

▶▶ **General Execution Deductions (UB, BB, FX)**

- 0.05** Flexed/sickled feet during Value Parts (ea time)
- ^0.10** Legs crossed during VP elements with twist
- ^0.10** Brush/touch of foot/feet on apparatus or mat
- ^0.10** Slight hop, adjustment of feet
- ^0.10** Deviation from straight direction
- ^0.10** Extra arm swings
- ea **0.10** Steps (**Max 0.40**) (If leads to fall only take fall **0.50**)
- 0.20** Large step or jump (approximately 3' or more)
- ^0.20** Legs separated
- ^0.20** Insufficient split when required (dance/non-flight acro elems)
- ^0.20** Incomplete turn/twist
- ^0.20** Insufficient exactness of body positions (Tuck, Pike, or Stretched)
- ^0.20** Failure to maintain stretched body position (Pikes down)
- ^0.20** Incorrect body posture on landing
- ^0.20** Additional trunk movements to maintain balance/control landing UB/BB dsmts & FX acro elements
- ^0.30** Bent arms in support
- ^0.30** Bent legs
- ^0.30** Insufficient extension (open) of body prior to landing UB/BB dsmts & BB/FX acro
- ^0.30** Brush/touch of landing surface with 1-2 hands
- ^0.30** Squat upon landing (hips even with or lower than knees)
- ^0.30** Insufficient height of salto dismount UB/BB
- 0.50** Fall on mat to knee(s) or hips on or against apparatus or support on hand(s) on apparatus or mat
- No VP, No SR + 0.50** Fall/Fail to land on the bottom of the feet 1st on landing
- No VP, No SR, No Bonus + 0.50** Spot during an element
- Yes VP, Yes SR, No Bonus + 0.50** Spot on landing the dismount

▶▶ **Allowable Range of Scores**

9.500 -	10.000	0.20
9.000 -	9.475	0.50
8.000 -	8.975	0.70
Below 8.000		1.00

▶▶ **Courtesy Score**Lowest score possible = **1.00**▶▶ **Chief Judge Deductions**

- 0.10** Overtime Beam /Floor
- 0.10** Coach standing between UB or next to BB thruout
- ea **0.10** Out of Bounds Floor
- ea **0.10** Fail to present to CJ before & any judge after
- 0.10** Fail to mark boundary on added mats that cover the boundary line (FX)
- 0.20** Fail to begin exercise within 30 sec of signal
- 0.20** Unsportsmanlike conduct of gymnast (after warning)
- 0.20** Incorrect padding (heel or hip pads)
- 0.20** Incorrect attire/jewelry/hair (after warning)
- 0.20** Fail to observe specified warm-up time (after warning)
- 0.20** Technical verbal cues by coach/team to own gymnast (after warning)
- 0.20** Coach instructs gymnast during routine (warning not needed)
- 0.20** Excessive use of magnesia (chalk)
- 0.30** Use of added mats, springboard on unauthorized surface, or use of hand placement mat for traditional approach vaults
- 0.30** Failure to remove board after mount
- 0.30** Failure to remove board or authorized spotting device after a release element
- 0.30** Incorrect apparatus specs
- 0.50** Start exercise before signal (repetition)
- 0.50** Coach on Floor Mat inside border marking (Level 6 & up)
- 1.00** Absence of music or music with words or song/speech
- 1.00** On-arm vault: if at least half of the panel saw only one hand touched the table
- 2.00** Short Exercise (complete or incomplete) **BB/FX** - less than 30 sec **UB** - less than 5 VP

▶▶ First Flight Phase

^0.10 Incorrect foot form (flexed, sickled)

◆ Incorrect leg form:

^0.10 Legs crossed **^0.20** Legs separated
^0.30 Knees bent

◆ Poor Technique:

^0.20 Hip Angle **^0.20** Arched Body
^0.30 Incomplete LA turn

▶▶ Support/Repulsion Phase

◆ Poor Technique:

^0.10 Staggered/alternate hand placement on all vaults except Gr 3 & Gr 5 vaults with $\frac{3}{4}$ - 1/1 on - salto off

^0.20 Shoulder Angle

^0.20 Arched Body

^0.20 Alternate repulsion from hands on all vaults except Gr 3 & Gr 5 vaults with $\frac{3}{4}$ - 1/1 on - salto off

^0.30 Prescribed LA turn begun too early

^0.30 Additional hand placements (steps/hops on hands)

