

I. **APPARATUS SPECIFICATIONS** – See Rules and Policies for dimensions

- A. Padded Beam / Height... 100 – 125 cm \pm 1 cm, all levels, all ages..... wrong specifications... = 0.3 CJ
- B. Base Mat..... = on floor or stable surface.
- C. Chalk Marks..... = allowed to place small marks on beam, no tape.
- D. Skill Cushions..... = max. 9 inches on 9" landing mat..... unauthorized mats..... = 0.3 CJ
- Mat Measurements..... = 9" = 24 cm, 8" = 20 cm, 4.5" = 12 cm, 4" = 10 cm, ¾ inch = 2 cm
- E. **Mats for Mounts**..... = no plywood allowed under board (**NCAA OK**)..... unauthorized mats..... = 0.3 CJ
 - 1. without board..... = 9" landing mats + "up to 8 inch" skill cushion; panel mat OK
 - 2. with..... board..... = 9" landing mats + sting or 4 inch throw mat (board/mat must be removed)

II. **TIMING REGULATIONS**

- A. **Touch Warm-Up:**
 - 1. 30 second period.... = does not include settings, warning – time exceeded.....(team/event)..... = 0.2 CJ
 - 2. Prior to competing... = may touch board / bar briefly, may not perform an element..... = 0.2 CJ
- B. **Timing Exercise:**
 - 1. Level 8 / 9 / 10..... = 1:30, warning at 1:20
 - Level 7..... = 1:20, warning at 1:10
 - Level 6..... = 1:15, warning at 1:05
 - 2. Start..... = take off from the board or floor.
 - Stop..... = each fall off or when dismount arrives on the floor.
 - 3. Overtime..... = if landing after time signal, continue to judge, award elements (< 1:31 OK) ... = 0.1 CJ (notify)
 - 4. Signal / Device..... = bell, whistle, gong, or audible verbal "warning" and "time", CJ must review.
 - 5. Short Exercise..... = < 30 seconds; missing VP, SR, if no dismount, (**Ex:** 10 SV Lv 6 = **0.5** CJ) ... = 2.0 CJ
- C. **Timing Falls:**
 - 1. Remount..... = **45 second time period.**
 - Start..... = contact the floor.
 - Stop..... = feet leaves the floor, short period to resume.
 - 2. Fall time exceeded: = terminated.
 - 3. Warnings..... = "20 seconds remaining" and "10 seconds remaining" and "Time"
 - 4. Remount & Fall..... = prior to resuming the timing of the routine..... = 0.5 Fall
 - 5. Warm-up after fall... = performs element on mat after a fall, no warning, additional warm-up..... = 0.2 CJ

III. **SPOTTING REGULATIONS**

- A. Coach touches or assists with element:..... = 0.5 spot, 0.5 if fall after spot..... No VP / SR / Bonus, OK Dismount
- B. Coach spots UPON landing dismount..... = 0.5 spot, no extra fall deduction... OK VP / SR - No Bonus.
- C. Coach touches without assisting..... = 0.5 spot..... OK VP / SR - No Bonus.
- D. Coach catches falling gymnast..... = 0.5 fall only.
- E. Gymnast inadvertently touches the coach.... = no penalty.
- F. Coach may stand next to beam (1 element).. = 0.1 CJ, if coach remains throughout routine.
- G. Coach must use manufactured device..... = 0.3 CJ, does not remove spotting device (may not use chair).

