

# Women's Artistic Gymnastics



## XCEL SAPPHIRE PILOT PROGRAM RULES

Pilot Year: Effective August 1, 2022 – July 31, 2023

### PILOT REGIONS 3, 6, 7, 8

*(The chapter names/order within this document correspond with the Xcel Code of Points)*

# Women's Artistic Gymnastics

## XCEL SAPPHIRE

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Pilot Year: Effective August 1, 2022 – July 31, 2023

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# XCEL SAPPHIRE EVENT RULES SUMMARY

*Refer to each event section for specific event rules and clarifications.*

## VAULT RULES

<b>Allowable Vaults</b> No other vaults other than those listed in each Division are permitted. If another vault is unintentionally performed, it will be a "VOID" vault.	<b>Start Value (SV)</b>	<b>Alternative Springboard Allowed?</b>	<b>Additional Clarifications</b>	<b>Timed Warm-Ups</b> <i>Total time per squad determined by number of gymnasts in largest squad</i>	
				Warm-Up Time Per Gymnast	Guaranteed Min. # of Warm-Up Vaults
Xcel <b>Sapphire</b> Vault Chart	Xcel <b>Sapphire</b> SV Chart	<b>NO</b> If used, the vault will be <b>VOID</b> .	No additional clarifications	2:00 minute	3

## UNEVEN BARS RULES

**Start Value - 9.60 / Bonus - Up to 0.40**

<b>Special Requirements (SR)</b> Deduct <u>0.50</u> for Each Missing SR	<b>Value Part (VP) Required</b>	<b>Difficulty Restrictions</b> <i>Restricted Skills</i> <u>0.50</u> deduction - off SV	<b>Extra Swing Deduction Taken</b>	Warm-Up Time Per Gymnast
1. Minimum of a "B" skill finishing in clear support at vertical (not mount or dismount) 2. Minimum of "B" 360° circling skill 3. Minimum of "B" release, turn, or 2nd 360° circling skill (different from #2) 4. Minimum of "B" dismount OR "C" skill directly connected to an "A" salto dismount	Minimum of 3 "A" (0.10 each), 3 "B" VP (0.30 each) 1 "C" VP (0.50 each)	No "E" VP.	Yes	2:00 minutes

## BALANCE BEAM RULES

**Start Value - 9.60 / Bonus - Up to 0.40**

<b>Special Requirements (SR)</b> Deduct <u>0.50</u> for Each Missing SR	<b>Value Part (VP) Required</b>	<b>Difficulty Restrictions</b> <i>Restricted Skills</i> <u>0.50</u> deduction - off SV	<b>Timing</b>	
			Warm-Up Time Per Gymnast	Time Limit (No min. time)
1. Minimum 1/1 (360°) turn on one (1) foot 2. Dance series and a leap or jump requiring a 180° split (in series or isolated) 3. Acro series with a minimum of one (1) flight skill (a minimum of one (1) skill must pass through or achieve vertical) 4. Min "B" Dismount OR an acro flight skill directly connected to an "A" salto/aerial dismount	Minimum of 3 "A" (0.10 each), 3 "B" VP (0.30 each), 1 "C" (0.50)	No "E" VP.	2:00 minutes	1:30 minutes

## Clarifications - Sapphire

Dance Series: Refer to the *Xcel Code of Points* for illustrations.

\* Group 1 Dance VP – Group 1 Mounts that are considered Dance VP are indicated with a (D) next to the illustration within the *Xcel Code of Points*, are eligible to be used in the dance series.

\* Group 3 Turns on one (1) Foot are eligible to be used in the dance series.

## FLOOR EXERCISE RULES

**Start Value - 9.60 / Bonus - Up to 0.40**

<b>Special Requirements (SR)</b> Deduct <u>0.50</u> for Each Missing SR	<b>Value Part (VP) Required</b>	<b>Difficulty Restrictions</b> <i>Restricted Skills</i> <u>0.50</u> deduction - off SV	<b>Timing</b>	
			Timed Warm-Ups	Time Limit
1. One acro pass with two (2) saltos, same or different 2. Three different saltos, one (1) is a minimum of a "B" 3. Dance passage with a minimum of two different elements from Group 1 (Leap, Jump, Hop), directly or indirectly connected, one of which is a leap requiring a 180° split 4. Minimum of a "B" turn on one (1) foot	Minimum of 3 "A" (0.10 each) 3 "B" VP (0.30 each) 1 "C" (0.50)	No "E" VP.	2:00 min.	1:30 min.

**Xcel Sapphire Pilot Program  
GENERAL / JUDGES**

## **GENERAL/JUDGES**

### **CHAPTER 1: GENERAL**

#### **I. XCEL SAPPHIRE PILOT PROGRAM**

The USA Gymnastics Xcel program was developed as an alternative competitive program offering individual flexibility to coaches and gymnasts. The goal of Xcel is to provide gymnasts of varying abilities and commitment levels the opportunity for a rewarding gymnastics experience. The program allows a wide choice in skills to meet requirements so selection may be based on an individual athlete's strengths.

The focus of the Xcel program is sportsmanship, leadership, teamwork, and fun. The emphasis in the Xcel program is on correct technique, form, and performance.

A pilot program in Regions 3, 6, 7, and 8 will begin in the 2022-23 competitive year for a 6th Division called Sapphire. The Xcel Sapphire Pilot Program Rules is a living document. As changes are made or errors identified, this document will be updated on the USA Gymnastics website on the [Xcel page](#). This document is only published in an electronic format.

##### **A. Hosting Competition in a Pilot Region.**

1. **Competitions for Sapphire are only allowed in a Pilot Region (Regions 3, 6, 7, and 8)**
  - a. Only Pilot Regions 3, 6, 7, and 8 may host Sapphire Competitions.
  - b. Competitions in Regions 1, 2, 4, and 5 may not host a Sapphire Competition

##### **B. Athlete Participation.**

1. **Athletes from Participating Regions:**
  - a. Athletes from participating Regions can compete in Sapphire Division in a Pilot Region (Regions 3,6,7,8)
  - b. Athletes from participating Regions cannot compete in a Sapphire Division in a non-Pilot Region competition (Regions 1,2,4,5). They may compete in another Division or Level at that competition.
2. **Athletes from Non-Participating Regions:**
  - a. Athletes from non-participating Regions can compete in the Sapphire Division in a Pilot Region Competition (3,6,7,8).
3. **Declaration Date:** All athletes should follow their state's specific declaration date related to competition. All athletes (Both Sapphire Division and non-Sapphire Division) need to honor the declaration dates related to the Division/Level of Competition.
  - a. Since there is no state championship opportunity for Sapphire in Regions 1,2,4, and 5, should a gymnast from Regions 1,2,4, or 5 compete in the Sapphire Division (in a Pilot Region) after their state's declaration date, they are allowed to compete at the State Championship in their State at the Division/Level they competed in for other meets that season. Common sense should prevail to allow a gymnast a state championship opportunity.

##### **C. Judges Guidelines:**

1. Rating: To judge Sapphire Athletes in the Pilot Region Competitions (Regions 3,6,7,8), Judges must have a:
  - a. Minimum of a Level 9 Rating OR;
  - b. Xcel (All Divisions) Judges Rating (XR) – These are retired Development Program Level 9 or above judges that have completed the process to receive this rating.
2. If there is a lack of qualified judges that meet the minimum rating, refer to the *Rules & Policies* for procedures. Sapphire will utilize the same procedures as other Xcel Divisions in this occurrence.