^0.50 Bent arms (bent 90 or more = max deduction) - slight arm bend of lead arm is allowed on all Gr 3 vaults

1.00 Touch with only one hand on the vault table (CJ if $\frac{1}{2}$ panel sees only 1 hand touch)

2.00 Head contacting table during support phase (Includes **0.50** for extreme arm bend)

VOID No hand contact on vault table

▶▶ Second Flight Phase

^0.10 Incorrect foot form (flexed, sickled)

^0.10 Insufficient exactness of LA turn

^0.10 Under rotation of salto vaults

◆ Incorrect leg form:

^0.10 Legs crossed **^0.20** Legs separated
^0.30 Knees bent

^0.20 Brush or hit of body/head on vault table during post-flight

^0.30 Insufficient Length

^0.30 Failure to maintain stretched body (pike down of stretched vaults to facilitate landing)

^0.30 Insufficient exactness of body position (tk, pk, or LO)

^0.30 Late completeness of twist (Gr 1, 4 & 5 w/o saltos)

◆ Insufficient extension (open) of body before landing:

^0.25 Insufficient &/or late extension (tk & pk vaults)

0.30 Total absence of extension (tuck & pike vaults)

^0.50 Insufficient Height

^0.50 Prescribed LA turn begun too late

▶▶ Landing

^0.10 Slight hop or small adjustment of feet

^0.10 Extra arm swings

^0.40 Steps (each 0.10 - Max 0.40)

^0.20 Incorrect body posture on landing

^0.20 Trunk movements for balance on "stuck" landings

0.20 Large step or jump

^0.30 Squat on landing

(hips even with or lower than knees)

^0.30 Slight brush/touch of landing surface w/ 1-2 hands (no support)

^0.30 Prescribed LA turn incomplete

1°-30° missing **^0.10**

31°-60° missing 0.15 - 0.20

61°-89° missing 0.25 - 0.30

90° or more missing Award lower vault value

^0.30 Deviation from straight direction (determined by initial contact with mat)

^0.30 Insufficient Dynamics

0.50 Support on mat with 1-2 hands

0.50 Fall on mat to knee(s) or hips or against apparatus

VOID Landing on top of vault table

▶▶ Other Deductions

0.50 Coach standing between board and vault table (Not taken for Round-Off Entry vaults)

0.50 Spotting assistance upon landing

0.50 Vaults without signal from CJ

(CJ takes deduction from average of next vault)

VOID Fail to land on any part of the bottom of the feet 1st

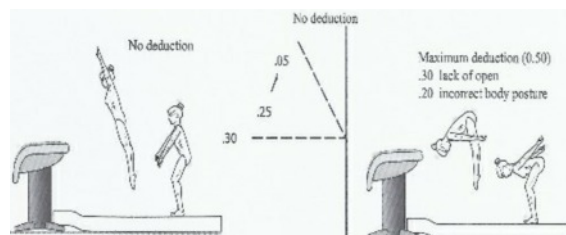
0.50 Vault is scored if gymnast falls, landing on hands & bottoms of feet simultaneously

VOID Spotting assistance during the vault

VOID Run approach without execution of the vault •with touch on the springboard or vault table

VOID Failure to use the safety zone mat for RO entry vaults

▶▶ Clarification for insufficient/late opening & total absence of extension in 2nd Flight



Special Requirements @0.50

- ◆1. Flight Element, minimum "C" (not Dismount)
- ◆2. 2nd (different) Flight Element, minimum "B"
- ◆3. Element with LA turn, minimum "C" (not Mt/Dsmt)
- ◆4. Salto or Hecht Dsmt, minimum "C"

Difficulty Requirements

- 3 "A" @0.10
- 3 "B" @ 0.30
- 2 "C" @ 0.50
- "D" = +0.10
- "E" = +0.20

Connection & Difficulty Bonus

CV ◆C + C = +0.10 ◆C + D or D + C = +0.10 ◆D + D (or more) = +0.20
DV ◆D = +0.10 ◆E = +0.20

- Direct connect of at least 2 elements in a Mount Connection, Connection within the exercise &/or the Dismount Connection.
- All "C", "D", & "E" mounts & dismounts can be used.
- If 2 elements from Grps 3/6/7, flight or turn is not required but the elements **must be different**.
- "C" elements connected to "D" elements do not need flight or turn.
- "D/E" elements are never required to have flight or turn
- No CV/DV awarded with fall or spot
- Exact same connection &/or "D/E" gets credit only once
- Maximum allowed in each category is 0.40

