



2013-21 JO Compulsory Book Errata



All errata from July 2013 through July 2015 are already corrected in the 2nd and 3rd Edition of the Compulsory book, printed in September 2015 and March 2016

ERRATA FROM JUNE 2016 PERTAINS TO CORRECTIONS/ADDITIONS TO ALL PREVIOUS EDITIONS

Date revised	Page-Level-Event	Correction/Addition
Corrections/changes to errata posted on 06/30/16 are in red font.		
6/30/16	9 L1 VT	2 nd paragraph: Three attempts are permitted to successfully complete one or two vaults. One balk is allowed in the three attempts without penalty. A balk is described as a running approach that results in a fall during the run, stops mid-run, runs off the runway, or makes contact with the board or mat stack without coming to a rest or support on top of the mat. Any additional balks within the three attempts are considered a Void (0) vault. A fourth attempt is not allowed.
6/30/16	10 L1 VT	Table of Penalties: Stretch Jump onto mat: under General-2 nd row: No deduction: Change to "1st Balk"
6/30/16	19 L1 BB	#5 Lever: add to description for exit from lever position: ..step down using the levering action to finish "on a straight (or slightly bent) Right leg and immediately close Left leg behind the Right foot to finish with both legs straight and feet flat on the beam OR" to finish in a Right lunge... (back to original text)
6/30/16	29 & 51 L2 & 3 VT	2 nd paragraph: Three attempts are permitted to successfully complete one or two vaults. One balk is allowed in the three attempts without penalty. A balk is described as a running approach that results in a fall during the run, stops mid-run, runs off the runway, or makes contact with the board or mat stack without coming to a rest or support on top of the mat. The following examples are considered VOID (0) vaults: 1) Any additional balk. 2) Any attempt which results in the gymnast coming to rest or support on top of the mat stack without passing through the vertical plane. A fourth attempt is not allowed.
6/30/16	30 & 52 L2 & 3 VT	Table of Penalties: under General Faults, move 2 nd VOID – performing incorrect vault (i.e. squat on, etc.) to under First flight- 1 st deduction and change wording to: Performing incorrect vault (coming to rest or support on top of the mat stack without passing through the vertical plane) Last row under General: No deduction: Change to "1st Balk"
6/30/16	41 L2 BB	#5 Lever to Beam: Change description after touching beam with fingertips to: Lift the torso as the back leg lowers to step down using the LEVERING action to finish "on a straight (or slightly bent) Right leg and immediately close Left leg behind the Right foot to finish with both legs straight and feet flat on the beam" OR" to finish in a Right lunge... (back to original text) #6 Leg Balance in Forward Passé: Change description to "If Lever to Beam was finished in a lunge position, extend"....
6/30/16	64 L3 BB	#2 Cross Handstand: Last line of description...Step down using the levering action to finish "on a straight (or slightly bent) Right leg and immediately close Left leg behind the Right foot to finish with both legs straight and feet flat on the beam OR" to finish in a Right lunge... (back to original text)

6/30/16	67 L3 BB	#6 Stretch Jump; Stretch Jump: Deductions box: Up to 0.20 for Insufficient continuity between jumps Add "If a fall occurs between the two jumps, deduct 0.20 for insufficient continuity plus 0.50 for the fall unless gymnast repeats and successfully connects the jumps."
6/30/16	79 L3 FX	#12 Round-off, Flic-flac to two feet: Deduction box-1 st row: Up to 0.20 for Lack of acceleration in the series. Add "Not applied if the 0.30 deduction for a stop between elements is taken"
6/30/16	81 & 113 4/5 VT	2 nd paragraph: 2 nd paragraph: Three attempts are permitted to successfully complete one or two vaults. One balk is allowed in the three attempts without penalty. A balk is described as a running approach that results in a fall during the run, stops mid-run, runs off the runway, or makes contact with the board or mat stack without coming to a rest or support on top of the vault table. The following examples are considered VOID (0) vaults: 1) Any additional balk. 2) Any attempt which results in the gymnast coming to rest or support on top of the vault table without passing through the vertical plane in an inverted (handstand) position. A fourth attempt is not allowed. Table of Penalties, under General Faults: 9 th deduction: VOID-Performing incorrect vault –Move to 1 st row of Support phase deductions (pg 82) and change wording to: Performing incorrect vault (coming to rest or support on top of the vault table without passing through the vertical plane in an inverted (handstand) position OR performing a vault other than a handspring. Last row –No deduction: Change to "1st Balk"
6/30/16	82 & 114 L4/5 VT	Table of Penalties: under Landing: last row: 2 nd deduction-Finishes in a sitting, lying or standing position on the vault table after passing through vertical plane in an inverted (handstand) position.
