

1. **Viewing Warm-ups:** prior to the competition:
  - Judges may **NOT** view the pre-meet warm-ups.
2. **Judges Meeting:** **30 minutes** prior to competition, Review Checklist and procedures.
  - Take deductions that you can verify and be consistent.
3. **Hand Scoring Sheet & Order of Competition** for each judge, prior to the competition.
  - Score slips delivered to the event, sign, and double check the order.
4. **Paper Trail** for the competition (J2 to J1), communicate deficiencies, OB, etc., need runners.
  - 4 runners needed (one per event).
5. **Timers:** UB (Falls), BB (Falls & Routine), FX (Routine) give instructions prior to the meet.
  - 4 stop watches are needed for a quad meet.
6. **Line Judges:** (2-FX) on opposite corners of the judges, give instructions prior to the meet.
  - Yellow flags for each Line judge. Paper and pen to record out of bounds for CJ.
7. **FX Music:** coaches responsible for checking the “timing” of routines.
  - Timer for FX may also be a Line Judge.
8. **SV / Score / UTL Flashers:** simultaneously display both the SV, Score, UTL, VT # Flasher.
  - Give instructions to helpers, CJ helper is the “captain” of the event.
9. **Conferences:** Out of Range, Impossible SV, UTL or Inquiry.
  - Pro Score – display scores before the conference, then change scores, if needed.
10. **Inquiries:** taken directly to CJ after the rotation has been completed.
  - Inquiries should be completed before next rotation warm-ups begin.
11. **Neutral Deductions:** may be corrected if mistake is made and deduction not taken.
  - Display neutral deductions (signs for OB or OT).
12. **Out of Order:** (- 0.1 TEAM) submit deduction to the meet director.
  - May change order before 1<sup>st</sup> athlete’s signal, after 1<sup>st</sup> athlete - must replace in same order.
  - After an athlete signals CJ – may not substitute for another athlete.
13. **Mounting Distances:** (- 0.1 CJ)
  - UB / BB Mounts = 27’6” length of manufactured mats, exceed matting = deduction.
14. **Vaulting Hand Placement Mat & Safety Collar:** (- 0.3 CJ)
  - Hand Placement Mat (no sting mat); Safety Collar (Round-off, Handspring-ON entry).
15. **Excessive Use of Chalk** (- 0.2 CJ)
  - Vault runway, Beam side surfaces, Floor corners.
16. **Plywood Board** (- 0.3 CJ) for Beam and Bars
  - Non-skid surface on both sides of the board, must move plywood/board.
17. **FX matting:** Coach is responsible to place the mat and clearly mark the lines (with tape).
  - (- 0.1 CJ) boundaries must be marked clearly, before raising the flag.
  - (- 0.3 CJ) more than one mat per pass (Sting on 4” mat = 2 mats OK), 2 mats on FX allowed.
18. **Unsportsmanlike Conduct:** “Did behavior distract you from judging.”
  - (Yellow Card) warning for first offense; given by panel judge, CJ, or MR.
  - (- 0.1 Individual / Team) each time after a Yellow Card warning.
19. **Uniform Deductions & Warnings:** inform the MR, if warning has been issued.
  - Jewelry (- 0.2 CJ) after warning, each event; must remove jewelry, OK stud piercings.
  - Out of Uniform (- 0.3 TEAM) after warning, comp #, non-identical team leotard.
20. **Warm-up Time Exceeded:** (- 0.2 off TEAM) after warning; OK if preparing to perform skill.
21. **Video Review Process:** Meet Dir. facilitator (not coaches); 5 min. after the meet (**note End Time**).
  - Review on the Field of Play, (- 0.1 off TEAM) if not honored, may adjust scores if honored.
  - Reviewed only by the Event Panel + MR or next highest rated judge (majority rules).
  - Video Camera / TV, Slow Motion OK, Specific to Value Part or Neutral Deductions.
22. **Check Scores** off the floor in judge’s room, check individual scores and sign score sheets.
  - Summary Review forms completed after the score sheets are checked and signed.
  - Officially release Judges after the Head Coaches have signed the score sheet.