Composition Deductions**0.20** Lack of 2 Bar Changes**^0.10** Insufficient distribution of elements*Level of difficulty not maintained throughout &/or Most difficult elements in same section of exercise***^0.10** Insufficient change of direction (minimum of 2 required)**0.10** No ½ turn or one 1/1 turn**0.05** One ½ turn & one 1/1 turn**No ded** Two ½ turnsChoice of elements (**Deduct all that apply**)**0.05** Fail to perform both fwd & bkwd circles &/or releases (around BA of body or around bar)

ex: Fwd & Bkwd Giants, Jaegers, Deltchevs, & Mixed Grip Deltchev - all are okay

ex: Elements with counterswing and release to HB are NOT forward skills

^0.10 Imbalance between pirouettes & flight elements (quantity & difficulty of pirouettes & flights)**0.10** Missing 1 category completely**^0.10** Lack of variety of elements & connections**^0.20** Choice of release elements not up to level**0.20** 1 "B" & 1 "C" release element**No ded** Any 2 Different "D" release element**ea 0.10** More than 1 Squat on LB with or without sole circle to jump to grasp HB**ea 0.10** ¾ fwd Giant circle with or without grip change**0.20** More than 1 element before Mount**ea 0.10** Uncharacteristic elements

Amplitude of Body at Turn Completion for turns IN handstand

- ea 0.10** Hesitation during jmp to HB or swg to HS
ea 0.10 Touch/brush apparatus or mat w/ foot/feet
ea ^0.10 Under-rotation of release/flight elements
ea ^0.10 Precision of HS positions **thruout**
ea ^0.10 Insuff exten of glides/swings into kips
ea ^0.10 Poor rhythm in elements/connections
0.10 Landing too close to the bar on dismt
ea ^0.10 Swg forward or backward under horiz
^0.20 Insufficient amplitude of bar elements
(includes releases) **NOT Clear Hip or Salto Dsmts**
0.20 Hit on apparatus with foot/feet
^0.30 Insufficient extension (open) of body prior
to landing of Acro or Dismount element
^0.30 Insuff height (amplitude) of salto dsmt
0.30 Grasp of bar to avoid a fall
0.30 Intermediate (extra) swing
(Max of 0.6 if more than one following an elem)
0.30 Hit on mat with foot/feet
^0.40 Insufficient amp of "B" clear hip circle
0.50 Third run approach

Amplitude of Cast Deductions (Legs straddled or together) for ALL Optional Levels:

- 0°-10° from vertical "B" VP awarded w/ NO ded
11°-20° from vertical "B" VP awarded w/ 0.05 ded
21°-30° from vertical No VP with 0.10 deducts
31°-45° from vertical No VP with 0.15 - 0.20 ded
46° from vertical and below No VP with 0.25 - 0.30 deducts (max = horizontal & below)

Amplitude of Flights to Handstand on LB

- 0°-10° from vertical.....No deducts & higher VP
11°-20° from vertical.....0.05 deduct & higher VP
21° or more from vertical....Award lower VP

Amplitude of Circling elements, EXCEPT the Clear Hip Circle

- 0°-10° from vertical....No deducts - Higher VP
11°-20° from vertical.....0.05 - Higher value
21°-45° from vertica.....No deducts & lower VP
46° from vertical.....^0.20 - Award lower VP

Amplitude of Clear Hip Circle Only

- 0°-10° from vertical.....No deducts - "C" VP
11°-20° from vertical.....0.05 - "C" VP
21°-45° from vertical.....No deduction - "B" VP
46 - 89° from vertical.....0.05 - 0.25 - "B" VP
90° from vertical (horizontal).....0.30 - "B" VP
> 90° from vert (below horizontal).....0.35 - 0.40 & "B"

Amplitude of Body at Turn Completion for turns IN handstand

- ^20° from vertical.....No deduction
21°-30° from vertical.....Deduct 0.05 - 0.10
31°-45° from vertical.....Deduct 0.15 - 0.20
46° from vertical.....Deduct 0.25 - 0.30

Amplitude of Body at Turn Completion for 1/1 turn AFTER HS & 1½ pirouettes

- ^30° from vertical.....No deduction
31° - 45° from vertical....Deduct 0.05 - 0.15
46° from vertical.....Deduct 0.20 - 0.30

