Judge: <i>Chief Judge deducts from average of next completed vault</i>	(CJ) 0.50

### Run and Board Contact

Additional jumps on the board ( <i>double bouncing</i> )	each <u>0.30</u>
Excessive forward lean of body on board contact	^0.30
Failure to maintain horizontal running speed to the board ( <i>i.e. gymnast stutter steps before the board</i> )	^0.30
Runs onto the board and steps up onto mat stack or rebounds from board to come to rest/support on mat stack on body parts other than feet first	<u>5.00/Void</u>

### Stretch jump from Board to Mat

Deviation from a straight direction ( <i>determined by initial contact with the mat</i> )	^0.30
Failure to land in demi-plié with control and proper body position	^0.50
Failure to maintain neutral head position	^0.30
Failure to maintain stretched body position during jump - Arched	^0.30
Failure to maintain stretched body position during jump - Piked	^0.50
Fall ( <i>onto hands, knees &amp;/or hips</i> ) after landing stretch jump onto feet first	<u>0.50</u>
Incorrect foot form ( <i>flexed/sickled</i> )	^0.10
Lack of height on stretch jump	^0.50
Legs bent	^0.30
Legs separated	^0.20

**Handstand, Fall to Straight - Lying Position - (Value - 5.00)**

### General Faults

Extra kick up to handstand	each <u>0.50</u>
Performing incorrect element ( <i>i.e. forward roll</i> )	<u>5.00/Void</u>
Spotting assistance of coach after gymnast achieves hand support on the mat stack	<u>2.00</u>

<b>Approach</b>	
Failure to keep ears covered by arms when moving into the handstand	^0.20
<b>Handstand</b>	
Additional hand placements ( <i>taking steps/hops on hands</i> ) (max <u>0.30</u> )	ea 0.10
Arms bent	^0.50
Failure to maintain neutral head position	^0.30
Failure to maintain stretched body position in Handstand - Arched	^0.30
Failure to maintain stretched body position in Handstand - Piked	^0.50
Incorrect foot form ( <i>flexed/sickled</i> )	^0.10
Incorrect shoulder alignment ( <i>showing a shoulder angle less than 180°</i> )	^0.30
Legs bent	^0.30
Legs separated	^0.20
<b>Landing</b>	
Failure to land in a straight-lying position on the back - <i>Examples for applying this deduction:</i>	^1.00
* Gymnast lands on her feet and steps off the mat	<u>1.00</u>
* Gymnast lands on her seat with a 90° hip angle and steps off the mat	<u>0.50</u>
* Gymnast lands on her back with an arch and bent legs and steps off the mat	<u>0.50</u>
* Gymnast makes any of the above execution errors, then lies back to a straight lying position: <i>*Execution deductions may be applied for the errors, while the gymnast is falling to her back (post-handstand phase)</i> <i>*Evaluation finishes when the gymnast arrives in a straight-lying position</i>	No Deduction

