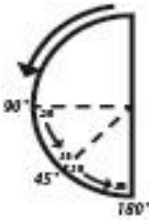


Date Posted	Page Color	Level/Event	Change or Addition
1/15/2015	White	Compulsory General Faults and Penalties 3rd page:	Execution-Beam and Floor Exercise: Add <b>0.30 Failure to use designated turn technique (heel-snap or weight-transfer)</b>
1/15/2015	White	Compulsory General Faults and Penalties 4th page:	Landing of Elements and Dismounts: Add <b>0.05 Lands dismount with feet hip-width apart or closer but never joins feet</b> Add to ↑0.10 Slight hop or small adjustment of feet " <b>staggered feet on landing of dismount</b> " Add <b>0.10 Dismount landed with feet more than hip-width apart</b>
1/15/2015	White	Optional General Faults & Penalties	Slight/small Faults: Add: <b>0.05 Lands dismount with feet hip-width apart or closer but never joins feet</b> Add to ↑0.10 Slight hop or small adjustment of feet on landing of elements and dismounts, bullet - " <b>staggered feet on dismount</b> " Add <b>0.10 Dismount landed with feet more than hip-width apart</b>
1/15/2015	Yellow	Level 1 Vault description - 1st page	Left column, add after 3rd paragraph: <b>After landing stretch jump, gymnast may step backward onto board or remain on mat prior to kick up to handstand. The hands may be placed on the mat or the board.</b>
1/15/2015	Yellow	Level 1 Vault description - 2nd page	Stretch Jump Phase: Stretch Jump from Board to Mat Add: <b>0.05 Lands with feet hip-width apart or closer but never joins feet</b> <b>↑0.10 Lands with feet staggered (one in front of the other)</b> <b>0.10 Lands with feet further than hip-width apart</b>
1/15/2015	Yellow	Level 4 & 5 Handspring Vault 2nd page	Add to Landing Phase: Add: <b>0.05 Lands with feet hip-width apart or closer but never joins feet</b> Add to ↑0.10 Slight hop or small adjustment of feet; " <b>staggered feet on landing of dismount</b> " Add: <b>0.10 Lands dismount with feet wider than hip-width apart</b>
1/15/2015	Yellow	Level 6-10 Vault Deductions - first page	Support/Repulsion Phase-2nd column 3rd deduction: ↑0.50 Too long in support (Level 6 & 7 only- <b>applies to all vaults</b> )
1/15/2015	Yellow	Level 6-10 Vault Deductions - second page	Add to Landing <b>0.05 Lands with feet hip-width apart or closer but never joins feet</b> Add to ↑0.10 Slight hop or small adjustment of feet; " <b>staggered feet on landing</b> " <b>0.10 Lands dismount with feet wider than hip-width apart</b>
1/15/2015	Pink	Level 6 Bars	Special Requirement box; #3: One <b>360° Clear Circling</b> Element from Groups 3, 4, OR 7 Change 1st bullet to: <b>May NOT be an element performed with hips on bar during or at the completion of the circle, or with feet on bar at the completion of the circle.</b>
1/15/2015	Pink	Level 8 Bars	Special Requirement box, #2/3 - 1st bullet changed to: One an Element with flight ( <b>excluding the dsmount</b> ) or an element with a minimum of 180° LA (long axis) turn ( <b>excluding the mount or dismount</b> )
1/15/2015	Pink	Level 9 Bars	3rd column: 2nd deduction: Insufficient change of direction Add " <b>Min. of two turns, one must be 180°, excluding mount or dismount</b> )



1/15/2015	Pink	Level 10 Bars	3rd column: 2nd deduction: Insufficient change of direction Add " <b>Min. of two turns, one must be 180°, excluding mount or dismount</b> )
1/15/2015	Green	Level 3 Beam	Dismount: Add deduction: <b>0.20 Failure to perform the ¼ (90°) turn</b> Under Example: Attempts dismount but does not attain vertical,, then falls...add: <b>and does not repeat.</b> Add to Deduct: <b>0.20 (Failure to perform 90° turn) (Replaces 0.10 for incomplete ¼ turn)</b> = <b>0.50</b> for incomplete element ...for a TOTAL of <b>1.00</b>
1/15/2015	Green	Level 4 Beam	Dismount: Add deduction: <b>0.20 Failure to perform the ¼ (90°) turn</b> Under Example: Attempts dismount but does not attain vertical,, then falls...add: <b>and does not repeat.</b> Add to Deduct: <b>0.20 (Failure to perform 90° turn) (Replaces 0.10 for incomplete ¼ turn)</b> = <b>0.60</b> for incomplete element ...for a TOTAL of <b>1.10</b>
