

USAIGC '22/'23	COPPER 1	COPPER 2	BRONZE	DIAMOND	SILVER	GOLD
SR *	.4 each	.4 each	.4 each	.4 each	.4 each	.4 each
VP *	5 A's and/or I's	5 A's and/or I's	6 A's	5 A's & 1 B	5 A's & 2 B's	4 A's & 4 B's
Restrictions **	No B's ***	No B's ***	No C's	No C's	No C acro; C dance BB, FX OK	No D's
SV	10	10	10	10	10	9.9 (except Vault)
Bonus	N/A	N/A	N/A	N/A	N/A	0.1 Extra C (no fall/spot)
C/QM	1.0/0.5	1.0/0.5	1.0/0.5	1.0/0.5	1.0/0.5	1.0/0.5
<b>VAULT</b> <i>Copper to Gold</i> <b>2 vault option,</b> <i>Best score counts</i>	Jump to handspring/ flatback onto mat stack <b>Use Copper 1 deductions</b>	Handspring 32-48" mat stack to feet <b>No flatback</b> <b>vault allowed Use C2-</b> <b>Premier deductions.</b>	Handspring OR 1/4 to 1/2 on repulsion off <b>Use C2-Premier</b> <b>deductions.</b>	College chart--All Grp 1 up to 360 post fl; tsuk & yurchenko timers to feet onto stacked mat or feet on floor; NO SALTOS <b>Use C2-Premier deductions</b>	College chart--All Grp 1 up to 360 post fl; tsuk/yurchenko timers to back or feet onto stacked mat or feet on floor; NO SALTOS. <b>Use C2-Prem ded</b>	<b>Gold vault chart--values</b> <b>as listed.</b> <b>Use C2-Premier</b> <b>deductions</b>
<b>BARS</b>  <b>Horiz cast = A</b> <b>thru Gold</b>  <b>45 second</b> <b>fall clock</b>	1. Back pullover <b>from 2 ft</b> 2. Cast 45 below horizontal 3. Circling element 4. DSMT: Underswing, sole circle OR cast pushaway. NO HS, kips or high bar.	1. Back pullover from 2 ft 2. Cast 45 below horiz. 3. Circling element 4. DSMT: Underswing, sole circle OR cast pushaway (no pushaway from HB) NO HS. May do 1 kip. May use HB.	1. One bar change (min.) 2. Cast min. horiz. 3. Circling ele. Min. A; NO HS from circles or giants ** 4. DSMT: Underswing, sole circle, Flyaway T,P,S (From HB, A's or B's)	1. One bar change (min.) 2. Cast min. horiz. 3. Circling ele. Min. A. NO HS from circles or giants ** 4. DSMT: Underswing, sole circle, Flyaway T,P,S (From HB, A's or B's)	1. One bar chg. (min.) 2. Cast 30 above horiz 3. Circling element No C's **; (except clear hip to HS allowed with no deduction) 4. DSMT: A or B salto, may twist	1. One bar chg. (min.) 2. Circling element finishing 60 degrees above horizontal 3. B ele. w/flt or turn 4. DSMT: A, B, C salto <i>Cast ded.: Up to 0.3 if</i> <i>&lt;45 degree min</i>
<b>BEAM</b>  <b>45 second</b> <b>fall clock</b>  <b>Undertime: -0.10</b> <b>Overtime: -0.10</b>	1. 3/4 handstand (min) <b>MUST DO 3/4 HS FOR SR</b> 2. Isolated leap, min. 60 degree split*** 3. Dance series 2 ele. 4. Any I/A DSMT ele. <b>(inc. L2 dsmt)</b> No saltos/flips NO CW/WO/flights** ***B split leap OK  <b>Routine time :35 to 1:00</b>	1. 