6/30/16	90 L4 BB	#2 Cartwheel: Large description paragraph: Last sentence-Turn 90° INWARD to step down using the levering action to finish on a straight (or slightly bent) Left leg and immediately close Right leg behind the Left foot to finish with both legs straight and feet flat on the beam OR" to finish in a Left lunge... (back to original text)
6/30/16	91 L4 BB	#3 Lunge; ¼ Turn; Poses: Backward Steps: Add at beginning of description: If finishing the Cartwheel using a straight-leg exit, take a long step back with the Right leg to finish in a LUNGE position, and then return to the text.
6/30/16	94 L4 BB	#8 Split Jump; Stretch Jump: 2 nd Deduction box: Up to 0.20 for Insufficient continuity between jumps - Add "If a fall occurs between the two jumps, deduct 0.20 for insufficient continuity plus 0.50 for the fall unless gymnast repeats and successfully connects the jumps."
6/30/16	111 L4 FX	Round-off, flic-flac, flic-flac: Deductions box-1 st row: Up to 0.20 for Lack of acceleration in the series. Add "Not applied if a 0.30 deduction is taken for a stop between elements."
6/30/16	126 & 127 L5 BB	#2 Back Walkover; Backward Roll to minimum of ¾ handstand; or Flic-flac Step-out: At end of each of the three descriptions after "Step down using the levering action to finish" add "on a straight (or slightly bent) Right leg and immediately close Left leg behind the Right foot to finish with both legs straight and feet flat on the beam OR" to finish in a Right lunge... (back to original text)
6/30/16	129 L5 BB	#5 Straight Leg Leap; Stretch Jump: 2 nd Deduction box: Up to 0.20 for Insufficient continuity between jumps - Add "If a fall occurs between the elements, deduct 0.20 for insufficient continuity plus 0.50 for fall unless gymnast repeats and successfully connects the jumps."

6/30/16	131 L5 BB	#8 Split Jump; Sissonne: 2 nd Deduction box: Up to 0.20 for Insufficient continuity between jumps - Add "If a fall occurs between the elements, deduct 0.20 for insufficient continuity plus 0.50 for fall unless gymnast repeats and successfully connects the jumps."
6/30/16	139 L5 FX	#4 Front Handspring Step-out; Front Handspring to Two Feet: Deduction box-1 st row: Up to 0.20 for Lack of acceleration in the series. Add "Not applied if a 0.30 deduction is taken for a stop between elements."
6/30/16	147 L5 FX	#13 Round-off, Flic-flac, Back Salto Tucked: Deduction box-1 st row: Up to 0.20 for Lack of acceleration in the series. Add "Not applied if a 0.30 deduction is taken for a stop between elements."
6/30/16	151 L1 VT Penalties	Top section-under General: last row- No deduction: Change to "1st Balk"
6/30/16	152 L2 VT Penalties	under General: move VOID – performing incorrect vault (i.e. squat on, etc.) to First flight- 1 st deduction and change wording to: "Performing incorrect vault (coming to rest or support on top of the mat stack without passing through the vertical plane.)" Last row under General: No deduction: Change to "1st Balk"
6/30/16	154 L3 VT Penalties	under General Faults, move VOID – performing incorrect vault (i.e. squat on, etc.) to First flight- 1 st deduction and change wording to: "Performing incorrect vault (coming to rest or support on top of the mat stack without passing through the vertical plane.)" Last row under General: No deduction: Change to "1st Balk"
6/30/16	156 L4/5 VT Penalties	Under General Faults: VOID-Performing incorrect vault –Move to 1 st row of Support phase deductions and change wording to: "Performing incorrect vault (coming to rest or support on top of the vault table without passing through the vertical plane in an inverted (handstand) position or performing a vault other than a handspring." Last row – No deduction: Change to "1st Balk" Under Landing: Last row: 2 nd deduction-Finishes in a sitting, lying or standing position on the vault table after passing through the vertical plane in an inverted (handstand) position
6/30/16	158 Deductions	Under Balance Beam and Floor Exercise: 0.30 for Stop between elements in an acro (tumbling) series on Floor Exercise add "If stop occurs do not also deduct 0.20 for lack of acceleration in the series."