##### **D. Follow all USA Gymnastics Guidelines:**

1. The Pilot Program Division follows all USA Gymnastics guidelines.
2. Athletes must have a valid Athlete membership.
3. The athlete would be designated in the Sapphire Division within the meet reservation system.

##### **E. Championship Events:**

1. State Championships (within the Pilot Regions): To be determined by the State Administrative Committee (consistent with the *Rules & Policies* for other Xcel Divisions).
2. Regional Championships (within the Pilot Regions): To be determined by the Regional Administrative Committee (consistent with the *Rules & Policies* for other Xcel Divisions).

##### **F. Meet Format, Number of Competitors, and Warm-Up Times:** Sapphire will utilize the rules for the Diamond Division as listed within the *Rules & Policies* for these areas.

1. **Note:** The routine time limit on Balance Beam for Sapphire is 1:30 which is 15 seconds longer than Diamond (1:15). Please take the longer time for beam routines into consideration when developing the meet schedule.

**Xcel Sapphire Pilot Program  
GENERAL / JUDGES**

**II. HIERARCHY OF INFORMATION FOR THE XCEL PROGRAM**

**A. The Xcel Sapphire Pilot Program rules are the official program rules for the Pilot Year.**

1. Should there be updates during the pilot year, the official Pilot Program document published on the USA Gymnastics website will be updated and has final authority if discrepancies occur between previous released versions. Updates would be noted as such with the date of modification.
2. **The chapter names/order correspond with the Xcel Code of Points with Sapphire specific information provided in this document.**
3. **Items which are not specifically addressed in this Xcel Sapphire Pilot Program Rules: defer to the following documents:**
  - 1) *Xcel Code of Points*: This includes but is not limited to:
    - Xcel elements
    - Xcel rules not addressed within this document
    - Guidance for the Diamond Division would be applied to the Sapphire Pilot Program (as applicable).
  - 2) *Development Program Code of Points* for vault visuals not listed within the *Xcel Code of Points*.
  - 3) *USA Gymnastics Rules and Policies*: Rules and policies applied to the Xcel program and specifically the Diamond Division would also apply to Sapphire unless otherwise specified within this document. This includes but is not limited to:
    - Apparatus specifications
    - Meet Fees
    - Meet format including but not limited to maximum athletes per session

**B. In these documents, the written text takes precedence over accompanying pictures/illustrations.**

**C. Please realize that every variation of an element cannot be written or depicted in these documents.**

**III. XCEL AGE/ENTRY REQUIREMENTS AND MOBILITY OVERVIEW**

*Defer to Xcel Code of Points for Age/Entry Requirements and Mobility Overview for all other items related to mobility if not addressed within this section.*

<b>XCEL AGE/ENTRY REQUIREMENTS AND MOBILITY OVERVIEW</b>			
<b>Division</b>	<b>Minimum Age Requirement</b>	<b>Prerequisite Score</b>	<b>Entry Division from Development Program<sup>^</sup></b>
<b>Sapphire Pilot Program</b>	Reached 12 <sup>th</sup> Birthday*	34.00 AA at sanctioned Diamond competition or 8.5 Individual Event Specialist (IES)	Levels 8 – 10

For additional information regarding mobility and dropping back Divisions, refer to the current *Women's Rules and Policies*.  
<sup>^</sup>Must have competed all-around at a minimum of one (1) sanctioned meet at the specified Development Program level to enter in the appropriate Xcel Division. During the "Pilot" program, gymnasts could choose to compete in either the Diamond Division or the new Sapphire Division. After the initial "Pilot" year, the Xcel committee will reassess if Level 10 gymnasts would be allowed to enter the program at the Diamond Division or only the Sapphire Division.  
\*Any gymnast who has not reached the Minimum Age Requirement may petition for entry into Xcel Sapphire by submitting a petition to the Regional Xcel Committee Chair and the National Xcel Committee Chair. The petition must be accompanied by a video that demonstrates her skill level.

**A. Any gymnast who has had previous competitive experience in programs outside of USA Gymnastics must petition to enter at the Sapphire Division by submitting a petition with a video to the Regional Technical Committee Chair and Regional Xcel Committee Chair.**

## CHAPTER 2: EVALUATION OF EXERCISES

*Defer to Xcel Code of Points for all other items if not addressed within this section.*

### I. SPECIAL REQUIREMENTS

- A. Uneven Bars, Balance Beam, and Floor Exercise have four (4) Special Requirements worth 0.50 each.**
1. Restricted elements may not be used to fulfill Special Requirements
  2. Elements are Restricted based on their Value as listed in the *Xcel Code of Points*, not on the quality / amplitude of the performance.
  3. Elements with no Value Part credit may not be used to fulfill Special Requirements.
- B. More than one (1) Special Requirement may be fulfilled by one (1) VP element, unless otherwise specified.**

### II. VALUE PARTS

- A. "Value Parts" (VP)**
1. Sapphire will utilize elements listed in the *Xcel Code of Points*. Elements listed in the *Xcel Code of Points* may:
    - a. Receive Value Part credit as listed, even if different from *Development Program Code of Points* value.
    - b. May receive Value Part credit twice if performed with a different entrance or exit.
    - c. May fulfill each Division's Special Requirements and Value Parts requirements
  2. Elements listed in *Xcel Code of Points* have different difficulty values. Each Division has its own difficulty restrictions (refer to each Apparatus section – Difficulty Restrictions for further information):
    - a. "A" = part with easy difficulty      0.10 pt.
    - b. "B" = part with medium difficulty    0.30 pt.
    - c. "C" = part with high difficulty       0.50 pt.
    - d. "D" = part with higher difficulty

**B. Value Part Requirements for Xcel Sapphire Competition are:**

Value Part Requirement
<b>SAPPHIRE</b>
<b>3 "A", 3 "B", 1 "C"</b>

Deduction for Missing VP	
Missing VP	Deduction
"A"	<u>0.10</u>
"B"	<u>0.30</u>
"C"	<u>0.50</u>
<b>Higher Value Parts can replace lower Value Parts</b>	

**C. Principles for Leaps and Jumps with Split Angles**

1. The Sapphire Division has a minimum split angle requirement for Special Requirement credit. Deficiency of up to 45° from the required split is allowed to still receive VP and SR credit but a deduction of up to 0.20 for insufficient split is applied.

MINIMUM SPLIT ANGLE REQUIREMENT	
<b>BEAM</b>	180°
<b>FLOOR</b>	180°

### III. ALLOWABLE VALUE PARTS AND DIFFICULTY RESTRICTIONS

- A. If a restricted element is performed: (All Divisions)**
1. Deduct 0.50 from SV
  2. Do not award Value Part credit
  3. The element cannot be used to fulfill Special Requirements
    - a. If a restricted element is performed as the dismount, also deduct 0.30 for No Dismount.
  4. All appropriate execution and amplitude deductions would be applied to all elements, whether or not they receive Value Part credit.
- B. Sapphire Division Allowable Value Parts and Restrictions**
1. Only "A", "B", "C" and "D" VP elements. (Based on elements listed within the *Xcel Code of Points*).
    - "E" VP elements, as listed in the *Development Program Code of Points* are not allowed. These are not listed in the *Xcel Code of Points*.

