COMPOSITION (up to 1.0)
- up to .15 - variety of acro
- up to .15 - variety of dance
- up to .1 - balance of acro vs. dance
- up to .1 - level of acro vs. level of dance
- up to .1 - variety of connections
- up to .1 - use of all levels/entire beam
- up to .1 - acro in 2 directions
  - one must be forward or sideward
  - one must be backward
  - may include mount
  - handstands are not considered
  - .05 if dsmt is the only fwd/swd or bwd
  - have both on the beam - no deduction
  - missing one or both - deduct .1
  - have both but one is dsmt - deduct .05
- up to .1 - artistry
  - quality of expression (projection, emotion, focus) and movement to reflect personal style; originality/creativity
- up to .1 - level not maintained; difficult elements not spaced

EVENT REQUIREMENTS (1.0)
- Deduct -0.2 for each missing requirement
- 1 element may fulfill more than 1 ER
- Elements not awarded VP credit may not fulfill ER
- min. 360° turn on 1 foot
- acro flight element - must start and finish on BB
- acro series - must start and finish on BB
- dance series - may not include mount or dismount
  - may not include dance balances or body waves
- superior dismount

BONUS (0.8)
- Advanced High Superiors (0.2 each, max. 0.4)
  - Second AHS must be different
  - No credit if fall or spot has occurred
- High Level BBS (0.2)
  - HS+HS, HS+AHS, AHS+AHS
  - AHS acro directly connected (before or after) to S acro
- Max. 0.2 may be earned in one of the following ways:
  a) Low level BBS - same or different(0.1 ea, max. 0.2)
     - S+S, S+HS, S+AHS
  b) 2nd high level BBS - same or different (0.2)
  c) 3rd different Advanced High Superior (0.2)
    - No credit if fall or spot has occurred

Note: If there is a fall following the second element in a series, BBS credit may be given provided both elements are complete and receive VP credit.

RECOGNITION OF VALUE PARTS
- Elements can receive VP credit twice
- Elements are different if:
  - different # in the rulebook
  - saltos have different body position
  - different degree of turn
  - takeoff from 1 or 2 legs on lps/jps/hps
  - support on 1 or 2 arms
  - acros takeoff or land on 1 or 2 legs
  - mount elements are within routine
- AHS leap and jump elements with a 1/2 or 3/4 may be considered different if an add’l 1/4 is added
- Other AHS’s with a 1/1, 1 1/2, or 2/1 must add a 1/2 to be considered different.

DIFFICULTY EXCEPTIONS
- series of cartwheels = S
- series of back walkovers = S
- series of one cartwheel and one back walkover = S

TIMING
Not longer than 1:30 -
(warning at 1:20; overtime -0.1 CJ)
Less than :30 (short routine) = -2.0 (CJ)
- Timing begins with takeoff from floor/board
- Time is stopped when gymnast arrives on floor
  (If in air when final time is called - overtime)
- Evaluate whole routine even if overtime
Fall timing - (:45 fall time/warning at :30)
- Start with contact on floor, stop when feet leave floor
- Resume routine watch w/first movement
- 2nd fall before official time begins - 0.5 fall

BALKS (incomplete attempt w/o touch of mount apparatus or beam and w/o running underneath beam)
- If touch or run underneath (-0.5 - judged as a fall)
- No deduction for first balk
- After 2 balks, 3rd attempt allowed with 0.5 deduction
  - Balk-Balk-Mount (-0.5)
- No 4th attempt allowed

NO DISMOUNT
- Terminates intentionally and does not continue
  - .3 no dismount, - .2 no superior dismount
- Dismount of no value (not in rulebook)
  - .3 no dismount, - .2 no superior dismount
- Falls and does not continue
  - .5 fall, -.3 no dismount, - .2 no superior dismount
- Dismount that does not land on the feet first
  - .5 fall, -.2 no superior dismount, do not deduct for no dismount