6/30/16	159 Deductions	Under Rhythm-2 nd deduction Up to 0.20 for Lack of continuity (tempo) between elements in a directly connected series, add "If a fall occurs between the elements, deduct 0.20 for insufficient continuity plus 0.50 for a fall unless gymnast repeats and successfully connects the jumps."
6/30/16	160 Deductions	Deductions taken from Average by Chief Judge: add at end: "Terminates exercise – If, after a fall, the gymnast exceeds the allotted fall time (Vault -60 seconds after judgement of 1st vault is complete; Bars-45 seconds; Beam- 30 seconds)"
6/30/16	161 Deductions	Timing Procedures- Add section for VAULT: If the gymnast falls on the 1st vault attempt and an injury is being assessed, she is allowed a maximum of 1 minute (60 seconds) after the completion of the judgement to leave the landing area. If the gymnast exceeds the allotted fall time, a second vault will not be allowed. In this instance, the Chief Judge will monitor the time.

Corrections/changes to errata posted on 07/23/15		
7/23/15	9, 29, & 51	Level 1, 2 & 3 Vault description 2 nd paragraph: Change to: <i>Three attempts are permitted to successfully complete one or two vaults. A balk (running approach that does not result in touching the mat stack) is considered an attempt. A fourth attempt is not permitted.</i>
7/23/15	10, 30 & 52	Level 1, 2 & 3 Vault Penalties chart-last row under General Faults: Change to <i>No deduction – Run-approach without touching the mat stack (Balk)</i> <i>VOID - Performing a 2nd or 3rd Balk</i>
7/23/15	151, 152 & 154	Level 1, 2 & 3 Vault Table of Penalties: Last row under General Faults- change to: <i>No deduction – Run-approach without touching the mat stack (Balk)</i> <i>VOID - Performing a 2nd or 3rd Balk</i>
7/23/15	81 & 113	Level 4 & 5 Vault description, 2 nd paragraph – change to: <i>Three attempts are permitted to successfully complete one or two vaults. A balk (running approach that does not result in going over the vault table) is considered an attempt. A fourth attempt is not permitted.</i>
7/23/15	81, 113 & 156	Level 4 & 5 Vault Penalties chart-last row under General Faults: Change to <i>No deduction – Run-approach without going over the vault table (Balk)</i> <i>VOID - Performing a 2nd or 3rd Balk</i>
Corrections/changes to errata posted on 06/24/15		
6/24/15	73	Add a row after last deduction in gray Penalty box: See Note in Penalties, page 180/181 regarding the reversing of the order of appearance of the Handstand to Bridge, Back Kick-over and the Handstand Forward Roll Step-out with Straight Arms
6/24/15	180	Under the Element column for the Handstand to Bridge, Back Kick-over and the Handstand Forward Roll Step-out with Straight arms, add: **See Note on page 181
6/24/15	181	Add after chart: Note: 0.50 Reversing the order of appearance of the Handstand to Bridge, Back Kick-over and the Handstand Forward Roll Step-out with Straight Arms
Corrections/changes to errata posted on 12/23/14		
12/23/14	112	Add to end of last paragraph for Ending Poses: <i>To allow for creativity, there is no deduction for adding movements into the poses which could be viewed as elements, i.e. back spin, shoulder roll, split.</i>
12/23/14	158	Add new deduction under General Faults and Penalties - Beam and Floor Exercise: 0.30 Failure to use proper designated turn technique (heel-snap or weight-transfer)
Corrections/changes to errata posted on 7/31/14		
9/18/14	9	Change from errata posted 7/31/14 New replacement page is posted also. Level 1 Vault: Under Handstand Fall to Straight Lying Position:

		Add at beginning of description: <i>The gymnast may step backward onto the board or remain on the mat prior to the kick up to handstand. The hands may be placed on the mat or the board.</i>
9/18/14	134 & 177	Highlighted part is a change from the errata posted 7/31/14. New replacement pages also posted. Level 5 BB #12 Deduction box for Cartwheel to Side Handstand, ¼ turn dismount: Add a new deduction “ <i>Failure to perform the ¼ (90°) turn 0.20</i> Under the example of applying deductions for Failure to Complete dismount: Change 0.10 (Incomplete 90° turn)... to <u>0.20 (Failure to perform 90° turn)</u> to <u>0.20 (Failure to perform 90° turn)</u> Total is 0.70 Maximum deduction of 0.60 for incomplete element (Value of element) for a TOTAL OF 1.10
The following changes are effective August 1, 2014. Replacement pages posted in August.		