1/15/2015	Green	Level 5 Beam	Dismount: Add deduction: <b>0.20 Failure to perform the ¼ (90°) turn</b> Under Example: Attempts dismount but does not attain vertical,, then falls...add: <b>and does not repeat.</b> Add to Deduct: <b>0.20 (Failure to perform 90° turn) (Replaces 0.10 for incomplete ¼ turn)</b> = <b>0.60</b> for incomplete element ...for a TOTAL of <b>1.10</b>
1/15/2015	Green	Level 6 Beam	Special Requirement box: #1 Add a Bullet: <b>· must achieve or pass through inverted vertical while in support on hands</b>
1/15/2015	Green	Level 7 Beam	Middle column under DIFFICULTY RESTRICTIONS: 1st bullet: Only "A" and "B" elements, <b>plus one "C" Dance element</b> are allowed on Beam. 2nd bullet: Any attempt to perform <b>more than one "C" Dance element or any other "C" or more difficult element</b> will not receive VP credit, may not fulfill SR and will receive 0.50 deduction.
1/15/2015	Blue	Level 4 Floor	Back Walkover column, new heading below BWO deductions: <b>Sequential Wave Max. 0.10 Failure to contract and/or extend</b>
1/15/2015	Blue	Level 5 Floor	1/1 (360°) Turn in forward Passé column: new heading below turn deductions: <b>Sequential Wave Max. 0.10 Failure to contract and/or extend</b>
1/15/2015	Blue	Level 6 Floor	Special Requirement box #1: Acro series with a minimum of 3 directly connected flight or non-flight acro elements <b>from Groups 5, 6, 7 or 8</b> , with or without hand support <b>(NO Rolls)</b>
1/15/2015	Blue	Level 7 Floor	Middle column under DIFFICULTY RESTRICTIONS: 1st bullet: Only "A" and "B" elements, <b>plus one "C" Dance element</b> are allowed on Beam. 2nd bullet: Any attempt to perform <b>more than one "C" Dance element or any other "C" or more difficult element</b> will not receive VP credit, may not fulfill SR and will receive 0.50 deduction.
Date posted			Errata to 1st Edition only
10/24/13	White	Compulsory General Faults and Penalties 3rd page:	Under left column-Execution-BB and FX: Failure to land with feet closed/together on 2-foot landing of jumps on FX- <b>change deduction from flat 0.10 to ↑ 0.10</b> Top of left column under Beam and Floor: add: <b>Each 0.05 Failure to mark the passé position In relevé at completion of turn</b>
10/24/13	White	Compulsory General Faults and Penalties 4th page:	Heading of Neutral Deductions taken by each judge: Delete the word "Neutral" -change to Deductions taken by each judge for Assistance(spottng) from coach

10/24/13	Yellow	Level 1 Vault	Bottom page: Right side under <u>Handstand</u> : Add ↑ 0.50 for Incorrect alignment in the Handstand; also change Pike from ↑ 0.30 to ↑ 0.50
10/24/13	Yellow	Level 2 Vault	General Faults: Add " <b>Each phase</b> " to Arch or Pike under Failure to maintain a straight body position
10/24/13	Yellow	Level 3 Vault	General Faults: Add " <b>Each phase</b> " to Arch or Pike under Failure to maintain a straight body position
10/24/13	Yellow	L4&5 Vault-Top page	General Faults: Add " <b>Each phase</b> " to Arch or Pike under Failure to maintain a straight body position
			All deductions under General that are not underlined should have an "up to" arrow
10/24/13		L4&5 Vault-Bottom page	Landing Phase: <b>Very Large step or jump - change to Each 0.20 (Max. of 0.40)</b> Under Contacting the mat/apparatus with one or both hands or with body after landing: <b>Change 0.30 to ↑ 0.30</b>
10/24/13	Pink	Level 3 Bars	Part 2-Underswing Dismount: Add - <b>↑ 0.10 Failure to maintain neutral head position</b>
10/24/13	Pink	Level 5 Bars	Part 2 - 1st column-Straddle or pike glide kip: <b>1st deduction should be ↑ 0.10; 2nd deduction should be ↑ 0.20</b>
10/24/13	Pink	Level 6-10 Execution Deductions	Medium Faults: Insufficient exactness of stretch position <b>change to "body shape (Tuck, pike or stretch)"</b>
10/24/13	Pink	Level 7 Bars	Special Requirement box: #4. Salto " <b>or hecht</b> " dismount, minimum of "A".