IV. **MOUNT AND DISMOUNT REGULATIONS**

- A. **Mounts:**
 - 1. May stand on board..... = or 8 inch skill cushion without board.
 - 2. Mats allowed for mounts..... = described in Apparatus Specifications (Beam I.E.).
 - 3. Mounting apparatus must be removed... = 0.3 CJ – board not removed after mount / spotting.
 - 4. One element prior to mount allowed..... = 0.2 Each Judge – more than one element performed.
 - 5. Mount Attempts:
 - a. Balk (2 allowed)..... = did NOT touch board, beam or run under the beam.
 - b. Third attempt..... = 0.5 penalty, OK Bonus.
 - c. Fourth attempt..... = not permitted.
 - d. No mount..... = 0.5 penalty – touch board, beam or runs under the beam.
 - e. Attempt Roundoff only..... = 0.5 penalty – may remount, OK Bonus.
 - B. **Dismounts:**
 - 1. Dismount after "time" signal..... = elements will be evaluated.
 - 2. Dismount with Hand Support (Lv 7-10) = Ok VP, 0.5 SR. (handspring 1/1t.)
 - 3. Dismount with No Value / Restricted.... = No VP, 0.5 SR, 0.3 No Dismount. 0.5 RE (jump straddle)
 - 4. Fall, early termination..... = No VP, 0.5 SR, 0.3 No Dismount, 0.5 Fall. (fall, does not remount)
 - 5a. Fall, no Salto (not to soles of feet first)... = No VP, 0.5 SR, 0.3 No Dismount, 0.5 Fall. (roundoff → no salto)
 - 5b. Fall, Salto (not to soles of feet first)..... = No VP, 0.5 SR..... 0.5 Fall. (roundoff → salto to knees)
- Elements with Fall:**
- 1. With bottom of one or two of feet.... = 0.5 Fall, OK VP / NO Bonus / OK SR, fall on 2nd element of series = OK SR.
 - 2. Without bottom of feet on beam..... = 0.5 Fall, NO VP / NO Bonus / NO SR, fall on 2nd element of series = NO SR.
 - 3. Dismount landing not feet first..... = 0.5 Fall, NO VP / NO Bonus / NO SR, if no salto action = 0.3 No Dismount.

V. **RECOGNITION OF VALUE PARTS** – (Root Skill Variation = VP)

- A. Any VP may be used 2 times for VP..... = in different connection (preceded / followed by different element).
- B. Elements DIFFERENT, if different..... = #, body position, 1 or 2 arms, degree of turn, mount/routine, 1 or 2 legs.
- C. Elements SAME, if same # AND..... = delete or add flic-flac in connection, different leg positions.
- D. VP Credit with a Fall = complete (contact top of BB), incomplete (no contact), no bottom of feet first.

E. **REQUIRED TECHNIQUE FOR VP RECOGNITION - GENERAL ELEMENT TECHNIQUE**

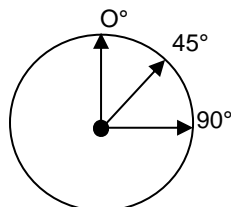
1. Turns/Jumps $1/1t + \dots = \text{more than } \frac{1}{2} \text{ way} = \text{Greater VP credit}$
2. Turns/Jumps with $< 1/1t \dots = 1^\circ - 44^\circ (0.05 - 0.1), 45^\circ - 89^\circ (0.15 - 0.2), 90^\circ + \text{Lower VP}$
3. Holds (Scales)..... = Less than 2 second hold = Lower VP
4. Leaps and Jumps..... = $1^\circ - 20^\circ (0.05 - 0.1), 21^\circ - 45^\circ (0.15 - 0.2), 90^\circ + \text{Lower VP}, 180^\circ \text{ Split}$
5. Flight Elements..... = Hands and Feet free of beam = Flight
6. Salto with Twists..... = $1^\circ - 44^\circ (0.05 - 0.1), 45^\circ - 89^\circ (0.15 - 0.2), 90^\circ + \text{Lower VP (Hands \& Feet = OK)}$

Dance Turns – Saltos with Twists

$1^\circ - 44^\circ = 0.05 - 0.1$

$45^\circ - 89^\circ = 0.15 - 0.2$

$90^\circ + \dots = \text{Lesser VP}$



➤ Turn is complete when heel drops.

➤ Twist is complete when feet land.

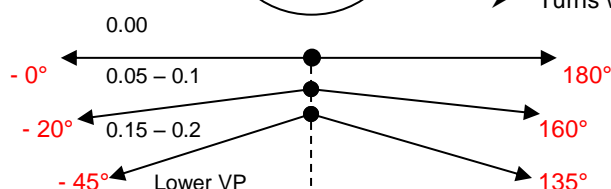
➤ Turns w/ less than $360^\circ = 1^\circ \text{ past } \frac{1}{2} \text{ way}$