## Level 2 Vault - Specific Deductions

***Jump to Handstand onto raised mat surface (min 16");***

***Fall***

B. Eberhardt

***to Straight-lying position on the back***

7/5/2021

<b>General Faults</b>	
Assistance of coach after gymnast achieves hand support on the mat stack	2.00
Assistance of coach from board to mat stack	Void
Balk #1: run approach without coming to rest or support on top of the mat stack	No Deduction
Balk #2 or Balk #3	Void
Coach standing between board and mat stack	No Deduction
Failure to maintain neutral head position	ea phase ^0.10
Failure to maintain stretched body position *Arch	ea phase ^0.30
Failure to maintain stretched body position *Pike	ea phase ^0.50
Gymnast never achieves vertical and returns to the board/floor or lands on the mat stack between the board and hand placement ( <i>Considered an "Incorrect vault"</i> )	Void
Incorrect foot form ( <i>flexed/sickled</i> )	ea phase ^0.10
Insufficient dynamics ( <i>speed/power</i> )	^0.30
Legs bent	ea phase ^0.30
Legs separated	ea phase ^0.20
Performing incorrect vault ( <i>i.e., squat on, etc.</i> )	Void
Runs onto the board and steps up onto mat stack or rebounds from board to come to rest/support on mat stack on body parts other than back.	Void
Use of alternative springboard ( <i>trampoline-like/junior board</i> )	No Deduction
Vaults without signal from the Chief Judge: Chief Judge deducts from average of next completed vault	(CJ) 0.50
<b>Run and Board Contact</b>	
Additional jumps on the board ( <i>double bouncing</i> )	each 0.30
Excessive forward lean of body on board contact	^0.30
Failure to maintain horizontal running speed to the board ( <i>i.e. gymnast stutter steps before the board</i> )	^0.30
Insufficient acceleration during the run ( <i>ability to obtain maximum speed</i> )	^0.30
Runs onto the board and steps up onto mat stack or rebounds from board to come to rest/support on mat stack on body parts other than back.	Void
<b>First Flight</b>	
<i>See General Faults</i>	
Deviation from a straight direction ( <i>determined by initial contact with the mat</i> )	^0.30
<b>Support Phase</b>	
Additional hand placements ( <i>taking steps/hops on hands</i> ) Max 0.30	each 0.10
Arms bent in support	^0.50
Completely bent arms causing head to contact mat stack ( <i>includes 0.50 deduction for extreme arm bend</i> )	2.00

<b>Support Phase</b>	
<b>Contacting the mat stack with the hands after vertical:</b> <i>* Contact 1°- 45° past vertical                      0.05-0.50</i> <i>* Contact 1°- 45° past vertical                      0.05-0.50</i>	^1.00
<b>Failure to contact mat with both hands (<i>performs a salto or touches mat stack with only one hand</i>)</b>	3.00
<b>Failure to place hands in the prescribed landing zone</b> <i>(Landing zone = between the edge of the mat stack and the tape line)</i> <i>* Both hands land beyond the tape line</i> <i>* Staggered hand placement: one inside zone, one over the line</i>	0.50
	<u>0.20</u>
<b>Failure to show an inverted vertical position from hands to hips (<i>performing a forward rolling action</i>)</b>	^2.00
<b>Incorrect shoulder alignment (<i>showing a shoulder angle less than 180°</i>)</b>	^0.30
<b>Landing</b>	
<b>Failure to land in a straight-lying position on the back - <i>Examples for applying this deduction:</i></b>	^1.00
<i>* Gymnast lands on her feet and steps off the mat</i>	<u>1.00</u>
<i>* Gymnast lands on her seat with a 90° hip angle and steps off the mat</i>	<u>0.50</u>
<i>* Gymnast lands on her back with an arch and bent legs and steps off the mat</i>	<u>0.50</u>
<i>* Gymnast makes any of the above execution errors, then lies back to a straight lying position:</i> <i>*Execution deductions may be applied for the errors, while the gymnast is falling to her back (post-handstand phase)</i> <i>*Evaluation finishes when the gymnast arrives in a straight-lying position</i>	No Deduction