Chief Judge Deductions for UB

- ea time 0.10** Fail to present to CJ before & to any judge after exercise
0.10 Coach standing between the bars thruout
0.20 Fail to observe specified warm-up time after warning
0.20 Gymnast fails to begin exercise within 30 seconds after CJ signal to begin
0.20 Incorrect attire (includes jewelry & hair, etc) after warning
0.20 Incorrect Incorrect padding (use of hip &/or heel pads)
0.20 Technical verbal cues by coach or teammate(s) to own gymnast after warning
0.20 Unsportsmanlike conduct of gymnast after warning
0.30 Failure to remove board/spotting block after a release element
2.00 Short Exercise - less than 5 VP - complete or incomplete exercise
0.50 Starting before CJ gives signal to begin
Terminated Gymnast exceeds the 45 second time limit

Special Requirements @0.50

- ◆1. Acro series - 2 flight elements, min "C" OR "E" flight + A non flight
- ◆2. Leap or Jump w/ 180 cross or side split
- ◆3. 360° Turn on one foot
- ◆4. Aerial or Salto Dsmt, min "C" or "B" w/ "C" connection

Connection & Difficulty Bonus**▶ Acro Flight - 2 elements**

- ◆B+C = + 0.10 (Not Mount or Dismount - "C" must be Salto)
- ◆B+D, ◆B+E, ◆C+C, ◆C+D, ◆D+D = +0.20 (Not Dismount)

▶ Acro Flight - 3 elements

- ◆B+B+C = + 0.10 ◆B+C+C, ◆B+B+D = +0.20

NOTE: ◆B+C+C or ◆C+C+B= **+0.30** if in this order - (◆B+C = +0.10) & (◆C+C = +0.20)

▶ 2 Dance/Mix (Not Dsmt)

- ◆A+D, ◆B+C = + 0.10 ◆B+D, ◆C+C, ◆C+D = +0.20

▶ Turns

- ◆A+C (or reversed) = + 0.10

Turns may be on same support leg or w/ step into turn on opposite leg

Brief demi-plie on 1 or both legs is ok

- No CV/DV awarded with fall or spot •Exact same connection &/or "D/E" gets credit only once
- Maximum allowed in each category is 0.40

Composition Deductions**Lack of Variety in Choice of Elements****0.20** Lack of Dance Series

ea 0.10 Missing Backward & Forward or Sideward Acro elements **0.05** If only in dismount

0.10 More than 2 elements w/ a wolf or tuck position w/ or w/o turn

0.10 More than 2 elements straddle jumps w/ or w/o turn

ea 0.10 More than 1 leap/jump/hop element to front support

0.10 More than 2 turns on two feet (pivots) w/ straight legs

^0.20 Lack balance between acro & dance elements (*quality and quantity of both categories*)

^0.10 Insufficient distribution of elements **0.05** Dsmt single element of minimal required difficulty

^0.10 Insufficient level changes - High off the beam, semi-low, & low

^0.10 Spatially - Insufficient use of entire length of beam

^0.10 Directionally - Fail to show movement/choreography in different directions (fwd/swd/bwd)

^0.20 Acro not up to competitive level &/or all bonus from Dance

0.20 More than 1 element before Mount

Execution Throughout The Exercise Deductions

^0.20 Relaxed/Incorrect footwork on non-Value Parts

^0.30 Relaxed/Incorrect leg position/Body Posture & Insufficient Flexibility on non-Value Parts

^0.20 Insufficient variation in Rhythm & Tempo

^0.20 Insufficient Dynamics

^0.20 Insufficient Sureness of performance

^0.30 Artistry - *Max 0.10 in each category*

^0.10 Originality/creativity of choreography in elements & connections

^0.10 Quality of gymnast's movement to reflect her personal style

^0.10 Quality of expression (projection, focus)

Difficulty**Requirements**

- 3 "A" @0.10
- 3 "B" @ 0.30
- 2 "C" @ 0.50
- "D" = +0.10
- "E" = +0.20

▶ **Specific Execution for BB**

ea **0.10** Concentration pause (more than 2 seconds)

0.10 Dismount landing too close to the beam

ea **^0.10** Fail to land w/ legs/feet together on Jumps/Leaps/Hops that land on 2 feet in side position

ea **^0.10** Fail to perform Group 3 Turns turns in high releve'