**Xcel Sapphire Pilot Program  
GENERAL / JUDGES**

**IV. START VALUE**

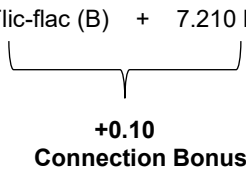
- A. Vault: Start Value based on the vault performed as listed in the Vault Start Value Chart.
- B. Bars, Beam, and Floor: 9.60 Start Value

**V. BONUS**

**A. Maximum Bonus: 0.40**

1. **There are two (2) bonus categories – Difficulty Bonus and Connection Bonus.** Bonus may be achieved from either or both categories. **All 0.40 may be achieved in one category or a combination of both.**
  - a. **Difficulty Bonus (C/D):** An element may receive Difficulty Bonus only one time.
    - 1) Each “C” is eligible to receive 0.10 in Bonus
      - The required “C” VP is eligible to receive Bonus (+.10)
      - The same “C” skill may receive “C” Bonus only 1 time.
    - 2) Maximum of One (1) “D” skill is eligible for 0.10 in Difficulty Bonus on each event.
      - Additional “D’s” are allowed but not rewarded with Bonus.
  - b. **Connection Bonus:** “B”+”B” combination (or higher) is eligible for 0.10 in Bonus for each occurrence.
    - 1) Applies to any inherently connectable skills (as well as indirect acro passes on Floor).
    - 2) “B”+”B” (or higher) may include any combination of mounts, dismounts, dance and acro.
2. **Eligible elements:**
  - a. Only elements listed in the *Xcel Code of Points* may be used for Bonus.
  - b. Only elements that receive Value Part credit may be used for Bonus.
  - c. Element **MUST** be performed without a fall or spotting deduction to receive Bonus.

The following provides clarifications and examples related to Bonus. This is not intended as an all-encompassing list of possible occurrences but rather examples of scenarios which may occur.

<b>BONUS CLARIFICATIONS AND EXAMPLES</b>	
<b>Clarification</b>	<b>Example</b>
<b>Same element may be used for Difficulty Bonus and Connection Bonus:</b> An element is eligible for both Difficulty Bonus (C/D) and used in the Connection Bonus.	Floor: 1.305 Switch-side leap (C) + 1.307 Popa (C) Total Bonus for this combination = 0.30 <ul style="list-style-type: none"> <li>• Connection Bonus: +0.10 for C+C Connection</li> <li>• Difficulty Bonus: +0.20 total = +0.10 for Switch-side leap (“C” element) +0.10 for Popa (“C” element)</li> </ul>
<b>Same “C” Element performed more than once:</b> <ul style="list-style-type: none"> <li>• Can receive VP twice only if performed with a different entrance or exit</li> <li>• Can receive Difficulty (C/D) Bonus only one time</li> <li>• May be used a second time as part of a Bonus connection.</li> </ul>	Beam: <ul style="list-style-type: none"> <li>• Performs 2.305 Switch-Leg Leap (C) - Award 0.10 Difficulty Bonus</li> <li>• Then later performs a 2.305 Switch-Leg Leap (C) + 2.201 Split Jump (B)               <ul style="list-style-type: none"> <li>- Connection Bonus: +0.10 – Switch-Leg Leap may be performed again in connection.</li> <li>- Difficulty Bonus: The Switch-Leg Leap does <u>NOT</u> get Difficulty Bonus the second time.</li> </ul> </li> </ul>
<b>Fall/Spot</b> <ul style="list-style-type: none"> <li>• Fall/Spot on a “D” element</li> </ul>	<b>Any element performed with a fall or a spot is not eligible for bonus.</b> A gymnast attempts a “D” element and falls. That element does not receive Bonus. The gymnast is not restricted on the number of “D” elements they may perform in a routine. She may perform a “D” element successfully within another portion of the routine and receive the 0.10 Difficulty Bonus. Difficulty Bonus may only be awarded only one (1) time for a “D” element.
<ul style="list-style-type: none"> <li>• A 2-element connection series that ends with a fall will not be awarded Connection Bonus. If the first skill in that series is eligible for Difficulty Bonus, that would be awarded.</li> </ul>	Beam: 7.403 Aerial (D) + 7.210 Flic-flac (B) – Gymnast falls on the Flic-flac <ul style="list-style-type: none"> <li>• The series would not receive Connection Bonus due to the fall on the 2<sup>nd</sup> element</li> <li>• The first element – 7.403 Aerial cartwheel (D) would receive 0.10 for Difficulty Bonus.</li> </ul>
<ul style="list-style-type: none"> <li>• In a 3-element series that ends with a fall, if the first 2 elements are connectable “B” or higher skills, the first 2 elements will be awarded Connection Bonus. The middle and third element connection will not be awarded Connection Bonus due to the fall on the third element. Elements performed successfully as element 1 or 2 are eligible for Difficulty Bonus (C/D) as applicable.</li> </ul>	Beam – 7.210 Flic-flac (B) + 7.210 Flic-flac (B) + <b>8.303 Back tuck (C)</b> <div style="text-align: center;">  <p style="margin: 0;">+0.10 Connection Bonus</p> </div> <p style="text-align: right; margin-right: 50px;"><b>(FALL)</b></p>



**Xcel Sapphire Pilot Program  
GENERAL / JUDGES**

**BONUS CLARIFICATIONS AND EXAMPLES (Continued)**

<b>DIFFICULTY BONUS</b>	<b>The same element receive Difficulty Bonus only one time.</b>	<p>Floor: 1.316 Wolf Jump Full (C) + 1.316 Wolf Jump Full (C). Total Bonus = 0.20</p> <ul style="list-style-type: none"> <li>The first Wolf Jump Full would receive the 0.10 Difficulty Bonus (C/D) for a "C". The second would not.</li> <li>The combination would receive Connection Bonus of 0.10.</li> </ul> <p>Exception: Same C/D element performed a second time</p> <ul style="list-style-type: none"> <li>First time NOT performed successfully – No VP credit awarded</li> <li>Second time with successful performance – VP credit awarded – Difficulty Bonus awarded +.10</li> </ul>
	<b>An element performed a second time may receive a Connection Bonus.</b>	<p>Bars: 4.202 Giant (B) + 4.202 Giant (B).</p> <ul style="list-style-type: none"> <li>If both Giant circles have a different entrance or exit (i.e., preceded or followed by a different element), they will both receive VP credit and Connection Bonus is awarded.</li> </ul>
<b>CONNECTION BONUS</b>	<b>Connection Bonus with three (3) or more elements - The second (2<sup>nd</sup>) element and those following may be used two times:</b>	<p>Bars:</p> <p align="center"> <math display="block">\underline{2.201 \text{ Cast Handstand (B)}} + \underline{4.202 \text{ Giant \#1 (B)}} + \underline{4.202 \text{ Giant \#2 (B)}}</math> </p> <p align="center"> </p>
	<b>Exact same connection may be used only one time for Connection Bonus.</b>	<p>Beam: 2.202 Straddle Jump (B) + 7.210 Flic-Flac (B)</p> <ul style="list-style-type: none"> <li>A second Straddle Jump + Flic-flac performed in the exact same connection would not receive Bonus again.</li> <li>If the same skills were performed a second time in a different order (Flic-flac + Straddle Jump), it would receive Connection Bonus.</li> </ul>
	<b>Direct connection between dance elements</b>	<p>To receive Connection Bonus, dance elements must be <u>directly</u> connected. The following examples would break a connection if they occurred between the two elements - running steps, small leaps, hops, chassés, assemblés, turns on one or two feet. This is not an all-inclusive list, but is to be used as examples.</p> <ul style="list-style-type: none"> <li>An Indirect dance passage would not be eligible for Connection Bonus.</li> </ul>
	<b>Indirect Acro Connections on Floor are eligible for Connection Bonus</b>	<p>Floor Acro (tumbling) pass: 6.201 Front Pike (B) step-out + 5.105 Round-off (A) + 8.201 Back Layout Full Twist (B)</p> <ul style="list-style-type: none"> <li>The pass would receive a Connection Bonus of +0.10 for the indirect connection of the 6.201 Front Pike (B) and the 8.201 Back layout full twist (B)</li> </ul>

**VI. NO COMPOSITION DEDUCTIONS**

Composition deductions are not applied to any Xcel Division or Event. The emphasis in Xcel is on the gymnast's performance quality – Execution, Amplitude, Rhythm, Dynamics, and Artistry.