## Level 3 Vault - Specific Deductions

### *Handspring over a raised mat surface (min 32")*

B. Eberhardt

7/5/2021

<b>General Faults</b>	
Assistance of coach ( <i>First Flight Phase, Support Phase, or Second Flight Phase</i> )	<u>2.00</u>
Balk #1: run approach without coming to rest or support on top of the mat stack	No Deduction
Balk #2 or Balk #3	Void
Coach standing between board and mat stack	No Deduction
Deviation from a straight direction	^0.30
Failure to maintain neutral head position	ea phase ^0.10
Failure to maintain stretched body position * Arch	ea phase ^0.30
Failure to maintain stretched body position * Pike	ea phase ^0.50
Gymnast never achieves vertical and returns to the board/floor or lands on the mat stack between the board and hand placement ( <i>Considered an "Incorrect vault"</i> )	Void
Incorrect foot form ( <i>flexed/sickled</i> )	ea phase ^0.10
Insufficient dynamics ( <i>speed/power</i> )	^0.30
Legs bent	ea phase ^0.30
Legs separated	ea phase ^0.20
Performing incorrect vault ( <i>i.e., squat on, etc.</i> )	Void
Runs onto the board and steps up onto mat stack or rebounds from board to come to rest/support on mat stack on body parts	Void
Use of alternative springboard ( <i>trampoline-like/junior board</i> )	Void
Vaults without signal from the Chief Judge: Chief Judge deducts from average of next completed vault	(CJ) 0.50
<b>First Flight Phase - See General Faults</b>	
<b>Support Phase</b>	
Additional hand placements ( <i>taking steps/hops on hands</i> ) (max <u>0.30</u> )	ea 0.10
Alternate repulsion from hands	^0.20
Arms bent in support	^0.50
Contacting the mat stack with the hands after vertical	^1.00
* Contact 1° - 45° past vertical      0.05-0.50	
* Contact 46° - 89° past vertical      0.55-1.00	
Head contacting the mat stack in Support Phase ( <i>includes <u>0.50</u> deduction for extreme arm bend</i> )	<u>2.00</u>
Incorrect shoulder alignment ( <i>showing a shoulder angle less than 180°</i> )	^0.20
No hand contact on the mat stack	Void
Staggered/alternate hand placement	^0.10
Too long in support	^0.50
Touch with only one hand on the vault table; Chief Judge deduction, if at least 1/2 of panel sees only one hand	(CJ) <u>1.00</u>

<b>Second Flight Phase</b>	
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Brush or hit of body on far end of mat stack	<u>0.20</u>
Insufficient height	No Deduction
Insufficient length	No Deduction

<b>Landing</b>	
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*Clarification: There is no deduction for feet a maximum of hip-width apart, provided the heels join (slide) together on the controlled extension*

Additional deduction for fall after assistance by coach	<u>0.50</u>
Additional trunk movements to maintain balance	<sup>^</sup> 0.20
Arm swing(s) to maintain balance	<sup>^</sup> 0.10
Assistance on landing	<u>0.50</u>
Failure to land on any part of the bottom of the feet first <i>(includes the fall)</i>	<u>2.00</u>
Fall against the mat stack	<u>0.50</u>
Fall on mat to knee(s) or hips	<u>0.50</u>
If the entire foot/feet are sliding or lifting off the floor to join, it is considered a small step	<sup>^</sup> 0.10
Incorrect body posture on landing	<sup>^</sup> 0.20
Landing in a sitting, lying or standing position on top of the vault table after passing through the vertical plane <i>(handstand) (Fall on apparatus)</i>	<u>0.50 + 2.00</u> <u>= 2.50</u>
*Lands with feet further than hip-width apart	<u>0.10</u>
*Lands with feet hip-width apart or closer, but never join feet (heels) together	<u>0.05</u>

*\* If upon landing with the feet apart/staggered the gymnast takes a step (s), deduct only for the step(s)*

Large step or jump <i>(approximately 3 feet or more)</i> (max 0.40)	ea <u>0.20</u>
Slight brush/touch of 1 or 2 hands on mat <i>(no support)</i>	<sup>^</sup> 0.30
Slight hop, small adjustments of feet or *staggered feet	<sup>^</sup> 0.10
Squat on landing <i>(hips even with or lower than knees)</i>	<sup>^</sup> 0.30
Steps (max 0.40)	ea <u>0.10</u>
Support on mat with 1 or 2 hands	<u>0.50</u>