Split Positions

$1^\circ - 20^\circ = 0.05 - 0.1$

$21^\circ - 45^\circ = 0.15 - 0.2$

$46^\circ + \dots = \text{Lower VP}$

7. **SPECIFIC ELEMENT TECHNIQUE CLARIFICATIONS**

- a.Handstand Mounts..... = Vertical leg position, hips over shoulders, balanced, no hold req.
- b. # 2.110 (A) – Tuck Jump..... = Knees at or above horizontal, Knee angle 90° .
- c. # 2.111 (A) – Wolf Hop / Jump..... = Leg and Thigh above horizontal, knees together.
- d. # 2.102 (B) – Split Jump vs. # 2.107 Sissone = 2 ft. takeoff; 2 ft. vs. 1 or 2 ft. landing, 180° ; parallel vs. diagonal
- e. # 2.202 (B) – Straddle / Side Split..... = Cross position = B; Side position = C
- f. # 2.206 (B) – Pike Jump – cross..... = 90° closure required.
- g. # 2.305 (C) – Switch Leg Leap..... = Deduct $\rightarrow 0.1 < 45^\circ$ lead leg, insufficient height of swing leg
- h. # 2.307 (C) – Ring Leap/Jump, Stag-Ring.... = Head release past vertical line, rear leg near top of head.
- i. # 2.405 (D) – Switch Side Leap..... = Deduct $\rightarrow 0.1 < 45^\circ$, stag lead leg = C side leap, $< 135^\circ = \text{A leap}$.
- j. # 2.407 (D) – Sheep Jump..... = Head release past vertical line, rear leg near top of head.
- k. # 3.303 (C) – Full Turn - Leg at Horizontal.... = 45° to lift leg and maintained at horizontal, no hand support.
- l. # 5.306 (C) – Reverse Planche..... = Legs in same plane, together or straddled, overarch = B.
- m. # 7.310 (C) – Flic $\frac{1}{4}$ t. Handstand..... = Flight to Handstand, no flight = lower VP.
7.410 (D) – Flic $\frac{1}{4}$ t. Handstand..... = Flight to Handstand, no flight = lower VP.
- n. # 7.312 (C) – Tuck Chen Flic..... = 90° hip angle, 90° knee angle, open to swing down.
- o. # 7.505 (E) – Side Aerial to Scale..... = 2 second hold; minimum horizontal
- p. # 8.402 (D) – Side Salto..... = Lift $\frac{1}{4}$ t. before salto – side landing.
- q. # 8.504 (E) – Layout Salto to 2 feet..... = Good height, stretched past vertical, pike down $\rightarrow 0.2$
- r. # 9.209 (B) – Gainer Back Salto (off the end) = facing outward, reverse dive salto, directional error $\rightarrow 0.3$

Tuck Jump

- Insufficient tuck position..... $\rightarrow 0.2$
- Hips greater than 135° Straight Jump

Wolf Jump

- Leg below horizontal..... $\rightarrow 0.1$ each
- Hips greater than 135° Straight Jump

Side Split or Straddle Jump

- Insufficient Split..... $\rightarrow 0.2$
- Legs not parallel to beam/floor.... $\rightarrow 0.2$
- Straddle: Legs not at horizontal... $\rightarrow 0.1$ each
- Less than 135° Different Element

Switch-Leg Leap

- Insufficient Split after leg change $\rightarrow 0.2$
- Lead Leg less than 45° Split Leap
- Less than 135° split Different Element

Sheep Jump

- Feet at shoulder / upper back..... $\rightarrow 0.1$
- Insufficient Arch..... $\rightarrow 0.1$
- No head release..... "A" Jump

Pike Jump

- Insufficient pike position..... $\rightarrow 0.2$
- Hips greater than 135° Straight Jump

Cat Leap

- Failure to reach horizontal..... $\rightarrow 0.1$ each leg
- Incorrect leg position (knee bend)..... $\rightarrow 0.2$
- Lack of alternate leg lift..... Tuck Jump

Sissone / Split Jump

- Insufficient split position..... $\rightarrow 0.2$
- Legs not parallel to floor (split jump)... $\rightarrow 0.2$
- Less than 135° split Different Element
- Sissone - front leg less than 45° $\rightarrow 0.1$

Ring Leap / Jump

- Rear foot at shoulder height..... $\rightarrow 0.1$
- Rear foot at hip height..... Split Leap / Jump
- Front leg less than 45° $\rightarrow 0.1$
- No Head Release..... Different Element
- Insufficient Arch..... $\rightarrow 0.1$

- I. **CONTENT:** Acrobatic with/without flight F/ S/ B; turns, leaps/jumps/hops, body waves; dynamic change in rhythm & levels.
- II. **SPECIAL REQUIREMENTS (SR)** (0.5 each, off start value), one element may fulfill more than one SR.