**VII. ROUTINE REQUIREMENT FORMULA**

	<b>SAPPHIRE</b>
Value Parts (VP)	1.70
Special Requirements (SR)	2.00
Bonus	0.40
Execution / Artistry	5.90*
<p><i>*Maximum amount of Execution Deductions = 4.00, which includes Falls. Deduct for Artistry and Spotting Assistance in addition to maximum execution. Note: The courtesy score is a 4.0</i></p>	

## VIII. CALCULATING START VALUES

- A. All Judges independently determine the Start Value.
- B. Not mandatory that Judges agree on Start Value, but an impossible Start Value requires a Conference.
- C. Steps in determining the Start Value:
  - 1. Sapphire routines begin at a 9.6 SV
  - 2. Add to Start Value: Bonus achieved (Up to 0.40)
  - 3. Deduct from Start Value:
    - a. Missing Value Parts (“A” – 0.10; “B” – 0.30, “C” – 0.50)
    - b. Missing Special Requirements (0.50 each)
    - c. Exercise is without a Dismount (0.30)
    - d. Performance of Restricted Elements (0.50 each)

Example of Determining Start Value: Sapphire Division	
Value Part Requirement:	3 “A”, 3 “B”, 1 “C”
Gymnast performs	3 “A”, 4 “B”, and 2 “C” - All SR and all VP requirements are met. Bonus: Gymnast has Difficulty Bonus for 2 different “C” elements valued at 0.10 each (total 0.20) AND one Connection Bonus for a B+B connection at 0.10.
<b>Initial Start Value</b>	<b>9.60</b>
<b>Bonus Achieved</b>	<b>+0.30</b>
<b>Start Value</b>	<b>9.90 SV</b>

## CHAPTER 3: SCORING

*Defer to Xcel Code of Points for all items within this section.*

## CHAPTER 4: UNUSUAL JUDGING SITUATIONS

*Defer to Xcel Code of Points for all items unless otherwise addressed within this section.*

### I. INQUIRIES

- A. Inquiries are limited to questions regarding:
  - 1. Start Value
  - 2. Neutral deductions
  - 3. Falls
  - 4. Unusual Occurrences

## CHAPTER 5: DUTIES & RESPONSIBILITIES OF MEET OFFICIALS

*Defer to Xcel Code of Points for all items within this section.*

## CHAPTER 6: APPARATUS SPECIFICATIONS

*Defer to Xcel Code of Points for all items within this section.*

## CHAPTER 7: ATTIRE REGULATIONS

*Defer to Xcel Code of Points for all items within this section.*

## CHAPTER 8: DEDUCTIONS

*Defer to Xcel Code of Points for all items within this section. Deductions applied within the Xcel Code of Points will be utilized for the Sapphire Pilot Program. There is one deduction modification noted within the [Bars](#), [Beam](#), and [Floor](#) sections of this document.*

**Xcel Sapphire Pilot Program  
VAULT**

## VAULT

*Defer to Xcel Code of Points for all items unless otherwise addressed within this section.*

### CHAPTER 1: VALUES

- A. Allowable Vaults:** The Vaults listed within the vault chart are allowed as noted.
- B. Start Value:** See Vault Chart for Start Values.
- C. Use of Alternative Trampoline-Like Springboard Apparatus:** Sapphire Division: Not Allowed. If used, the vault will be VOID.
- D. Performance of a Restricted Vault** will result in an EVENT score of “0” (VOID).
- If a Gymnast attempts a Vault listed on the Vault Chart for her Division, but does not complete it, resulting in a Vault that is not found on the Chart, the Vault is scored “0” (VOID).
    - However, the gymnast does NOT receive a “0” (VOID) as the Final Score for the event if the other Vault is a legitimate Vault.
  - If either of the two Vaults performed are Vaults that are not allowed at the gymnast’s Division, the gymnast receives a Final Score of “0” (VOID) for that event, because a Restricted Vault was performed.

<b>SAPPHIRE DIVISION VAULT CHART</b>					
<b>Vault #</b>	<b>Specific Allowable Vault</b>	<b>Start Value</b>	<b>Vault #</b>	<b>Specific Allowable Vault</b>	<b>Start Value</b>
1.101	Handspring	9.0	3.201	Tsukahara → Back Tuck	9.7
1.102	Handspring → ½ twist off	9.1	3.303	Tsukahara → Back Pike	9.8
1.103	Yamashita	9.0	3.304	Tsukahara → Back Layout	10.0
1.104	Yamashita → ½ twist off	9.1	4.101	RO, FF on → Repulsion (with flight to feet) off	9.0
1.105	½ twist on → ½ twist off OR ¼ twist on → ¾ twist off	9.1	4.102	RO, FF on → Repulsion ½ twist off	9.1
1.106	¼ on → Repulsion off to feet OR ½ twist on → Repulsion off to feet	9.0	4.201	RO, FF on → 1/1 twist off	9.4
1.109	¼ on → 1/4 twist off – to land facing away from Table	9.0	4.202	RO, FF on → 1 1/2 twist off (Allen)	9.5
1.201	Handspring → 1/1 twist off	9.4	4.203	RO, FF on → Back Tuck	9.7
1.202	Handspring → 1 ½ twist off	9.5	4.301	RO, FF on → 2 /1 twist off	10.0
1.203	Yamashita → 1/1 twist off	9.4	4.304	RO, FF on → Back Pike	9.8
1.205	½ twist on → 1 ½ twist off OR ¼ twist on → 1 ¾ twist off	9.6	4.305	RO, FF on → Back Layout	10.0
1.206	½ twist on → 1/1 twist off OR ¼ twist on → 1 ¼ twist off	9.4	5.101	RO, FF ½ on → Handspring	9.1
1.207	1/1 twist on → Handspring OR Yamashita off	9.5	5.102	RO, FF ½ on → ½ twist off	9.2
1.208	1/1 twist on → ½ twist off	9.6	5.201	RO, FF ½ on → 1/1 twist off	9.6
1.301	Handspring → 2/1 twist off	10.0	5.107	RO, FF 1/1 on → ½ twist off	9.6
1.306	½ twist on → 2/1 twist off OR ¼ twist on → 2 ¼ twist off	10.0	5.202	RO, FF ½ on → 1 ½ twist off	9.8
1.307	1/1 twist on → 1/1 twist off	10.0	5.207	RO, FF 1/1 on → 1/1 twist off	10.0
			5.312	RO, FF ½ on → 2/1 twist off	10.0

### CHAPTER 2: GENERAL INFORMATION

*Defer to Xcel Code of Points for all other items within this section.*

**A. Timing:**

- Timed Warm-Up: 2:00 per gymnast (Guaranteed Min. # of Warm-Up Vaults – 3)
- Fall Time: Fall time will correspond with the Xcel Code of Points (45 seconds).