## Level 1 Bars - Specific Deductions

B.Eberhardt  
6/18/2021

### **Mount: Back Hip Pullover (0.60)**

Failure to finish in extended front support	^0.10
Failure to lift both legs simultaneously ( <i>1- foot take off</i> )	<u>0.30</u>
Step, hop, or extra jump before the back hip pullover	ea <u>0.10</u>
Supplemental support ( <i>chin resting on bar prior to leg lift</i> )	<u>0.30</u>

### **Cast (0.40)**

Incorrect body alignment ( <i>failure to show straight line from shoulders to feet with chest hollow</i> )	^0.20
Lack of control in returning to the bar	^0.10

### **Back Hip Circle (0.40)**

Failure to maintain neutral head position	^0.10
Failure to maintain straight-hollow body throughout	^0.20
Failure to maintain hip or upper thigh contact on bar throughout	^0.20
Lack of continuity of circle	^0.10

### **Cast Straddle-On .....**

Alternate foot placement	<u>0.20</u>
Lack of control in straddle-on	^0.20
Placing feet inside of hands	<u>0.20</u>

### **Sole Circle Dismount (0.60)**

Failure to maintain neutral head position	^0.10
Insufficient amplitude of flight	^0.20
Insufficient distance	^0.10
Insufficient extension of body in flight	^0.20

### **OR Underswing Dismount (0.60)**

Failure to maintain neutral head position	^0.10
Failure to maintain straight-hollow body throughout	^0.20
Hips contacting bar ( <i>no deduction for thighs touching bar</i> )	<u>0.20</u>
Insufficient amplitude of flight	^0.20
Insufficient distance	^0.10
Insufficient extension of body in flight	^0.20

## Level 2 Bars - Specific Deductions

B.Eberhardt  
6/18/2021

### ***Glide Swing & Return (0.20)***

Bending legs on backswing prior to contacting floor	^0.30
Failure to close legs at end of straddle glide swing	<u>0.10</u>
Failure to lead with the feet in the forward glide swing ( <i>performs a long hang swing</i> )	^0.10
Failure to take off from both feet simultaneously	<u>0.10</u>
Insufficient extension at end of glide swing	^0.20
Performs run-out glide	<u>0.30</u>

### ***Mount: Back Hip Pullover (0.40)***

Failure to finish in extended front support	^0.10
Failure to lift both legs simultaneously ( <i>1- foot take off</i> )	<u>0.30</u>
Failure to maintain hand contact on bar between the glide swing and the pullover	<u>0.10</u>
Step, hop, or extra jump before the back hip pullover	ea <u>0.10</u>
Supplemental support ( <i>chin resting on bar prior to leg lift</i> )	<u>0.30</u>

### ***Cast (0.40) Cast (0.40)***

Incorrect body alignment ( <i>failure to show straight line from shoulders to feet with chest hollow</i> )	each ^0.20
Lack of control in returning to the bar	each ^0.10

### ***Back Hip Circle (0.40)***

Failure to maintain neutral head position	^0.10
Failure to maintain straight-hollow body throughout	^0.20
Failure to maintain hip or upper thigh contact on bar throughout	^0.20
Lack of continuity of circle	^0.10

### ***Underswing Dismount (0.60)***

Failure to maintain neutral head position	^0.10
Failure to maintain straight-hollow body throughout	^0.20
Hips contacting bar ( <i>no deduction for thighs touching bar</i> )	<u>0.20</u>
Insufficient amplitude of flight	^0.20
Insufficient distance	^0.10
Insufficient extension of body in flight	^0.20