10/24/13	Pink	Level 9 Bars	Top of page-Change VP: <b>3 A</b> instead of 4A
10/24/13	Green	Level 3 Beam	3rd column-Arabesque; first deduction should be <b>0.10</b> , not 1.0 for Failure to maintain a consistent height of leg throughout the rond de jambe <b>7th column: Failure to lower heel at completion of turn- delete "up to" arrow. Should be flat 0.05</b>
10/24/13	Green	Level 4 Beam	bottom of 3rd column-Scale: 2nd deduction is <b>↑ 0.10</b> , not 0.50 for Failure to hold scale on second
10/24/13			4th column Heading: Straight Leg Leap change (90°) to <b>(120°)</b>
10/24/13	Green	Level 5 Beam	3rd column heading: Scale - change (horizontal) to <b>(above horizontal) in both places</b>
10/24/13			Bottom of 3rd column, under Scale: 1st deduction should read: Railure to lift free leg a minimum of <b>above</b> horizontal in scale;
10/24/13			2nd deduction- <b>change flat 0.10 to ↑ 0.10</b>
10/24/13			6th column: Split Jump- Change (120°) to <b>(150°)</b>
10/24/13	Green	Level 6-10 Beam	2nd page with diagram. Replace diagram with 
10/24/13	Green	Level 9 Beam	Top of page: VP: change 4A to <b>3A</b> .
10/24/13	Blue	Level 1 Floor Ex	2nd column: Cartwheel ¼ turn inward: 1st deduction, <b>change ↑ 0.10 to flat 0.10 for Incorrect (Simultaneous) hand placement</b>
10/24/13	Blue	Level 2 Floor Ex	5th column: 1st deduction: <b>change ↑ 0.30 to ↑ 0.20 Shoulders not over hands in bridge position</b>
10/24/13	Blue	Level 3 Floor Ex	6th column: Lower title should be Forward Split - <b>delete "Leap (60°)</b>
10/24/13	Blue	Level 5 Floor Ex	7th column-1/1 Turn in Forward Passé: 2nd title- <b>change (180°) to (360°)</b> <b>Delete Arrow for first deduction</b> -Leg in incorrect position (not in forward passé) should be flat <b>0.10</b>



10/24/13	Blue	Level 9 Floor Ex	Top of page: VP: change 4A to <b>3A</b> .
10/24/13	Blue	Level 10 Floor Ex	Bonus box: Under Acro Connections of two or more saltos/aerials: Change 1st Indirect (0.10) to A/B + A/B + <b>C/D/E</b> . <b>Also, move last Indirect (C + D/E) to 0.20</b>
2/24/14	White	Compulsory General Faults and Penalties 2nd page:	Right column: Under Uneven Bars: <u>0.30</u> Extra cast or swing - Add <b>(maximum of 0.60 per consecutive occurrence)</b>
2/24/14	White	Optional General Faults & Penalties	2nd column under LARGE FAULTS: 1st deduction of Bent arms in support or bent knees <b>(bent 90° or more=max. ded)</b>
2/24/14	White	Optional General Faults & Penalties	2nd column under VERY LARGE FAULTS: Last two 0.50 deductions: Spotting assistance <u>upon landing</u> of <b>an element or dismount</b> Spotting assistance during an element <b>or dismount</b>
2/24/14	Yellow	Level 6-10 Vault Deductions	Center column: Other Deductions: Under Run approach without execution of the vault: add 2nd bullet - <b>without touch of board/table (Balks) = no deduction</b>
2/24/14	Pink	Level 2 Bars	4th column-Single Leg Cut Fwd.: add deduction: <b>Value of the element: Performs a leg swing fwd. instead of leg cut fwd.</b>
2/24/14	Pink	Level 2 Bars	6th column-Single Leg Basket Swing: 2nd deduction: 4th line: change "forward" swing to <b>"basket"</b> swing
2/24/14	Pink	Level 2 Bars	7th column-Single Leg Swing BWD: <b>Add deduction: Value of the element: Performs a leg cut bwd. instead of a leg</b>
2/24/14	Pink	Level 3 Bars	PART 2: Underswing Dismount: Add deduction: <b>↑ 0.10 for Failure to maintain neutral head position</b>