7/31/14	9	Level 1 Vault: Under Handstand Fall to Straight Lying Position: Add at beginning of description: <i>The gymnast may step backward onto the board or remain on the mat prior to the kick up to handstand; however, the hands must be placed on the mat. (See 9/18/14 errata)</i>
7/31/14	10	Level 1 Vault deductions: Left column- Stretch Jump from Board to Mat: Add <i>*See p.159 Landing Clarification</i> Add deductions to: <i>0.05 Lands with feet hip-width apart or closer but never joins feet</i> <i>0.10 Lands with feet further than hip-width apart</i> <i>Up to 0.10 Lands with feet staggered (one in front of the other)</i>
7/31/14	70	Level 3 Beam #10: Deduction box for Cartwheel to Side Handstand, ¼ turn dismount: Add a new deduction “ <i>Failure to perform the ¼ (90°) turn 0.20</i> Under the example of applying deductions for Failure to Complete dismount: Change 0.10 (Incomplete 90° turn) to <u>0.20—Failure to perform 90° turn</u> Change 0.40 to <u>0.50</u> ... for a TOTAL OF...0 change 0.90 to <u>1.00</u>
7/31/14	81	Level 4 Handspring Vault Penalties chart -Add First Flight deductions from page 82 to 81
7/31/14	82	Level 4 Handspring Vault: Under Support Phase: Up to 1.00 for Angle of repulsion (failure to leave vault table by vertical, ADD – <i>The angle of repulsion is determined by the angle created from the hands to the body part that is furthest past vertical.</i> Left column-Landing Phase: Add <i>*See p.159 Landing Clarification</i> Add three new deductions under Landing: <i>0.05 Lands with feet hip-width apart or closer but never joins feet</i> <i>Up to 0.10 Lands with feet staggered (one in front of the other)</i> <i>0.10 Lands with feet further than hip-width apart</i>
7/31/14	97	Level 4 Beam #12: Deduction box for Cartwheel to Side Handstand, ¼ turn dismount: Add new deduction “ <i>Failure to perform the ¼ (90°) turn 0.20</i> Under the example of applying deductions for Failure to Complete dismount:

		Change 0.10 (Incomplete 90° turn)... to <u>0.20 (Failure to perform 90° turn)</u> Change 0.50 to <u>0.60</u> ... for a TOTAL OF, change 1.00 to <u>1.10</u>
7/31/14	110	Level 4 FX #13, After description of Sequential Wave, add deduction box: <i>Maximum of Up to 0.10 Failure to contract and/or extend on the sequential wave</i>
7/31/14	113	Level 5 Handspring Vault Penalties chart -Add First Flight deductions from page 114 to 113
7/31/14	114	Level 5 Handspring Vault: Under Support Phase: Up to 1.00 for Angle of repulsion (failure to leave vault table by vertical, ADD – <i>The angle of repulsion is determined by the angle created from the hands to the body part that is furthest past vertical.</i> Left column-Landing Phase: Add <i>*See p.159 Landing Clarification</i> Add three new deductions under Landing: <i>0.05 Lands with feet hip-width apart or closer but never joins feet</i> <i>Up to 0.10 Lands with feet staggered (one in front of the other)</i> <i>0.10 Lands with feet further than hip-width apart</i>
7/31/14	121	Level 5 Bars #9: Deduction box: Add “ <i>Up to 0.10 for Failure to maintain neutral head position</i> ”
7/31/14	132	Lev. 5 BB #9, After description of Sequential Wave, add deduction box: <i>Maximum of Up to 0.10 Failure to contract and/or extend on the sequential wave</i>