## Level 3 Bars - Specific Deductions

B.Eberhardt

7/5/2021

<b><i>Glide Swing &amp; Return (0.20)</i></b>	
Bending legs on backswing prior to contacting floor	^0.30
Failure to begin exercise standing outside of the bars, facing the low bar	<u>0.50</u>
Failure to close legs at end of straddle glide swing	<u>0.10</u>
Failure to lead with the feet in the forward glide swing ( <i>performs a long hang swing</i> )	^0.10
Failure to take off from both feet simultaneously	<u>0.10</u>
Insufficient extension at end of glide swing	^0.20
Performs run-out glide	<u>0.30</u>
<b><i>Back Hip Pullover Mount (0.40)</i></b>	
Failure to finish in extended front support	^0.10
Failure to lift both legs simultaneously ( <i>1- foot take off</i> )	<u>0.30</u>
Failure to maintain hand contact on bar between the glide swing and the pullover	<u>0.10</u>
Step, hop, or extra jump before the back hip pullover	ea <u>0.10</u>
Supplemental support ( <i>chin resting on bar prior to leg lift</i> )	<u>0.30</u>
<b><i>OR Straddle or Pike Glide Kip Mount (0.60)</i></b>	
Failure to begin exercise standing outside of the bars, facing the low bar	<u>0.50</u>
Failure to close legs at end of straddle glide swing	<u>0.10</u>
Failure to lead with the feet in the forward glide swing ( <i>performs a long hang swing</i> )	^0.10
Failure to take off from both feet simultaneously	<u>0.10</u>
Insufficient extension at end of glide swing	^0.20
Performs run-out glide	<u>0.30</u>
<b><i>Cast (0.20)</i></b>	
Incorrect body alignment ( <i>failure to show straight line from shoulders to feet with chest hollow</i> )	^0.20
Lack of control in returning to the bar	^0.10
<b><i>Back Hip Circle (0.40) Back Hip Circle (0.40)</i></b>	
Failure to maintain hip or upper thigh contact on bar throughout	Each ^0.20
Failure to maintain neutral head position	Each ^0.10
Failure to maintain straight-hollow body throughout	Each ^0.20
Lack of continuity between circles	^0.20
Lack of continuity of circle	Each ^0.10
<b><i>Front Hip Circle, Small Cast, Return to Front Support (0.40)</i></b>	
Failure to execute a small cast immediately after front hip circle	<u>0.20</u>
Failure to show straight-hollow body position into front hip circle	^0.20
Failure to return to front support ( <i>performs immediate squat on</i> )	<u>0.50</u>
Lack of control in returning to the bar	^0.10
<b><i>Cast, Squat-On, Stretch Jump Dismount (0.60)</i></b>	
Alternate foot placement	<u>0.20</u>
Failure to show straight-hollow body position in flight	^0.10
Insufficient backward swing of legs into cast ( <i>hip lift only</i> )	<u>0.05</u>
Touches high bar	<u>0.50</u>

**Level 1 Beam - Specific Deductions**B.Eberhardt  
7/5/2021

<b><i>Jump to Front Support Mount (0.20) (can be reversed)</i></b>	
Failure to extend body in front support	<u>^0.10</u>
Lack of continuity on 1/4 (90°) turn to straddle sit	<u>^0.10</u>
<b><i>Needle Leg Kick (0.40) (can be reversed)</i></b>	
Failure to kick a minimum of horizontal	<u>^0.10</u>
Lack of continuity from sit to stand	<u>^0.10</u>
<b><i>Relevé Balance "Lock" Stand (0.20)</i></b>	
Failure to hold for two seconds	<u>^0.20</u>
<b><i>Forward Passé Balance (0.20)</i></b>	
Leg in incorrect position ( <i>not in forward passé</i> )	<u>0.10</u>
<b><i>Stretch Jump (0.40)</i></b>	
Failure to land on both feet simultaneously	<u>0.10</u>
Failure to land with feet closed	<u>^0.10</u>
<b><i>Arabesque (30°) (0.40)</i></b>	
Failure to lift free leg a minimum of 30° above the beam	<u>^0.20</u>
Failure to mark the position	<u>0.05</u>
<b><i>Forward Leg Swings (0.20 each)</i></b>	
General faults and penalites	
<b><i>Cartwheel to 3/4 Handstand Dismount (0.60) (can be reversed)</i></b>	
Incorrect ( <i>simultaneous</i> ) hand placement	<u>0.10</u>
Failure to maintain hand contact on beam upon landing	<u>0.10</u>

