

## XCEL

## DEV OPTIONALS

Gen: 4.0 Courtesy Score

1.0 Courtesy Score

Gen: No short routine deduction

0.5 on Beam L6 / 2.0 for L7 and up

Gen: No composition deductions taken (including uncharacteristic element)

Composition deductions taken Levels 8 - 10

VT: Coach between board and table = OK

Coach between board and table = .5 (No deduction if R.O. entry)

VT: Spot during vault = 1.0 (More than 1 spot = 1.5)

Spot during vault = void (See L8 Exception)

VT: Angle of Repulsion is up to 0.50 for Gold, Platinum and Diamond (non-salto)

Angle of repulsion is up to 1.0 (non salto vaults)

BR: No extra swings on Bars at Bronze, Silver, Gold

Extra swings at all Levels

BR: Swing forward or backward under horizontal is no deduction

Swing forward or backward under horizontal is up to 0.10 each time

BR: NO amplitude deduction when Div. angle is attained. If angle is in 10° of Div. requirement, take 0.10, give "A" VP/ SR. If 10° of Division angle is not attained, NO deduction, NO "A" VP/ SR.

All casts (L7-10) expected to reach vertical. Amplitude deductions for angles less than vertical apply.

BR: Clear hip amplitude deductions only taken at Platinum and Diamond

Clear hip amplitude deductions taken at all Levels

BR/BE: Coach remaining at Beam/Bars = OK

Coach remaining at Beam/Bars = .1

BE: "A" beam handstands = NO hold required (vertical skills w/in 10° get VP, SR & .10 deduction)

"A" Beam handstands require 2 second hold

BE: ALL Beam mounts are "A" VPs (unless listed as "B" VP or higher in Xcel Code)

See DEV Code of Points for list of "A" value parts

BE/FX: Leaps on Be/FX = "A" VP when they reach Division's SR split degree. Award "A" VP & SR at 20° of Division requirement with up to 0.20 deduction. "B" VP awarded at 135, with angle deductions applied as per each Division's SR.

All leaps are expected to achieve 180 degree split

FX: Coach on the Floor = no deduction

Coach on the Floor = .5

FX: Fast flight hand support skills get VP each time if the series is different.

These skills can get credit twice if in different connection.

FX: Acro series: may be considered different when there are a different number of elements, or if skills are in different order, or if they have different VP skills. Ex: RO BHS and RO BHS BHS are different.

Adding/Deleting a salto/aerial/"B" acro skill with hand support will make the series different, or having a different element directly before/after the salto. RO BHS and RO BHS BHS are the same series.