7/31/14	134	Level 5 BB #12 Deduction box for Cartwheel to Side Handstand, ¼ turn dismount: Add a new deduction “ <i>Failure to perform the ¼ (90°) turn 0.20</i> Under the example of applying deductions for Failure to Complete dismount: Change 0.10 (Incomplete 90° turn)... to <u>0.20 (Failure to perform 90° turn)</u> to <u>0.20 (Failure to perform 90° turn)</u> Change 0.60 to 0.70 ... for a TOTAL OF ..change 1.10 to 1.20 <i>(See 9/18/14 errata)</i>
7/31/14	146	Level 5 FX #12: After description of Sequential Wave, add deduction box: <i>Maximum of Up to 0.10 Failure to contract and/or extend on the sequential wave</i>
7/31/14	148	Level 5 FX #14: Add to end of last paragraph for Ending Poses: <i>To allow for creativity, there is no deduction for adding movements into the poses which could be viewed as elements, i.e. back spin, shoulder roll, split.</i>
7/31/14	151	Level 1 Vault deductions: Left column- Stretch Jump from Board to Mat: add <i>*See pg. 159 Landing Clarification.</i> Add the following deductions: <i>0.05 Lands with feet hip-width apart or closer but never joins feet</i> <i>0.10 Landing with feet further than hip-width apart</i> <i>Up to 0.10 Landing with feet staggered (one in front of the other)</i>
7/31/14	156	Level 4 & 5 Handspring Vault: <u>Under Support Phase:</u> Up to 1.00 for Angle of repulsion (failure to leave vault table by vertical, ADD – <i>The angle of repulsion is determined by the angle created from the hands to the body part that is furthest past vertical.</i>

		<p>Left column-Landing Phase: Add *See p.159 Landing Clarification</p> <p>Add three new deductions under Landing:</p> <p>0.05 Lands with feet hip-width apart or closer but never joins feet</p> <p>Up to 0.10 Lands with feet staggered (one in front of the other)</p> <p>0.10 Lands with feet further than hip-width apart</p>
7/30/14	159	<p>General Faults & Penalties Under RHYTHM: Uneven Bars, Beam and Floor deductions: 3rd deduction: Gymnast not performing in time with the music (Floor Exercise) ADD: (General deduction for whole exercise)</p> <p>4th deduction: Lack of sureness (Balance Beam) ADD: (General deduction for whole exercise)</p>
7/30/14	159	<p>General Faults & Penalties: Landings of Elements & Dismounts: Left column-1st row, add: Landing Clarification for Vault and Bar/Beam Dismounts: There is NO deduction for landing with feet a maximum of hip-width apart, provided that they join (slide) the heels together on the controlled extension. If the entire foot/feet are sliding or lifting off the floor to join, it is considered a small step (up to 0.10).</p> <p>Add three new deductions following the above clarification for Bar/Beam Dismounts:</p> <p>0.05 Lands with feet hip-width apart or closer but never joins feet</p> <p>Up to 0.10 Lands with feet staggered (one in front of the other)</p> <p>0.10 Lands with feet further than hip-width apart</p>
7/31/14	169	<p>Level 5 Bars: Underswing, First Counterswing: Add "Up to 0.10 for "Failure to maintain neutral head position"</p>
7/31/14	173	<p>Level 3 Beam: Cartwheel to Side Handstand, ¼ turn Dismount: Add a new deduction "Failure to perform the ¼ (90°) turn 0.20</p> <p>Under the example of applying deductions for Failure to Complete dismount:</p> <p>Change 0.10 (Incomplete 90° turn) to 0.20 (Failure to perform ¼ (90°) turn)</p> <p>Change 0.40 to 0.50 ... for a TOTAL OF, change 0.90 to 1.00</p>
7/31/14	175	<p>Level 4 Beam: Cartwheel to Side Handstand, ¼ turn dismount: Add a new deduction "Failure to perform the ¼ (90°) turn 0.20</p> <p>Under the example of applying deductions for Failure to Complete dismount:</p> <p>Change 0.10 (Incomplete 90° turn) to 0.20 (Failure to perform 90° turn)</p> <p>Change 0.50 to 0.60 ... for a TOTAL OF, change 1.00 to 1.10</p>