^0.10 Hesitation during jump, press, or swing to handstand

^0.10 Incorrect body posture/alignment during dance VP

ea **^0.10** Lack of precision in dance value parts

^0.20 Lack of tempo/Poor rhythm between elements performed in a Dance, Mixed, or Acro Series

Continuous but slow connection - Except: Backward acro w/ 1 or more flight elements is either connected or not -

Tempo deductions do NOT apply to Backward acro elements

^0.20 Insufficient height of Aerials, Saltos, & Acro flight elements with hand support

^0.20 Insufficient split

^0.20 Legs not parallel to Beam in split or straddle pike leaps/jumps

ea **0.20** Support of 1 leg against side surface of beam to maintain balance

^0.30 Directional error on Gainer Salto dismounts off the end of the Beam

^0.30 Additional trunk movements to maintain balance/control **on** BB

0.30 Grasp of the Beam to avoid a fall

^0.30 Insufficient extension (open) of body prior to landing of Acro or Dismount element

0.50 Third run approach

▶ **Required Technique for Recognition of Value Parts**

Note: Deductions for balance, execution, & amplitude errors are also taken in addition to these:

♦ **Turns of 360 or more on 1 foot & Leaps/Jumps/Hops with turns with 360 or more**

Missing 1° - 44° of turn deduct 0.05 - 0.10

Missing 45° - 89° of turn deduct 0.15 - 0.20

Missing 90° or more award VP for element performed

Note: Once heel drops, turn is completed - Award VP for degree of turn completed prior to heel drop

♦ **Leaps, Jumps, Splits**

Missing 1° - 20° deduct 0.05 - 0.10

Missing 21° - 45° deduct 0.15 - 0.20

46° or more missing award lesser Value Part

♦ **Salto Dismounts - Incomplete Twists** **NOTE:** Twist is complete when & where 1st foot lands

Missing 1° - 44° deduct 0.05 - 0.10

Missing 45° - 89° deduct 0.15 - 0.20

90° or more missing award VP for element performed

▶ **Chief Judge Deductions for BB**

0.20 Fail to observe specified warm-up time after warning

ea time **0.10** Fail to present to CJ before & to any judge after exercise

0.20 Gymnast fails to begin exercise within 30 seconds after CJ signal to begin

0.20 Incorrect attire (includes jewelry & hair, etc) after warning

0.10 Overtime

2.00 Short Exercise - less than 30 seconds (complete or incomplete)

0.50 Starting before CJ gives signal to begin

0.20 Technical verbal cues by coach or teammate(s) to own gymnast after warning

0.20 Unsportsmanlike conduct of gymnast after warning

Special Requirements @0.50

- ◆1. Acro series with 2 saltos **OR** 2 directly connected saltos
- ◆2. 3 different saltos (no aerials)
- ◆3. Dance pass w/ 2 different Gr 1 elems (direct or indirect connection), 1 w/ 180° split
- ◆4. Dismount - Minimum of "C" Salto

Connection & Difficulty Bonus▶▶ **Acro Indirect** (2 or more saltos or acro elems w/o hand support [aerials])

◆C+C, ◆A/B+D/E ◆A/B+A/B+C, ◆A/B+A/B+D/E = +0.10

◆C+D/E = +0.20

▶▶ **Acro Direct** (2 or more saltos or acro elems w/ flight and w/o hand support [aerials])

◆B+B, ◆A+C, ◆A+A+C = +0.10

◆B+C, ◆C+C, ◆A/B+D/E, ◆A+A+D/E = +0.20

▶▶ **2 Dance or 2 Dance/Acro Mix** (or reversed)

◆B+D/E, ◆C+C (same or different Gr 1 or 2 elements)

◆D salto + A jump = +0.10 (No CV for turn followed by a jump [2 foot take-off])

NOTE: A turn CAN be directly connected to a hop [1 leg take-off].

A jump from 2 feet landing on 1 foot can also be directly connected to a turn.

◆C+D/E or more difficult = +0.20

▶▶ **Connections with 3 or more elements** - With connection of 3 or more elements, the 2nd (& those following) may be used a 2nd time, the 1st time as the last element of the 1st connection & the 2nd time as the 1st element beginning a new connection ONLY if all elements receive VP credit.