## Level 2 Beam - Specific Deductions

B.Eberhardt  
7/5/2021

<b><i>Jump to Front Support Mount (0.20) (can be reversed)</i></b>	
Failure to extend body in front support	^0.10
Lack of continuity on 1/4 (90°) turn to straddle sit	^0.10
<b><i>Single Leg Leg Kick Up to Stand (0.40) (can be reversed)</i></b>	
Failure to have either foot leave the beam	<u>0.20</u>
Lack of continuity from sit to stand	^0.10
<b><i>Forward Passé Balance (0.20)</i></b>	
Leg in incorrect position ( <i>not in forward passé</i> )	<u>0.10</u>
<b><i>Stretch Jump (0.40)</i></b>	
Failure to land on both feet simultaneously	<u>0.10</u>
Failure to land with feet closed	^0.10
<b><i>Arabesque (30°) (0.40)</i></b>	
Failure to lift free leg a minimum of 30° above the beam	^0.20
Failure to hold one (1) second	^0.10
<b><i>Forward Leg Swing, Backward Leg Swing (0.20 each)</i></b>	
Failure to swing the back leg a minimum of 45° above the beam	^0.10
Lack of continuity during the sequence	<u>^0.10</u>
<b><i>1/2 (180°) Pivot Turn (0.20)</i></b>	
Lack of sharpness	^0.10
<b><i>Cartwheel to Side Handstand Dismount (0.60) (can be reversed)</i></b>	
Incorrect ( <i>simultaneous</i> ) hand placement	<u>0.10</u>
Failure to attain vertical	<u>^0.30</u>
Failure to maintain hand contact on beam upon landing	<u>0.10</u>

## Level 3 Beam - Specific Deductions

B.Eberhardt  
7/5/2021

<b>Mount: Front Support Fish Pose Mount (0.20)</b>	
Failure to extend body in front support	^0.10
Lack continuity from the mount to stand	^0.10
Performing a knee scale	<u>0.30</u>
<b>Cross Handstand (0.60) (can be reversed)</b>	
Failure to attain vertical	^0.30
Failure to close ( <i>join</i> ) legs ( <i>side by side</i> )	<u>0.10</u>
Incorrect ( <i>staggered</i> ) hand placement	<u>0.10</u>
<b>1/2 (180°) Turn in Forward Passé (Heel-snap turn) (0.40)</b>	
Failure to lower heel at completion of turn	<u>0.05</u>
Failure to use the heel-snap technique	<u>0.30</u>
Leg in incorrect position ( <i>not in forward passé</i> )	<u>0.10</u>
<b>Stretch Jump - Stretch Jump (each 0.40)</b>	
Failure to land on both feet simultaneously	each <u>0.1</u>
Failure to land with feet closed	each ^0.10
Connection broken between Stretch Jumps ( <i>See General Faults &amp; penalties for explanation of this deduction</i> )	<u>0.05</u>
Insufficient continuity between Stretch Jumps	No Ded
<b>Arabesque (45°) (0.40)</b>	
Failure to hold one (1) second	^0.10
Failure to lift free leg a minimum of 45° above the beam	^0.20
<b>Straight Leg Leap (90°) (0.60)</b>	
Bending lead ( <i>front</i> ) leg on take-off	^0.10
Failure to pause in low arabesque position on landing	<u>0.05</u>
Uneven leg separation	^0.20
<b>Two 1/2 (180°) Pivot Turn (each 0.20)</b>	
Lack of sharpness	each ^0.10
<b>Dismount: Cartwheel to side Handstand 1/4 (90°) turn (0.60) (can be reversed)</b>	
Incorrect ( <i>simultaneous</i> ) hand placement	<u>0.10</u>
Failure to attain vertical	^0.30
Failure to perform the 1/4 (90°) turn	<u>0.20</u>
<b>1/4 (90°) turn incomplete or overturned</b>	^0.10
Failure to maintain hand contact until the body passes by the horizontal plane of the beam	^0.10
Failure to complete dismount:	^0.60
<ul style="list-style-type: none"> <li>* These deductions do <u>not</u> include possible body position faults</li> <li>* When the gymnast attempts but fails to complete the dismount, apply the specific deductions as listed for those phases <u>not</u> performed.</li> </ul>	
<p><b>Example:</b> Attempts dismount, does <u>not</u> attain vertical, falls and does <u>not</u> repeat:            ^0.30 Fail to attain vertical + <u>0.20</u> Fail to perform turn = <b>0.50</b> Incomplete Element            0.50 Incomplete element + <u>0.50</u> Fall = <b>1.00</b> Total Deduction</p>	