2020-2022
## High Superiors / Advanced High Superiors

### Mounts
- 1.302a Free jump w/ 1/2 to stand
- 1.302b Free jump to cross split sit
- 1.402 Free jump w/ 1/1 to stand
- 1.303 Straddle jump (180°) onto end
- 1.304 Free single leg leap to straddle sit
- 1.305a Press handstand from jump or clear support
- 1.305b Jump w/ height phase to cartwheel or handstand
- 1.306 Jump to handstand (pike), to handspring fwd
- 1.406 Hecht to handstand to handspring fwd
- 1.307 Heel kip
- 1.407 Front salto to stand or sit, also w/ 1/2
- 1.309 Chest stand 1/1 over shoulder
- 1.310 Roundoff, flic-flac to stand/swing down
- 1.410 Roundoff, back salto

### Leaps / Jumps / Hops

<table>
<thead>
<tr>
<th>Medium</th>
<th>Superior</th>
<th>High Superior</th>
<th>Advanced High Superior</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.301</td>
<td>Tuck jump</td>
<td>2.201 Tuck jump 1/2</td>
<td>2.301 Tuck jump 3/4</td>
</tr>
<tr>
<td>2.302</td>
<td>Cat leap</td>
<td>2.202 Cat leap 1/2</td>
<td>2.302 Cat leap 1/1</td>
</tr>
<tr>
<td>2.303</td>
<td>Split/jump 180° w/ change of legs (Sweetin)</td>
<td>2.203 Wolf/jump switch</td>
<td>2.303 Wolf/jump switch</td>
</tr>
<tr>
<td>2.304</td>
<td>Pike jump 90°</td>
<td>2.204 Pike jump 90° w/ 1/2</td>
<td>2.304 Pike jump 90° w/ 3/4</td>
</tr>
<tr>
<td>2.305</td>
<td>Split/jump 180° w/ 1/2</td>
<td>2.205 Split/jump 180° w/ 1/2</td>
<td>2.305 Split/jump 180° w/ 1/2</td>
</tr>
<tr>
<td>2.306</td>
<td>Split/jump 180° w/ 1/2</td>
<td>2.206 Split/jump 180° w/ 1/2</td>
<td>2.306 Split/jump 180° w/ 1/2</td>
</tr>
<tr>
<td>2.307</td>
<td>Side split jump 180° w/ wo 1/4</td>
<td>2.207 Side split jump 180° w/ wo 1/4</td>
<td>2.307 Side split jump 180° w/ wo 1/4</td>
</tr>
<tr>
<td>2.308</td>
<td>Stretched jump w/ wo 1/4</td>
<td>2.208 Stretched jump w/ wo 1/4</td>
<td>2.308 Stretched jump w/ wo 1/4</td>
</tr>
<tr>
<td>2.309</td>
<td>Switch leg jump 180° w/ wo 1/4</td>
<td>2.209 Switch leg jump 180° w/ wo 1/4</td>
<td>2.309 Switch leg jump 180° w/ wo 1/4</td>
</tr>
<tr>
<td>2.310</td>
<td>Switch leg jump 180° w/ 1/4</td>
<td>2.210 Switch leg jump 180° w/ 1/4</td>
<td>2.310 Switch leg jump 180° w/ 1/4</td>
</tr>
<tr>
<td>2.311</td>
<td>Tour jeté 135°</td>
<td>2.211 Tour jeté 135°</td>
<td>2.311 Tour jeté 135°</td>
</tr>
<tr>
<td>2.312</td>
<td>Ring/stag ring lp/jp at waist height</td>
<td>2.212 Ring/stag ring lp/jp at waist height</td>
<td>2.312 Ring/stag ring lp/jp at waist height</td>
</tr>
<tr>
<td>2.313</td>
<td>Sheep jump at waist height</td>
<td>2.213 Sheep jump at waist height</td>
<td>2.313 Sheep jump at waist height</td>
</tr>
</tbody>
</table>

### Notes:
- Jump/leaps to prone shall be evaluated consistent w/ root jump/leap.
- Deduct up to 0.2 if stag into any switch leg leap.