- The Direct Connection Principle MUST be applied prior to the Indirect Connection Principle.
- No CV/DV awarded with fall or spot •Exact same connection &/or "D/E" gets credit only once
- Maximum allowed in each category is 0.40

Composition Deductions

0.20 Lack of minimum "B" turn on 1 foot

0.30 Lack of minimum "C" salto in routine

0.10 Failure to perform saltos or aerials in 2 different directions backward, and forward or sideward

0.10 More than 2 elements w/ a wolf or tuck position w/ or w/o turn

0.10 More than 2 elements straddle jumps w/ or w/o turn

ea **0.10** More than 1 leap/jump/hop element to prone position

^0.20 Lack balance between acro & dance elements (*quality and quantity of both categories*)

^0.10 Insufficient distribution of Value Parts

^0.10 Spatially - Floor pattern

^0.10 Directionally - Fail to show movement/choreography in different directions (fwd/swd/bwd)

^0.20 Acro not up to competitive level &/or all bonus from Dance

General Deductions Throughout The Exercise

^0.20 Relaxed/Incorrect footwork on non-Value Parts

^0.30 Relaxed/Incorrect leg position/Body Posture & Insufficient Flexibility on non-Value Parts

^0.20 Poor relationship of music and movement

^0.20 Insufficient dynamics

^0.20 Insufficient variation in rhythm/tempo

^0.30 Artistry - Max 0.10 in each category

^0.10 Originality/creativity of choreography in elements & connections

^0.10 Quality of gymnast's movement to reflect her personal style

^0.10 Quality of expression (projection, focus)

►► Specific Execution for FX

- ea** **^0.10** Fail to land w/ legs/feet together on Jumps/Leaps/Hops (*feet can be together & not parallel*)
- ea** **^0.10** Incorrect rhythm during execution of direct connections
- ea** **^0.10** Incorrect body position/alignment on dance elems
- ea** **^0.10** Lack of precision in dance value parts
- ea** **^0.10** Fail to perform Gr 2 Turns turns in high releve'
- ea** **0.10** Concentration pause (more than 2 seconds)
- ea** **^0.20** Trunk movements for balance/control landing FX acro elems
(*Applies to stuck landings using trunk movements to avoid taking steps.*)
- ea** **^0.20** Legs not parallel to floor in split or straddle pike
- ea** **^0.20** Insufficient height of acro flights & aerials
- ea** **^0.20** Insufficient split on elements
- ea** **^0.30** Insufficient height of saltos
- ea** **^0.30** Missing synchronization of movement & musical beat
each time **0.05**
exercise not ended with music **0.10**

Difficulty Requirements

- 3 "A" @0.10
- 3 "B" @ 0.30
- 2 "C" @ 0.50
- "D" = +0.10
- "E" = +0.20

►► Required Technique for Recognition of Value Parts

Note: Deductions for balance, execution, & amplitude errors are also taken in addition to these:

◆ Turns of 360 or more on 1 foot & Leaps/Jumps/Hops with turns with 360 or more

Missing 1° - 44° of turn deduct 0.05 - 0.10

Missing 45° - 89° of turn deduct 0.15 - 0.20

Missing 90° or more award VP for element performed

Note: Once heel drops, turn is completed - Award VP for degree of turn completed prior to heel drop

◆ Leaps and Jumps

Missing 1° - 20° deduct 0.05 - 0.10

Missing 21° - 45° deduct 0.15 - 0.20

46° or more missing award lesser Value Part

◆ Salto Dismounts - Incomplete Twists **NOTE:** Twist is complete when & where 1st foot lands

Missing 1° - 44° deduct 0.05 - 0.10

Missing 45° - 89° deduct 0.15 - 0.20

90° or more missing award VP for element performed

►► Chief Judge Deductions for FX

- 1.00** Absence of music or music with words/song (*whistles, animal or human sounds are allowed*)
- 0.50** Coach on the FX Mat inside the border marking
- 0.10** Fail to mark boundary line on additional matting which covers the boundary line
- 0.20** Fail to observe specified warm-up time after warning
- ea time 0.10** Fail to present to CJ before & to any judge after exercise
- 0.20** Gymnast fails to begin exercise within 30 seconds after CJ signal to begin
- 0.20** Incorrect attire (includes jewelry & hair, etc) after warning
- ea time 0.10** Out of Bounds - Any part of the body touching outside of the FX border
- 0.10** Overtime
- 2.00** Short Exercise - less than 30 seconds (complete or incomplete)
- 0.50** Starting before CJ gives signal to begin
- 0.20** Technical verbal cues by coach or teammate(s) to own gymnast after warning
- 0.20** Unsportsmanlike conduct of gymnast after warning