2/24/14	Pink	Level 5 Bars	Part 3: Dismount-Stretched Flyaway Change 1st deduction from Failure to maintain straight-hollow position throughout to: <b>Insufficient straight-hollow position (greater than 135°)</b> Change 2nd deduction to: <b>Failure to show straight-hollow position throughout salto (pikes down)</b>
2/24/14	Pink	Level 6-10 Bars-Execution Deductions	Left column: Slight/Small Faults: Add to top- <b>Ea 0.05 Flexed/sickled feet on VP elements</b> <b>Add ↑0.10 Legs crossed during salto dismounts with twist</b>
2/24/14	Pink	Level 6-10 Bars-Execution Deductions	Left column under Medium Faults: Add <b>↑0.20 Incomplete twist on salto dismounts with twist</b> Add: <b>↑0.20 Additional trunk movements to maintain balance on landing of dmt.</b>
2/24/14	Pink	Level 6-10 Bars-Execution Deductions	Left column under Large Faults: Add <b>↑0.30 Insufficient ext. (open) of body prior to landing tuck/pike dmt.</b>
2/24/14	Pink	Level 6-10 Bars-Execution Deductions	Middle column under Chief Judge Deductions: 3rd deduction: Failure to remove board/spotting block after a release element <b>or the mount.</b>
2/24/14	Pink	Level 6-10 Bars-Execution Deductions	3rd column-Short Exercise: 0.30 From the Start Value for no dismount. Add <b>(if routine is incomplete)</b>
2/24/14	Pink	Level 7 Bars	Special Req. box: #4 add: salto <b>or hecht</b> dismount, minimum of "A"
2/24/14	Pink	Level 8 Bars	Special Req. box: #2/3 - 1st bullet: after 180° LA turn, excluding the <b>mount or</b> dismount JODY-can you please pull the 180° sentence up a line to follow "with minimum of"
2/24/14	Green	Level 6-10 Beam	Left column: Slight/Small Faults: Add to top- <b>Ea 0.05 Flexed/sickled feet on VP elements</b> Add <b>↑0.10 Legs crossed during salto dismounts with twist</b>
2/24/14	Green	Level 6-10 Beam	<b>Delete first deduction for Relaxed/incorrect footwork (it is on next page under Specific Execution deductions)</b>
2/24/14	Green	Level 6-10 Beam	Left column under Medium Faults: Add <del><b>↑0.20 Incomplete twist on salto dismounts with twist</b></del> Add: <b>↑0.20 Additional trunk movements to maintain balance on landing of dmt.</b>



2/24/14	Green	Level 6-10 Beam	Leaps/Jumps with Turns <b>Replace diagram with:</b> Jody-I'm sending this separately but am having trouble inserting it into this Excel spreadsheet. Can you help?
2/24/14	Green	Level 9 Beam	Center column in Bonus Box: Two acro flight elements: +0.10 - B + <b>C-salto or C-Aerial</b> (exclude mt. and dmt) <del>Under Dance element bonus: delete-</del>
2/24/14	Blue	Level 6-10 Floor- Execution Deductions	Left column: Slight/Small Faults: Add to top- Ea 0.05 <b>Flexed/sickled feet on VP elements</b> Add <b>↑0.10 Legs crossed during saltos with twist</b>
2/24/14	Blue	Level 6-10 Floor- Execution Deductions	Left column under Medium Faults: Add: <b>↑0.20 Additional trunk movements to maintain balance/control upon landing of Acro elements.</b>
2/24/14	Blue	Level 6 Floor	Left column-Special Req. Box: Change #1 to: Acro series with a minimum of 3 directly connected <b>flight or non-flight</b> acro elements,with our without hand support
2/24/14	Blue	Level 10 Floor	Middle column-Bous Box: Under Connections of two dance elements or two dance/acro elements, change 2nd <b>+0.10 to only (C+C) or B+D/E) Also. Change the +0.20 to C+D/E or more difficult)</b>