SR	Level 6	Level 7	Level 8	Level 9	Level 10	NCAA
1.....	Acro Series..... without Flight or (1) Acro Flight (solo / series)	Acro Series..... w or w/o Flight + (1) Acro Flight (solo / series)	Acro Series..... (1) Flight	Acro Series..... (2) Flight	Acro Series..... (2) Flight, (1) C (Group 7) A + E	Acro Series (Mt OK) (2) Flight, (1) C (Group 7) A + E 180° Leap/Jump
2.....	180° Leap/Jump.....	180° Leap/Jump.....	180° Leap/Jump.....	180° Leap/Jump.....	180° Leap/Jump.....	Dance/Mixed Series With (1) C-Dance
3.....	Full Turn.....	Full Turn.....	Full Turn.....	Full Turn.....	Full Turn.....	Full Turn
4.....	A – Dismount..... Aerial / Salto	A – Dismount..... Aerial / Salto	A – Dismount..... Aerial / Salto	B – Dismount..... Aerial / Salto	C – Dismount..... C Flt / C Dance → B Flt series w/ C → B	C – Dismount D → B

- III. **CLARIFICATIONS REGARDING SERIES** – plie / straighten / plie between elements / = breaks dance series
- A. **Direct Connection**
- 1) Back / Side to Back Acro Series – slow, no immediate takeoff, arms at thigh or lower after landing.
 - 2) → 0.2 Non Flight Acro, F/S Flight, Counter-flight Series – continuous but slow
 - 3) → 0.2 Dance or Mixed Series – free leg drops/lifts or truck stops forward movement = broken
 - 4) Broken: stop, delay, balance, extra step / hop / jump, reposition leg(s), pivot, acro free leg above 45°
- B. **Non-Connectable** Series: (Flic Flac step-out → Roundoff), step through allows series to be connected.
- C. **Repetition** Failure Series: 3rd performance of VP = No VP, No series; if VP = 0 may be repeated for VP credit.

IV. **SPECIFIC COMPOSITIONAL DEDUCTIONS (Lv 8 / 9 / 10)**

More than 2 Straight Leg (Pivot 1/2t.) Turns	0.1
More than 2 Wolf / Tuck or 2 Strad. Shapes	ea 0.1
Dance – Not up to Competitive Level	→ 0.2
Acro – Not up to Competitive Level	→ 0.2
Dismount – Not up to Competition Level	→ 0.1
Insufficient Level Changes	→ 0.1
Insufficient Use Entire Beam (Space)	→ 0.1
Choreography in Different Directions (F/S/B)	→ 0.1
Lack of Dance Series (min. 2; Gr. 1, 2, 3)	0.2
Acro 2 Directions – Back & Forward/Sideward	0.1
(Groups: 1, 6, 7, 8) If only in Dismount	0.05

I. **SPECIFIC EXECUTION DEDUCTIONS**

3 rd Run to approach mount (each judge)	0.5
Insufficient Dynamics (thruout)	→ 0.2
Artistry: Original Choreography	→ 0.1
Artistry: Movement Reflects Personal Style	→ 0.1
Artistry: Quality of Expression	→ 0.1
Failure to perform VP Turns on High Relevé	→ 0.1
Concentration Pause (2 seconds)	ea. 0.1
Concentration Pause (more than 2 sec.)	ea. 0.2
Hesitation in Jump, Swing, Press Handstand	→ 0.1

I. **SPECIFIC EXECUTION DEDUCTIONS**

Insufficient Variation Rhythm/Tempo (thruout)	→ 0.2
Rhythm in Acro / Dance / Mixed Connections	→ 0.2
Relaxed/Incorrect Footwork (non-VP thruout)	→ 0.2
Relax/Incorrect Leg/Post./Flex. (non-VP thruout)	→ 0.3
Insufficient Sureness of Performance	→ 0.2
Insufficient Split - Required (Dance / Acro)	→ 0.2
Insufficient Height of Leaps - Jumps - Hops	→ 0.2
Insufficient Height of Acro Flights, Aerials, Saltos	→ 0.2
Insufficient Height of Salto Dismounts	→ 0.3
Insufficient Ext (Open) prior to Acro/Dismount	→ 0.3
Dance - Lack of Precision in Dance VP	→ 0.1
Dance - failure to land 2 feet together (side)	→ 0.1
Dance - Incorrect Body Posture	→ 0.1
Dance - Legs not Parallel- Split/Straddle Pike	→ 0.2
Landing Too Close to Beam on Dismount	0.1
Support of 1 leg against side of Beam	0.2
Touch / Brush Landing Surface (1 or 2 hands)	→ 0.3
Incorrect Body Posture on Landings	→ 0.2
Trunk Movement to Control Dismount Landing	→ 0.2
Trunk Movement to Balance Elements on Beam	→ 0.3
Grasp Beam to Avoid a Fall	0.3
Squat on Landing + fall	→ 0.3
Direction of Gainer Dismount of the End	→ 0.3
Supplemental Support - contact Mat or Board	0.3
Land dismount in foam pit (No VP, SR)	0.3