### CHAPTER 3: DEDUCTIONS

*Defer to Xcel Code of Points for all items within this section.*

#### VAULT ELEMENTS

*Defer to the Xcel Code of Points for all applicable vault numbers and the Development Program Optional Code of Points for any vault numbers found within the Xcel Sapphire Chart but not explicitly listed within the Xcel Code of Points.*

**Xcel Sapphire Pilot Program**  
UNEVEN BARS

**UNEVEN BARS**

*Defer to Xcel Code of Points for all items unless otherwise addressed within this section.*

**CHAPTER 1: REQUIREMENTS & RESTRICTIONS**

**I. SPECIAL REQUIREMENTS**

Special Requirements (SR) each worth 0.50.

1. Minimum of a “B” skill finishing in clear support at vertical (not mount or dismount)
2. Minimum of “B” 360° circling skill
3. Minimum of “B” release, turn, or 2nd 360° circling skill (different from #2)
4. Minimum of “B” dismount OR “C” skill directly connected to an “A” salto dismount

**II. VALUE PART REQUIREMENTS**

Value Part Requirement		
Sapphire	3 “A” VP	(0.10 each)
	3 “B” VP	(0.30 each)
	1 “C” VP	(0.50 each)

**III. SPECIAL REQUIREMENT CLARIFICATIONS**

**A. Refer to the Xcel Code of Points Special Requirement Clarifications for Clarifications applied to ALL divisions. These will also be applied to Sapphire with the following modification:**

1. Cast/Clear Support Special Requirement Angle: SR credit will be awarded for the cast/clear support angle within 20° of the Sapphire specified angle.
  - a. No deduction will be applied for 1-10° below the requirement.
  - b. A deduction of 0.10 will be applied for amplitude for 11-20° below the requirement.
  - c. 20° or more below the requirement will not receive SR credit. No deduction will be applied for Insufficient amplitude of Cast/Clear Support for Angle Special Requirement. The element may receive other amplitude deductions related to the specific element (for clear hips, other circles, etc.). Refer to Bars Chapter 3 Deductions for further information.

**B. Clarifications applied specifically to Sapphire:**

1. **Special Requirement #3:**
  - a. **Different from SR#2:**
    - 1) A Clear hip circle on the low bar and a Clear hip circle on the high bar are NOT considered different skills for Special Requirement fulfillment, even if they have different exit or entrance.
    - 2) Different circling skills have either a different number in the *CoP*, or are performed with a different degree of turn, or are performed on 1 or both arms.
  - b. **Release:** Release can occur in the mount but not dismount.
  - c. **Turn:**
    - 1) Turn CANNOT occur in either the mount or the dismount.
    - 2) A pirouette may fulfill the turn Special Requirement.

**IV. DIFFICULTY RESTRICTIONS**

Refer to the [General/Judges Chapter 2 – III. Allowable Value Parts and Difficulty Restrictions](#) for guidance on Restricted elements.

DIFFICULTY RESTRICTIONS BY DIVISION	
Division	Restrictions
Sapphire	Only “A”, “B”, “C”, and “D” VP elements are allowed. • “E” VP elements are NOT allowed.

**V. BONUS**

**A. Maximum Bonus: 0.40**

Refer to the [General / Judges section of this document – Chapter 2](#) for further clarification on Bonus categories and applying Bonus.

**Xcel Sapphire Pilot Program**  
**UNEVEN BARS**

**VI. ROUTINE EXAMPLES**

The following provides sample bar routines for the Sapphire Division. The Value part (VP), Special Requirement (SR), and Bonus is provided for each routine element as applicable.

- **Fulfilling multiple Special Requirements:** In some instances, there are multiple elements within the routine which may fulfill one Special Requirement. The first element to fulfill the Special Requirement is noted with the Special Requirement (SR).
- **Bonus:** The first elements achieving Bonus up to the maximum of 0.40 are indicated. Any additional Bonus elements/connections are shown with an \* to indicate the maximum Bonus is already reached.

<b>SAPPHIRE - ROUTINE EXAMPLES</b>							
<b>MEET SPECIAL REQUIREMENTS (SR), VALUE PARTS (VP), AND BONUS</b>							
	Routine Elements	Element #	VP	SR	Bonus		Start Value
					C/D	Conn.	
1	Glide kip (LB)	1.101	A				<ul style="list-style-type: none"> <li>• <b>All Special Requirements-</b> Yes</li> <li>• <b>All Value Parts</b> – Yes</li> <li>• <b>All Bonus</b> - Yes (*Additional elements in the routine were eligible for Bonus, but maximum Bonus already achieved)</li> <li>• <b>Start Value</b> – 9.60+0.40 Bonus = 10.0</li> </ul>
	Cast to handstand with ½ (180°) turn in handstand phase	2.301	C	SR1/ SR3	+1		
	Glide kip (LB)	1.101	A				
	Cast to Squat-on, jump to high bar	2.102	A				
	Long Hang Kip	1.101	A				
	Cast handstand	2.201	B			+1	
	Clear hip circle to handstand	3.304	C	SR2	+1	+1	
	Back Giant	4.202	B			+1*	
	Back Giant	4.202	B			+1*	
Flyaway (layout) with 1/1 (360°) twist	8.203	B	SR4				
2.	Glide kip (LB)	1.101	A				<ul style="list-style-type: none"> <li>• <b>All Special Requirements</b> – Yes</li> <li>• <b>All Value Parts</b> – Yes</li> <li>• <b>All Bonus</b> – Yes (*Could have received a C/D Bonus for the dismount but maximum Bonus was already achieved.)</li> <li>• <b>Start Value</b> - 9.60+0.40 Bonus = 10.0</li> </ul>
	Cast handstand	2.201	B	SR1		+1	
	Clear hip circle to handstand	3.304	C	SR2	+1		
	Toe on stoop circle	7.103	A				
	Long Hang Kip	1.101	A				
	Cast handstand	2.201	B			+1	
	Back giant	4.202	B	SR3		+1	
	Toe on front tuck dismount	8.301	C	SR4	+1*		
<b>DO NOT MEET SPECIAL REQUIREMENTS (SR), VALUE PART (VP), AND/OR MAXIMUM BONUS</b>							
	Routine Elements	Element #	VP	SR	Bonus		Start Value
					C/D	Conn.	
1	Jump to hang on HB – underswing with ½ turn (180°) turn and flight over LB to glide	1.215	B	SR3			<ul style="list-style-type: none"> <li>• <b>All Special Requirements</b> – No, missing SR4 – Dismount must be a minimum of a “B” or a “C” directly connected to an “A” salto</li> <li>• <b>All Value Parts</b> – Yes</li> <li>• <b>All Bonus:</b> No, +0.20 total</li> <li>• <b>Start Value</b> –9.60 – 0.50 (Missing SR) + 0.20 Bonus = 9.30 SV</li> </ul>
	Glide kip (LB)	1.101	A				
	Cast handstand	2.201	B	SR1		+1	
	Clear hip circle to handstand	3.304	C	SR2	+1		
	Toe on stoop circle	7.103	A				
	Long Hang Kip	1.101	A				
	Cast handstand	2.201	B				
Flyaway (layout)	8.103	A					
2	Free straddle jump over LB to HB hang	1.208	B			+1	<ul style="list-style-type: none"> <li>• <b>All Special Requirements</b> – Yes</li> <li>• <b>All Value Parts</b> – No, Missing “C”, Higher VP “B” can replace lower “A” VP to meet 3 “A” requirement</li> <li>• <b>All Bonus-</b> No, +0.30 awarded</li> <li>• <b>Start Value</b> – 9.60 SV – 0.50 (Missing “C”)+ 0.30 Bonus = 9.40 SV</li> </ul>
	Counterswing straddle with flight over LB to hang on LB	2.205	B	SR3			
	Glide kip	1.101	A				
	Cast to Squat, jump to high bar	2.102	A				
	Back Uprise clear support on HB (to come to rest on HB)	2.203	B				
	Cast handstand	2.201	B	SR1		+1	
	Backward giant	4.202	B	SR2		+1	
Flyaway (layout) with ½ (180°) twist	8.203	B	SR4				