7/31/14	177	<p>Level 5 Beam Penalties: Add deduction for Sequential Wave: Maximum of Up to 0.10 Failure to contract and/or extend on the sequential wave</p> <p>Level 5 Beam: Cartwheel to Side Handstand, ¼ turn dismount: Add a new deduction "Failure to perform the ¼ (90°) turn 0.20</p> <p>Under the example of applying deductions for Failure to Complete dismount:</p> <p>Change 0.10 (Incomplete 90° turn to 0.20 (Failure to perform 90° turn)</p> <p>Change 0.60 to 0.70 ... for a TOTAL OF..change 1.10 to 1.20 (See 9/18/14 errata)</p>
7/31/14	182	<p>Level 4 FX: Add deduction for Sequential Wave at bottom of page: Maximum of Up to 0.10 Failure to contract and/or extend on the sequential wave</p>

7/31/14	185	Level 5 FX: After Full turn deduction, add deduction for Sequential Wave: Maximum of Up to 0.10 Failure to contract and/or extend on the sequential wave
1/22/14	27	#9 third text description: Bold "Hold one second."
1/22/14	34	#4 Add deduction: (Value of element) <u>0.20</u> – Performs a leg swing forward instead of leg cut forward
1/22/14	36	#6 Add deduction: (Value of element) <u>0.20</u> – Performs a leg cut backward instead of leg swing backward
1/22/14	52	Under Support phase- Failure to place hands in the prescribed landing zone.. Delete the deduction of "Up to 0.50" Keep specific deduction for two bullets
1/22/14	83	#2 Description- 2 nd line; after CAST TO HORIZONTAL add "with legs together"
1/22/14	158	UNEVEN BARS: Extra cast or swing: add (maximum of 0.60 per consecutive occurrence)
1/22/14	159	Last section, change heading to: DEDUCTIONS TAKEN BY EACH JUDGE FOR ASSISTANCE (spotting) FROM COACH
1/22/14	163	Single leg cut forward, add deduction: (Value of element) <u>0.20</u> – Performs a leg swing forward instead of leg cut forward
1/22/14	165	Single leg swing backward, add deduction: (Value of element) <u>0.20</u> – Performs a leg cut backward instead of leg swing backward
1/22/14	165	Single leg cut backward, add deduction: (Value of element) <u>0.20</u> – Performs a leg swing backward instead of leg cut backward
		All errata up to and including Oct. 24, 2013 are already corrected in the 2nd Edition of the Compulsory book
10/24/13	152	General Faults: In the column listing the deductions, in the first row, add "Each phase" in front of the deductions Up to 0.30 and Up to 0.50.
10/24/13	154	General Faults: In the column listing the deductions, in the first row, add "Each phase" in front of the deductions Up to 0.30 and Up to 0.50.
10/15/13	82	Under LANDING PHASE, contacting mat or apparatus with one or both hands.... <u>0.30</u> ... · Brush, touch, or hit – change to Up to 0.30
10/15/13	114	Under LANDING PHASE, change the deduction <u>0.30</u> ... · Brush, touch, or hit to Up to 0.30
10/15/13	156	Under LANDING PHASE, change the deduction <u>0.30</u> ... · Brush, touch, or hit to Up to 0.30
10/4/13	81	General Faults: In the column listing the deductions, in the first row, add "Each phase" in front of the deductions Up to 0.30 and Up to 0.50.
10/4/13	113	General Faults: In the column listing the deductions, in the first row, add "Each phase" in front of the deductions Up to 0.30 and Up to 0.50.
10/4/13	156	General Faults: In the column listing the deductions, in the first row, add "Each phase" in front of the deductions Up to 0.30 and Up to 0.50.
