

Xcel Floor - Order Matters

Steps to determine if a series receives SR credit

Series are different in Xcel if:

1. The order of the skills is different. **OR**
2. There is at least one different acro skill in one of the series.
 - Since this acro is described as being “in” the series, it must be the type of acro required for that division’s series (i.e. flight or non-flight at Bronze & Silver; flight at Gold and up).
 - If the 2nd series is the same as the 1st series, it **DOES NOT** receive SR credit and none of the skills receive VP credit REGARDLESS of the connections.

If the series are different, then all skills in the 2nd series receive VP credit REGARDLESS of the connections, unless it is a skill performed for the 3rd time. (Skills performed a 3rd time receive NO VP credit.)

3rd time skill performed in a series is a RO, FF or FHS:

1. If it is a series **with a salto**:
 - The series may be given credit even though the ‘3rd time ro/ff/fhs skill’ receives no VP credit.
 - The ‘3rd time ro/ff/fhs skill’ acts as a “place holder/connector” in the series.
 - The skills in the series that receive VP credit need not be directly connected to each other. The ‘3rd time ro/ff/fhs skill’ can be the connector.
2. If it is a series **without a salto**:
 - The series must contain enough counting VPs to fulfill the series requirement.
 - At least two of the counting VP skills must be directly connected to each other (if the SR requires 2 or more directly connected skills).
 - The directly connected VP skills must meet the criteria for the SR.
 - The ‘3rd time ro/ff/fhs skill’ CANNOT be counted or used as a “place holder/connector”.

If the ‘3rd time skill’ is any skill different from a round-off, flic-flac or front handspring, it **CANNOT** contribute toward forming the series even if it is in a series with a salto.

- The series must contain enough counting VPs to fulfill the series requirement.
- At least two of the counting VP skills must be directly connected to each other (if the SR requires 2 or more directly connected skills).
- The directly connected VP skills must meet the criteria for the SR.
- The ‘3rd time NON-ro/ff/fhs skill’ CANNOT be counted or used as a “place holder”.

Quick Reference Chart

3 rd Time (FHS/RO/FF)	Without a Salto	With a Salto
VP's	No VP Credit	No VP Credit
SR	No SR Credit <i>unless there are enough other counting VP credits</i>	Yes SR Credit
Examples of Various Situations		
Routine Passes	Silver Division	Gold Division
1. RO Back Tuck 2. RO Straddle Jump 3. RO FF	1. Yes SR 2. Yes VP 3. No VP for RO. Yes SR#2 <i>(only needs one flight skill)</i>	1. Yes SR 2. Yes VP 3. NO VP for RO. Does <u>not</u> fulfill SR#2
1. RO FF 2. RO Straddle Jump 3. RO FF Back Tuck	1. Yes SR Credit 2. Yes VP Credit 3. No VP credit for RO. Yes SR #2 credit.	1. Yes SR Credit 2. Yes VP Credit 3. No VP credit for RO. Yes SR #2 credit.
1. RO FF Back Tuck 2. RO FF FF	1. Yes SR Credit 2. No VP Credit 3rd FF. <i>Yes SR #2 credit (different acro in the first series)</i>	1. Yes SR Credit 2. No VP Credit 3rd FF <i>Yes SR credit (different acro in the first series)</i>
1. RO FF FF 2. RO FF Back Tuck	1. Yes SR Credit 2. No VP credit for 3rd FF Yes SR #2 <i>(contains a salto)</i>	1. Yes SR Credit 2. No VP credit for 3rd FF Yes SR #2 <i>(contains a salto)</i>
1. RO FF 2. FHS step out RO FF	1. Yes SR Credit 2. Yes SR Credit <i>(different acro in the series)</i>	1. Yes SR Credit 2. Yes SR Credit <i>(different acro in the series)</i>
1. RO FF 2. Dive Roll RO FF	1. Yes SR Credit 2. Yes SR Credit #2 <i>(dive roll makes the series different)</i>	1. Yes SR Credit 2. No SR Credit <i>(dive roll is not a flight skill so same series)</i>