**Xcel Sapphire Pilot Program**  
UNEVEN BARS

**CHAPTER 2: GENERAL INFORMATION**

*Defer to Xcel Code of Points for all items unless otherwise addressed within this section.*

**I. RECOGNITION (COUNTING) OF VALUE PARTS (VP)**

**A. Casts/Skills finishing in clear support:** Refer to [Bars Chapter 3: II. Amplitude](#) for further information related to angle deductions and Value Part credit for casts and skills ending in a clear support.

1. Angle Requirements: (within 20° of the requirement will receive VP/SR credit)
  - a. Vertical - Skill finishing in a clear support at vertical (not in the mount or dismount)
2. Cast: A cast within 20° of the requirement will receive VP/SR credit.
  - a. No deduction is applied for 1-10° below the requirement.
  - b. A 0.10 deduction will be applied for amplitude for 11-20° below the requirement.
3. Clear Support: Elements in clear support must be within 20° of Vertical for Sapphire to receive SR credit.
  - a. No deduction is applied for 1-10° below the requirement.
  - b. Clear support elements that are 11° - 20° below vertical will receive a 0.10 deduction for insufficient amplitude related to the Special Requirement.
  - c. In addition, any amplitude and Value Part deduction would be applied to the specific element as performed (as specified within the Amplitude section).

**II. TIMING REGULATIONS**

**A. Timing:**

1. Timed Warm-Up: 2:00 minutes per gymnast
2. Fall Time: Fall time will correspond with the *Xcel Code of Points* (45 seconds).

**CHAPTER 3: DEDUCTIONS**

*Defer to Xcel Code of Points for all items unless otherwise addressed within this section.*

**I. INTERMEDIATE (EXTRA) SWING**

**A. Intermediate (extra) swing deductions will be applied to Sapphire.** Please refer to the *Xcel Code of Points* related to this deduction.

**B. Tap Swing-Counterswing or Underswing-Counterswing (Considered the same skill):** This is not considered a VP in Sapphire and would receive an extra swing deduction with the following exception:

- If a tap swing or counterswing is inherently part of the entry into an element.

Examples	
<b>Extra Swing Deduction Applied</b>	Tap Swing-Counterswing + Tap swing fly away dismount .30 extra swing deduction for the tap swing-counterswing
<b>No Extra Swing Deduction</b>	Tap swing – counterswing performed prior to salto forward dismount (front flyaway)
	Tap swing – counterswing performed prior to a release straddle back over low bar
	Tap swing – counterswing performed prior to a back uprise

**Xcel Sapphire Pilot Program  
UNEVEN BARS**

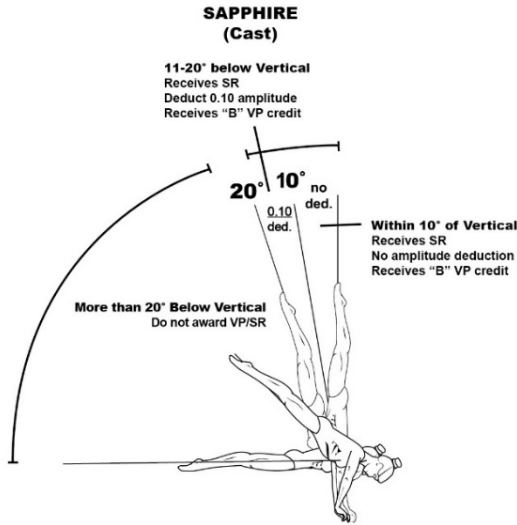
**II. AMPLITUDE**

**A. Elements used to fulfill the Angle Special Requirement**

An angle within 20° of the Sapphire vertical requirement will fulfill the Special Requirement.

- No deduction for amplitude will be applied for 1-10° below the requirement
- A 0.10 deduction will be applied for amplitude for 11-20° below the requirement.
- 21° or more below the requirement will not receive the SR. Award VP for the for the element performed. The 0.10 deduction for “Insufficient amplitude of Cast/Clear Support for Angle Special Requirement” will not be applied.

**1. Casts**



<b>CASTS</b>				
<b>Division</b>	<b>Angle Requirement</b>	<b>Cast Height</b>	<b>Amplitude Deduction for Special Requirement</b>	<b>VP/SR</b>
<b>Sapphire</b>	Vertical	Vertical	No amplitude deduction	Award “B” VP/SR
		1° to 10° from vertical	No amplitude deduction	Award “B” VP/SR
		11° to 20° from vertical	<u>0.10</u> amplitude deduction	Award “B” VP/SR
		21°- and below	No amplitude deduction	No VP/ Does not meet vertical SR

**2. Clear Support:**

- Elements in clear support must be within 20° of Vertical for Sapphire to receive SR credit.
  - No deduction for amplitude will be applied for 1-10° below the requirement
  - Clear support elements that are 11° - 20° below vertical will receive a 0.10 deduction for insufficient amplitude related to the Special Requirement.
  - In addition, any Amplitude and Value Part would be applied to the specific element as performed (as specified within the Amplitude section that follows).

**B. Amplitude of flights to handstand on low bar:** Amplitude deductions in the *Xcel Code of Points* will also apply to Sapphire. Any Diamond Division specific deductions would apply to Sapphire.

<b>Amplitude of Flights to Handstand on Low Bar</b>		
<b>Angle Requirement</b>	<b>Amplitude Deduction</b>	<b>Value Part</b>
0° - 10° from vertical	No amplitude deduction	Award higher VP
11° - 20° from vertical	0.05 amplitude deduction	Award higher VP
21° or more from vertical	No amplitude deduction	Award lower VP

**C. Amplitude of Circling Elements:** Amplitude deductions in the *Xcel Code of Points* will also apply to Sapphire. Any Diamond Division specific deductions would apply to Sapphire (See chart within the *Xcel Code of Points*).

**D. Amplitude of Body at Turn Completion:** Amplitude deductions specified in the *Xcel Code of Points* will also apply to Sapphire. (See chart within the *Xcel Code of Points*).

**Xcel Sapphire Pilot Program**  
**UNEVEN BARS**

**III. BAR DEDUCTIONS**

*Defer to the Xcel Code of Points for all deductions within this section.*

- *Note: Deductions which are specifically designated to be applied at the Diamond Division may also be applied in the Sapphire Division (i.e., Intermediate (extra) swing, Insufficient amplitude of "B" clear hip circle, etc.).*
- The following deduction would be modified to apply for Sapphire.