3/4 Handstand (min) <b>MUST DO 3/4 HS FOR SR</b> 2. Isolated leap, min. 60 degree split*** 3. Dance series 2 ele. 4. Any I/A DSMT ele. <b>(inc. L2 dsmt)</b> No saltos/flips/aerials NO flights** ***B split leap OK; HS & cartwheels OK  <b>Routine time :35 to 1:00</b>	1. Non-flight Acro ele./ passes thru vert. FBS, no mt./dsmt.; 1 sec. HS/FW roll OR 2 sec. HS OK 2. Iso. leap min 90 degrees 3. Dance series 2 ele. One a leap/jump min. 90 degree split 4. DSMT: Any A NO FLIGHT**  <b>Routine time :50 - 1:30</b>	1. Non-flight Acro ele./ passes thru vert. FBS no mt./dsmt.; 1 sec HW/FW roll OR 2 sec. HS OK <b>MUST DO NON-FLT FOR SR</b> 2. Iso. leap min 90 degrees 3. Dance series 2 ele., one a leap/jump min. 90 90 degree split 4. DSMT: Any A <i>Iso. acro flts. ok (not for SR)</i>  <b>Routine time :50 - 1:30</b>	1. Acro flight element 2. Min. 360 degree turn on one foot 3. Dance series min. of 2 elements, one a Leap/jump minimum of 120 degree split 4. DSMT: Salto or aerial of A or B  <b>Routine time :50 - 1:30</b>	1. Acro ser. min. 2 ele 1 w/flight <b>(No HS)</b> 2. Min. 360 degree turn on one foot 3. Dance series min. 2 elements, one a leap/jump min. 135 degree split 4. DSMT: B element or a B element in a series prior to an A  <b>Routine time :50 - 1:30</b>
<b>FLOOR</b>  <b>Undertime: -0.10</b> <b>Overtime: -0.10</b>  <b>Coach on floor</b> <b>ok thru silver;</b> <b>0.50 deduction</b> <b>Gold and up</b>  <b>Vocals in music</b> <b>okay thru Gold</b>	1. Acro series min 2 ele. (CW, RO, WO, Valdez, Rolls--Handstands do not fulfill req.) 2. Leap min. 90 deg. Split 3. Stretched HS element min. 1 second hold) 4. 180 or 360 turn/1 ft.  NO HANDSPRINGS <b>Routine time :45 - 1:10</b>	1. Acro series min 2 ele. inc. CW, RO, WO, Rolls. Handstands do not fulfill req.; RO/Back Hndspring OK) 2. Leap min. 90 deg. Split 3. Stretched HS element min. 1 second hold) 4. 180 or 360 turn/1 ft. Only 1 BHS; FHS OK <b>Routine time :45 - 1:10</b>	1. Acro series min. 2 fast flight elements NO SALTOS/NO FLIPS TO KNEES OR SEAT 2. Dance series with min. 2 elements inc.leap w/120 degree split 3. Dance/Acro OR Acro/ Dance series 4. <u>360 degree turn 1 foot</u> <b>Routine time :50 - 1:30</b>	1. Acro series min. 2 fast flight ele. <b>can't incl. salto</b> 2. Dance <u>series</u> w/min. 2 ele. incl. leap w/120 degree split 3. Dance/Acro OR Acro/ Dance series 4. <u>Minimum</u> 360 degree turn on 1 foot <i>Up to 2 saltos allowed, iso. or</i> <i>in combo; no twists</i> <b>Routine time :50 - 1:30</b>	1. 3 ele. (min.) acro series w/any 1 salto 2. FWD acro pass w/2 or more non-flight, fast flight or flt.ele. 3. Dance series/psg. min. 2 ele./135 leap 4. <b>Minimum B turn on</b> <b>one ft</b> <i>All "B" saltos allowed</i> <b>Routine time :50 - 1:30</b>	1. Double salto series min. 2 ele. same/diff. 2. Acro series of 3 or more fast flight ele. with 1 salto 3. Dance series OR passage min. 2 ele. Incl. leap of 150 degree split 4. Min. B turn on 1 foot  <b>Routine time :50 - 1:30</b>

Copper-Gold--3 fall max. **BEAM:** No ded. 2nd immediate fall \*Missing SR or VP-ded. Up to 0.2 in content \*\*Restricted ele - ded. 0.4 **MINIMUM SCORE 5.0**