## Level 1 Floor - Specific Deductions

B.Eberhardt

7/5/2021

<b><i>Cartwheel (0.60) (can be reversed)</i></b>	
Failure to keep head in alignment	^0.10
Failure to pass through vertical	^0.30
Incorrect (simultaneous) hand placement	<u>0.10</u>
<b><i>Backward Roll Tucked (0.60)</i></b>	
Failure to maintain tuck position as the buttocks touch floor	^0.20
Hands placed on floor during squat phase prior to rolling backward	<u>0.30</u>
<b><i>Candlestick (0.20)</i></b>	
Failure to maintain tuck position as the buttocks touch floor	^0.20
Pushing off the floor with hands to arrive in tuck stand	<u>0.30</u>
<b><i>Forward Passé Balance (0.40)</i></b>	
Leg in incorrect position ( <i>not in forward passé</i> )	<u>0.10</u>
<b><i>Forward Chassé (0.20)</i></b>	
Failure to close the legs in the air	^0.10
Failure to pass through plié in and out of forward chassé	each <u>0.05</u>
<b><i>Stretch Jump (0.40)</i></b>	
Failure to keep legs joined in air throughout the element	<u>0.10</u>
Failure to land on both feet simultaneously	<u>0.10</u>
Failure to land with feet closed	^0.10
<b><i>Forward Roll Tucked (0.40)</i></b>	
Failure to maintain tuck position during forward roll	^0.20
Pushing off the floor with hands to arrive in tuck stand	<u>0.30</u>
<b><i>3/4 Handstand (0.40) (can be reversed)</i></b>	
See General Faults & Penalties	

## Level 2 Floor - Specific Deductions

B.Eberhardt  
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<b>Cartwheel (0.60) (can be reversed)</b>	
Failure to keep head in alignment	^0.10
Failure to pass through vertical	^0.30
Incorrect (simultaneous) hand placement	<u>0.10</u>
<b>Backward Roll to Push-Up Position (0.60)</b>	
Failure to show push-up position	<u>0.20</u>
Hands placed further than shoulder-width apart	<u>0.10</u>
Hands placed on floor during squat phase prior to rolling backward	<u>0.30</u>
Interlocking fingers	<u>0.10</u>
Performs a backward roll to handstand ( <i>change of element</i> )	<u>0.60</u>
<b>1/2 (180°) Turn in Forward Passé (0.40) (heel-snap turn) (can be reversed)</b>	
Failure to lower heel at completion of turn	<u>0.05</u>
Failure to use the heel-snap turn technique	<u>0.30</u>
Leg in incorrect position ( <i>not in forward passé</i> )	<u>0.10</u>
<b>Forward Chassé (0.20)</b>	
Failure to close the legs in the air	^0.10
Failure to pass through plié in and out of forward chassé	each <u>0.05</u>
<b>Straight Leg Leap (60°) (0.60)</b>	
Bending the lead ( <i>front leg</i> ) on take-off	^0.10
Uneven leg separation	^0.20
<b>Split Jump (60°) (0.40)</b>	
Failure to land on both feet simultaneously	<u>0.10</u>
Failure to land with feet closed	^0.10
Uneven leg separation	^0.20
<b>Handstand (0.40) (can be reversed)</b>	
Failure to attain vertical	^0.30
Failure to close legs at vertical	<u>0.10</u>
Failure to hold handstand for one (1) second	^0.10
<b>Candlestick (0.20)</b>	
Failure to maintain tuck position as the buttocks touch floor	^0.20
<b>Bridge, Back Kick-Over (0.60) (can be reversed)</b>	
Extra kicks to establish inverted vertical position on kick-over	each <u>0.30</u>
Shoulders not over hands in bridge position	^0.20