7/24/13	180	Backward roll to push-up position deduction, change the deduction for "hands place shoulder width apart" from Up to 0.20 to Up to 0.10

7/30/13	158	Under BALANCE BEAM AND FLOOR EXERCISE, add the deduction, "Failure to mark the passé position in relevé at the completion of turns ...Each 0.05.
7/30/13	158	Under BALANCE BEAM AND FLOOR EXERCISE, change the deduction, "Failure to land with feet closed/together on 2-foot landing of jumps on FX from 0.10 to Up to 0.10.
7/17/13	24	Cartwheel deduction in the box, Change the deduction for "Incorrect (simultaneous) hand placement" from Up to 0.10 to <u>0.10</u> .
7/17/13	47	Bridge, Back kick-over deduction in box, Change the deduction for "Shoulders not over hands in bridge position" from Up to 0.30 to Up to 0.20.
7/17/13	163	FORWARD STRIDE CIRCLE/SINGLE LEG BASKET SWING...On the 2nd deduction, in the phrase (or forward basket swing), DELETE "forward".
7/17/13	178	Cartwheel deduction in the box, Change the deduction for "Incorrect (simultaneous) hand placement" from Up to 0.10 to <u>0.10</u> .
7/17/13	179	Bridge, Back kick-over deduction in box, Change the deduction for "Shoulders not over hands in bridge position" from Up to 0.30 to Up to 0.20.
7/2/13	49	Straight Leg Leap deduction box, Change the deduction for "Bending the lead (front) leg on take-off" from Up to 0.20 to Up to 0.10
7/2/13	10	General deductions...Run-approach without executing the vault (Balk) (up to 3 times)... Delete "(up to 3 times)"
7/2/13	145	Switch-Leg Leap, Change the second deduction (Failure to swing front leg a minimum of 45° forward before swing back" from Up to 0.10 to <u>0.10</u>
7/2/13	151	General deductions...Run-approach without executing the vault (Balk) (up to 3 times)... Delete "(up to 3 times)"
7/2/13	154	Support Phase—Delete the deduction of Up to 0.50...Failure to place hands in the prescribed landing zone.
7/2/13	158	Change to: Incorrect foot work/form (flexed, sickled, failure to step toe-ball-heel or to show turn-out in foot positions) during connections (General deduction for whole exercise)
7/2/13	179	Straight Leg Leap deduction, Change the deduction for "Bending the lead (front) leg on take-off" from Up to 0.20 to Up to 0.10
6/12/13	5	E. Lean forward with a flat back to place the place the hand (palms)DELETE the words "the place."
6/12/13	6	FORWARD SPLIT: 3 rd SP: Delete the second sentence..."The back leg should be upright at a 90° angle supported by a wall or mat."
6/12/13	17	Top of the page...Time Limit: Change 35 seconds to 30 seconds.
6/12/13	65	3. LUNGE; ¼ (90°) TURNS In the small box above Figure #2, The head should be turned so the focus is Left, down the beam.
6/12/13	67	6. STRETCH JUMP; STRETCH JUMP Figure #1: The Right arm should be shown in Side-Middle position, NOT low.
6/12/13	68	8. ½ (180°) TURN IN FORWARD PASSÉ(HEEL SNAP TURN) Gymnast Figure #6: The arm position should be in crown.
6/12/13	73	In the floor pattern box, the arrow should be pointing toward corner 4.

6/12/13	74	5. FORCED ARCH POSES : Gymnast Figure #2: The head position should be shown looking down.
6/12/13	76	In the first Penalties Box, first column, second row: Change Up to 0.20 to Up to 0.10
6/12/13	78	First ARMS description: Add—after the word TURN . “Simultaneously, lift the Left arm sideward-upward to side-middle.
6/12/13	78	11. ½ (180°) TURN IN FORWARD PASSÉ Gymnast Figure #6: The arm position should be in crown.
6/12/13	82	Under LANDING PHASE, change the deduction Up to 0.30...Additional trunk movements to maintain balance to Up to 0.20
6/12/13	91	3. LUNGE; ¼ (90°) TURNS In the small box above Figure #2 , The head should be turned so the focus is Left, down the beam.