<b>No Deduction</b> <b><u>0.10</u></b>	<b>Insufficient amplitude of Cast/Clear Support for Angle Special Requirement</b> 1° to 10° from vertical 11° to 20° from vertical
-------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------

**UNEVEN BAR ELEMENTS**

*Defer to the Xcel Code of Points for all Bar Elements. There are no elements limited by Division for Sapphire (Additional A's Chart – Xcel Code of Points Page Uneven Bar Elements-1).*



**Xcel Sapphire Pilot Program**  
**BALANCE BEAM**

## **BALANCE BEAM**

*Defer to Xcel Code of Points for all items unless otherwise addressed within this section.*

### **CHAPTER 1: REQUIREMENTS & RESTRICTIONS**

#### **I. SPECIAL REQUIREMENTS**

Special Requirements (SR) each worth 0.50.

1. Minimum 1/1 (360°) turn on one (1) foot
2. Dance series and a leap or jump requiring 180° split (in series or isolated)
3. Acro series with a minimum of one (1) flight skill (a minimum of one (1) skill must pass through or achieve vertical)
4. Min "B" Dismount OR an acro flight skill directly connected to an "A" salto/aerial dismount

#### **II. VALUE PART REQUIREMENTS**

<b>Value Part Requirement</b>		
<b>Sapphire</b>	3 "A" VP	( <u>0.10</u> each)
	3 "B" VP	( <u>0.30</u> each)
	1 "C" VP	( <u>0.50</u> each)

#### **III. SPECIAL REQUIREMENT CLARIFICATIONS**

- A.** Refer to the *Xcel Code of Points* Special Requirement Clarifications for Clarifications applied to ALL divisions. These will also be applied to Sapphire with the following modification:
- SR credit will be awarded for Cross and Side split leaps or jumps that are within 45° of the Sapphire split angle. A deduction of up to 0.20 for insufficient split will be applied.

#### **IV. DIFFICULTY RESTRICTIONS**

Refer to the [General/Judges Chapter 2 – III. Allowable Value Parts and Difficulty Restrictions](#) for guidance on Restricted elements.

<b>DIFFICULTY RESTRICTIONS BY DIVISION</b>	
<b>Division</b>	<b>Restrictions</b>
<b>Sapphire</b>	<b>Only "A", "B", "C", and "D" VP elements are allowed.</b> <ul style="list-style-type: none"><li>• "E" VP elements are NOT allowed.</li></ul>

#### **V. BONUS**

**A. Maximum Bonus: 0.40**

Refer to the [General / Judges section of this document – Chapter 2](#) for further clarification on Bonus categories and applying Bonus.

**Xcel Sapphire Pilot Program**  
**BALANCE BEAM**

**VI. ROUTINE EXAMPLES**

The following provides sample beam routines for the Sapphire Division. The Value part (VP) and Special Requirement (SR) is provided for each routine element as applicable.

- **Fulfilling Multiple Special Requirements:** In some instances, there are multiple elements within the routine which may fulfill one Special Requirement. The first element to fulfill the Special Requirement is noted with the Special Requirement (SR).
- **Bonus:** The first elements achieving the Bonus up to the maximum of 0.40 are indicated. Any additional Bonus elements/connections are shown with an \* to indicate the maximum Bonus is already reached.
- **Connection/Series:** Elements with a "+" indicates a connection/series.

<b>SAPPHIRE - ROUTINE EXAMPLES</b>							
<b>MEET SPECIAL REQUIREMENTS (SR), VALUE PARTS (VP), AND BONUS</b>							
	Routine Elements	Element #	VP	SR	Bonus		Start Value
					C/D	Conn.	
1	Free roll at end of beam (mount)	1.207	B				<ul style="list-style-type: none"> <li>• <b>All Special Requirements:</b> Yes</li> <li>• <b>All Value Parts:</b> Yes (Higher VP may replace lower VP)</li> <li>• <b>All Bonus:</b> Yes (*Additional elements in the routine were eligible for Bonus, but maximum Bonus already achieved)</li> <li>• <b>Start Value:</b> 9.60+0.40 Bonus = 10.0</li> </ul>
	1/1 (360°) Wolf turn on one (1) foot	3.206	B	SR1			
	Split Jump (180°) +	2.201	B	SR2		} +.1	
	Sheep Jump	2.407	D		+ .1		
	One (1) arm Front Handspring +	7.302	C	SR3		} +.1*	
	Back Tuck	8.303	C		+ .1		
Gainer salto stretched with 1/1 (360°) twist to side of beam (dismount)	9.308	C	SR4	+ .1*			
2.	From side, jump to straddle stand mount	1.104	A				<ul style="list-style-type: none"> <li>• <b>All Special Requirements:</b> Yes</li> <li>• <b>All Value Parts:</b> Yes</li> <li>• <b>All Bonus:</b> Yes (*Could have received a Connection Bonus for the dismount but maximum Bonus was already achieved.)</li> <li>• <b>Start Value:</b> 9.60+0.40 Bonus = 10.0</li> </ul>
	1½ (540°) turn on one foot	3.201	B	SR1			
	Switch-leg Leap (180°) +	2.305	C	SR2	+ .1	} +.1	
	Cross straddle jump	2.202	B				
	From sit, swing to cross handstand forward roll +	6.203	B	SR3		} +.1	
	Flic-flac	7.208	B				
Straddle jump from side position +	2.302	C	SR4	+ .1	} +.1*		
Back tuck with 1/1 (360°) twist (dismount)	9.206	B					
<b>DO NOT MEET SPECIAL REQUIREMENTS (SR), VALUE PART (VP), AND/OR MAXIMUM BONUS</b>							
	Routine Elements	Element #	VP	SR	Bonus		Start Value
					C/D	Conn.	
1	Leap to cross split sit mount (1 foot take-off)	1.105	A				<ul style="list-style-type: none"> <li>• <b>All Special Requirements:</b> Yes</li> <li>• <b>All Value Parts:</b> Yes</li> <li>• <b>All Bonus:</b> No, +0.30 total</li> <li>• <b>Start Value:</b> 9.60 + 0.30 Bonus = 9.90 SV</li> </ul>
	1/1 (360°) turn with leg horizontal	3.303	C	SR1	+ .1		
	Switch-leg Leap (180°) +	2.305	C	SR2	+ .1	} +.1	
	Split Jump (180°)	2.201	B				
	Tic-toc +	7.105	A	SR3			
	Flic-flac	7.208	B				
Cartwheel +	7.103	A	SR4				
Back Tuck with ½ (180°) twist	9.206	B					
2	Jump to press handstand – lower to end in clear straddle support	1.210	B				<ul style="list-style-type: none"> <li>• <b>All Special Requirements:</b> No, Missing SR 4 (minimum "B" or acro flight skill directly connected to an "A" salto/aerial dismount)</li> <li>• <b>All Value Parts:</b> No, Missing "C", Higher VP "B" can replace lower "A" VP to meet 3 "A" requirement</li> <li>• <b>All Bonus:</b> No, +0.20 total</li> <li>• <b>Start Value:</b> 9.60 SV – 0.50 (Missing "C") – 0.50 (Missing SR4) +0.20 Bonus = 8.80 SV</li> </ul>
	1/1 (360°) turn on one foot	3.101	A	SR1			
	Split Jump (180°) +	2.201	B	SR2		} +.1	
	Split Jump (180°)	2.201	B				
	Dive Cartwheel (step through) +	7.203	B	SR3		} +.1	
	Round-off	7.203	B				
Aerial walkover forward with ½ (180°) twist (Barani dismount)	9.102	A					