## Level 3 Floor - Specific Deductions

B.Eberhardt  
7/5/2021

<b>Handstand Forward Roll (0.60) (can be reversed)</b>	
Failure to attain vertical	^0.30
Failure to close ( <i>join</i> ) legs at vertical	<u>0.10</u>
Failure to hold handstand for one (1) second	^0.10
Pushing off the floor with hands to arrive in tuck stand	<u>0.30</u>
<b>Straight Leg Leap (90°) (0.60)</b>	
Bending the lead ( <i>front leg</i> ) on take-off	^0.10
Uneven leg separation	^0.20
<b>Stretch Jump (0.20)</b>	
Failure to keep legs joined in air throughout the element	<u>0.10</u>
Failure to land on both feet simultaneously	<u>0.10</u>
Failure to land with feet closed	^0.10
Connection broken between Stretch Jump and Split Jump ( <i>See General Faults &amp; penalties for explanation of this deduction</i> )	<u>0.05</u>
Insufficient continuity between Stretch Jump and Split Jump	No Ded
<b>Split Jump (90°) (0.40)</b>	
Failure to land on both feet simultaneously	<u>0.10</u>
Failure to land with feet closed	^0.10
Uneven leg separation	^0.20
<b>Handstand to Bridge, Back Kick-Over (0.60) (can be reversed)</b>	
Extra kicks to establish inverted vertical position on kick-over	each <u>0.30</u>
Failure to close ( <i>join</i> ) legs at vertical	<u>0.10</u>
Failure to land on feet simultaneously in bridge ( <i>no deduction for feet apart or legs bent on landing</i> )	<u>0.10</u>
Failure to push shoulders behind hands in bridging phase	^0.20
Performs a tic-toc ( <i>legs remain separated throughout the entire skill</i> )	<u>0.30</u>
<b>Forward Split (0.20)</b>	
Failure to achieve 180° split position ( <i>legs flat on floor</i> )	^0.20
<b>1/2 (180°) Turn in Forward Passé (0.40) (can be reversed)</b>	
Leg in incorrect position ( <i>not in forward passé</i> )	<u>0.10</u>
Use of heel-snap turn technique	<u>0.30</u>
<b>Backward Roll Open to 45° Above Horizontal, Lower to Push Up Position (0.40)</b>	
Failure to attain 45° above horizontal	^0.20
Failure to show push-up position	<u>0.20</u>
Hands placed further than shoulder-width apart	<u>0.10</u>
Hands placed on floor during squat phase prior to rolling backward	<u>0.30</u>
Interlocking fingers	<u>0.10</u>
Performs a backward roll to handstand ( <i>change of element</i> )	<u>0.40</u>
<b>Round-Off (0.40) (can be reversed)</b>	
Failure to land on both feet simultaneously	<u>0.10</u>
Failure to pass through vertical	^0.30
<b>Flic Flacs to Two Feet (each 0.60)</b>	
Failure to land on both feet simultaneously	each <u>0.10</u>
Failure to rebound immediately	<u>0.10</u>
Lack of acceleration in the series - <i>Not applied if a <u>0.30</u> deduction is taken for a stop between elements</i>	^0.20
Squat into flic-flac	each ^0.30