6/12/13	92	5. STRAIGHT LEG LEAP 5 th paragraph Change: Extend both legs, ankles, and toes to a RELEVÉ “LOCK STAND to: Extend both legs and relevé on both feet, sliding the feet together to finish in a relevé “lock” stand.
6/12/13	94	8. SPLIT JUMP; STRETCH JUMP: Gymnast Figure #1: The Right arm should be shown in Side-Middle position, NOT low.
6/12/13	95	10. ½ (180°) TURN IN FORWARD PASSÉ Gymnast Figure #6: The arm position should be in crown.
6/12/13	100	STRADDLE JUMP (120°) STRETCH JUMP WITH ½ (180°) TURN 6 th paragraph: Land on both feet either in a turned out position (in 3 rd or 5 th) or feet... Change to: Land on both feet either in a turned out position (in 1 st , 3 rd or 5 th) or feet...
6/12/13	103	6. FORWARD DANCE RUNNING STEPS Gymnast Figure #6: The arm position should be side-middle.
6/12/13	108	Below BACK WALKOVER illustrations, add: If reversing the BACK WALKOVER, step forward Right then brush the Left foot forward through 1 st position and point the Left foot forward.
6/12/13	113	LEVEL 5 VAULT TABLE OF PENALITIES “Aid of coach upon landing” should be <u>0.50</u> NOT VOID.
6/12/13	114	Under LANDING PHASE, change the deduction Up to 0.30...Additional trunk movements to maintain balance to Up to 0.20.
6/12/13	117	In the Penalties Box, second column, second row: Change Between 45° from vertical and horizontal to: Between 46° from vertical and horizontal
6/12/13	118	In the first Penalties Box, 2 nd column, 2 nd row: Change Between 45° from vertical and horizontal to: Between 46° from vertical and horizontal
6/12/13	125	Last sentence on the page under the ARMS: ...”to re-grasp the beam with the hands feet side-by-side...DELETE the word “foot”.
6/12/13	131	8. SPLIT JUMP; SISSONNE Gymnast Figure #1: The Right arm should be shown in Side-Middle position, NOT low.
6/12/13	132	10. 1/1 (360°) TURN IN FORWARD PASSÉ Gymnast Figure #8: The arm position should be in crown.
6/12/13	138	STRADDLE JUMP (150°) STRETCH JUMP WITH 1/1 (360°) TURN 6 th paragraph: Land on both feet either in a turned out position (in 3 rd or 5 th) or feet... Change to: Land on both feet either in a turned out position (in 1 st , 3 rd or 5 th) or feet...
6/12/13	152	Support Phase—6 th row, Delete the deduction of Up to 0.50
6/12/13	156	Under LANDING PHASE, change the deduction Up to 0.30...Additional trunk movements to maintain balance to Up to 0.20.

6/12/13	158	Under BALANCE BEAM AND FLOOR EXERCISE, After the deduction <u>0.30...</u> Extra kick up to handstand, ADD: Up to 0.30...Additional movement to maintain balance on the beam.
6/12/13	159	Under LANDING OF ELEMENTS & DISMOUNTS, change the deduction to read...Additional trunk movements to maintain balance (for UB, BB (dismounts) & FX) to Up to 0.20.
6/12/13	165	Symbol for CAST is wrong. See p. 163 for correct symbol of cast.
6/12/13	166	Symbol for CAST is wrong for both low bar and high bar. See p. 163 for correct symbol of cast.
6/12/13	168	Symbol for CAST is wrong. See p. 163 for correct symbol of cast.
6/12/13	168	In the Penalties Box for the BACKWARD SOLE CIRCLE TO CLEAR SUPPORT <u>and</u> BACKWARD STALDER CIRCLE TO CLEAR FRONT SUPPORT, Change: Between 45° from vertical and horizontal to: Between 46° from vertical and horizontal
6/12/13	169	Symbol for CAST is wrong. See p. 163 for correct symbol of cast.
6/12/13	171	Symbol showing 45° is wrong. The degree should be 22.5°.
6/12/13	172	Symbol for MOUNT: JUMP TO FRONT SUPPORT is wrong. See p. 171 for correct symbol.
6/12/13	177	Deduction under SISSONE: Failure to pause in low arabesque position on landing should: Change deduction from <u>0.50</u> to <u>0.05</u> .