- I. **CONNECTION VALUE:** Dance and Arco Flight VP elements directly connected, placed in any order.

II. **CONNECTION VALUE (CV) PRINCIPLES**

TWO - ACRO FLIGHT ELEMENTS – Including mounts

$$\begin{aligned} B + C \text{ Salto / Lv 9 Aerial} & B + D = 0.2 \\ (\text{no mount / dismount}) & B + E = 0.2 \\ & C + C = 0.2 \end{aligned}$$

THREE - ACRO FLIGHT ELEMENTS – Including mounts & dismounts

$$\begin{aligned} B + B + C = 0.1 & B + B + D = 0.2 \\ & B + C + C = 0.2 \\ & B + C + D = 0.2 \end{aligned}$$

NCAA No B + C Salto connection

Flic, Flic 2 ft., Gainer or Swing Down

0.0 = Flic, Layout Step-out or Front Aerial

0.1 = Flic, Layout to 2 feet, Pike Down

0.1 = Flic, Flic, Layout Step-out combos

0.1 = B-Arco → C-Dismount

0.1 = D-Dance → C-Dismount

+0.1 CV (3 Acro with Salto/Aerial or D/E element) NO Dismount

TWO DANCE OR DANCE/ACRO FLIGHT ELEMENTS – Including Mounts

$$\begin{aligned} A + D = 0.1 & B + D = 0.2 \\ B + C = 0.1 & C + D = 0.2 \\ & C + C = 0.2 \end{aligned}$$

0.2 = Dance ("B") + Layout Step-out

0.1 = Dance ("A") + Layout Step-out

TWO TURNS A + C = 0.1

- III. **D/E BONUS (Level 10 only):** may replace VP, no fall/spot, maximum +0.4, same ("D") or ("E") one (D/E) Bonus.

- IV. **ADDITIONAL BONUS + 0.1 (Level 10 only):** Total Bonus = + 0.6 or more and minimum one ("E") element.

- V. **BONUS RESTRICTIONS:** Fall / Spot, Repeated, Same Connection, Level 9 (CV) only, Level 6/7/8 no Bonus.

	(“C”) Value Part	(“D/E”) Value Part
LEVEL 10	No Restrictions	No Restrictions
LEVEL 9	No Restrictions	<ul style="list-style-type: none"> Any (“D/E”) Dance Elements One Acro (“D/E”) Element (includes Mount / Dismount) Count as (“C”) Value Parts
LEVEL 8	<ul style="list-style-type: none"> Any (“C”) Dance Elements One Acro (“C”) Element (includes Mount / Dismount) Count as (“B”) Value Parts 	Restricted Elements
LEVEL 7	<ul style="list-style-type: none"> One (“C”) Dance Element Count as (“B”) Value Part 	Restricted Elements
LEVEL 6	Restricted Elements	Restricted Elements

Guidelines for LEVEL Restrictions:

- a. LEVELS allowing One (1) Restricted Element (refer to chart)
May use an Acro, Mount or Dismount element.
- b. Allowable Elements:
 - 1) Value Part credit awarded.
 - 2) Special Requirements awarded
 - 3) LEVEL 9 only: (“C”) element in (CV) Bonus.
 - 4) No (D/E) Bonus is possible.
- c. Only the first Restricted Element may be used:
 - 1) Value-Part credit awarded.
 - 2) Special Requirements awarded.
 - 3) Connection Value Bonus awarded.
- d. Any Other Restricted Element that is performed or attempted
 - 1) No Value-Part credit.
 - 2) No Special Requirements credit.
 - 3) Deduct 0.50 from SV for Restricted element.
- e. All appropriate Execution and Amplitude deductions applied to all elements performed, whether Value-Part credit is awarded or not.