**Xcel Sapphire Pilot Program**  
**BALANCE BEAM**

**CHAPTER 2: GENERAL INFORMATION**

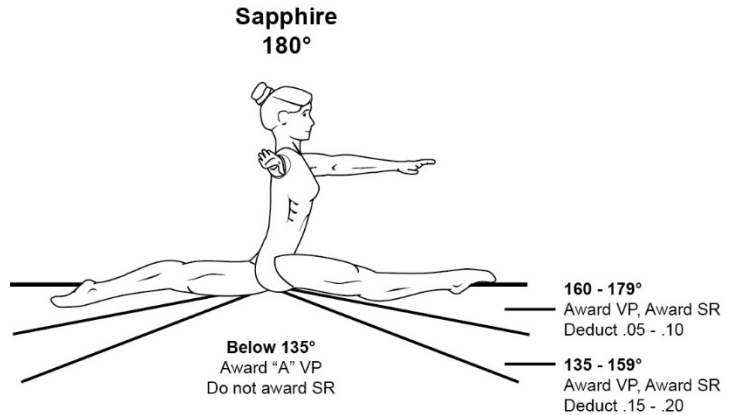
*Defer to Xcel Code of Points for all items unless otherwise addressed within this section.*

**I. RECOGNITION (COUNTING) OF VALUE PARTS (VP)**

**A. Balance Beam Elements**

**1. Leaps and Jumps**

- a. For VP and SR credit, Sapphire requires a 180° split.
- b. Deficiency of up to 45° from the Division-specific required Split is allowed to still receive both VP and SR credit but a deduction of up to 0.20 for insufficient split is applied. This deduction may be applied for any leap/jump requiring 180° split, whether the skill is used to meet a Special Requirement or not.
  - 160 - 179° (Missing 1-20° of split) - Deduct 0.05-0.10
  - 135-159° (Missing 21-45° of split) - Deduct 0.15-0.20
- c. To receive “B”, “C” or “D” Value Part as listed in the *Xcel Code of Points*, a Leap or Jump requiring a 180° cross or side split must show a minimum of 135° split.
- d. On Beam any leap or jump that is required to have 180° leg separation but achieves less than 135° will be awarded an “A”.
- e. Elements are designated as Restricted elements based on their value as listed in the *Xcel Code of Points*, NOT on the quality/amplitude of the performance.



**II. TIMING REGULATIONS**

**A. Timing:**

1. Timed Warm-Up: 2:00 per gymnast
2. Routine Time Limit: 1:30
3. Fall Time: Fall time will correspond with the *Xcel Code of Points* (45 seconds).

TIMING OF THE EXERCISE		
Division	Maximum Time Limit	Warning Signal @
Sapphire	1 minute 30 seconds	1 minute 20 seconds

**CHAPTER 3: EXECUTION & ARTISTRY DEDUCTIONS**

*Defer to the Xcel Code of Points for all deductions within this section.*

- The following deduction would be modified to apply for Sapphire.

<b>Up to 0.20</b>	<b>Insufficient split position.</b> Deviation from split degree required for the Division. This deduction may also be applied to any other leap/jump preformed requiring 180° split.
<b>0.05 - 0.10</b>	<ul style="list-style-type: none"> <li>• Missing 1-20° of split</li> </ul>
<b>0.15 - 0.20</b>	<ul style="list-style-type: none"> <li>• Missing 21-45° of split</li> </ul>
<b>Award “A” VP</b>	<ul style="list-style-type: none"> <li>• Less than 135° split</li> </ul>

**BALANCE BEAM ELEMENTS**

*Defer to the Xcel Code of Points for all Balance Beam Elements. There are no elements limited by Division for Sapphire (Additional A’s Chart - Xcel Code of Points Page Balance Beam Elements-1).*

**Xcel Sapphire Pilot Program  
FLOOR EXERCISE**

## FLOOR EXERCISE

*Defer to Xcel Code of Points for all items unless otherwise addressed within this section.*

### CHAPTER 1: REQUIREMENTS & RESTRICTIONS

#### I. SPECIAL REQUIREMENTS

Special Requirements (SR) each worth 0.50.

1. One acro pass with two (2) saltos, same or different
2. Three different saltos, one (1) is a minimum of a "B"
3. Dance passage with a minimum of two different elements from Group 1 (Leap, Jump, Hop), directly or indirectly connected, one of which is a leap requiring a 180° split
4. Minimum of a "B" turn on one (1) foot

#### II. VALUE PART REQUIREMENTS

Value Part Requirement		
Sapphire	3 "A" VP	( <u>0.10</u> each)
	3 "B" VP	( <u>0.30</u> each)
	1 "C" VP	( <u>0.50</u> each)

#### III. SPECIAL REQUIREMENT CLARIFICATIONS

- A. Refer to the *Xcel Code of Points* Special Requirement Clarifications for Clarifications applied to ALL divisions. These will also be applied to Sapphire with the following modification:
- SR credit will be awarded for Cross and Side split leaps or jumps that are within 45° of the Sapphire split angle. A deduction of up to 0.20 for insufficient split will be applied.

#### IV. DIFFICULTY RESTRICTIONS

Refer to the [General/Judges Chapter 2 – III. Allowable Value Parts and Difficulty Restrictions](#) for guidance on Restricted elements.

DIFFICULTY RESTRICTIONS BY DIVISION	
Division	Restrictions
Sapphire	Only "A", "B", "C", and "D" VP elements are allowed. <ul style="list-style-type: none"><li>• "E" VP elements are NOT allowed.</li></ul>

#### V. BONUS

A. **Maximum Bonus: 0.40**

Refer to the [General / Judges section of this document – Chapter 2](#) for further clarification on Bonus categories and applying Bonus.

**Xcel Sapphire Pilot Program  
FLOOR EXERCISE**

**VI. ROUTINE EXAMPLES**

The following provides sample floor routines for the Sapphire Division. The Value part (VP) and Special Requirement (SR) is provided for each routine element as applicable.

- **Fulfilling multiple Special Requirements:** In some instances, there are multiple elements within the routine which may fulfill one Special Requirement. The first element to fulfill the Special Requirement is noted with the Special Requirement.
- **Bonus:** The first elements achieving the Bonus up to the maximum of 0.40 are indicated. Any additional Bonus elements/connections are shown with an \* to indicate the maximum Bonus is already reached.
- **Connection/Series:** Elements with a "+" indicates a connection/series.

<b>SAPPHIRE - ROUTINE EXAMPLES</b>							
<b>MEET SPECIAL REQUIREMENTS (SR), VALUE PARTS (VP), AND BONUS</b>							
	Routine Elements	Element #	VP	SR	Bonus		Start Value
					C/D	Conn.	
1.	Round-off +	5.105	A	Part SR2			<ul style="list-style-type: none"> <li>• All Special Requirements: Yes</li> <li>• All Value Parts: Yes, higher VP may be used to fulfill lower VP</li> <li>• All Bonus: Yes</li> <li>• Start Value: 9.60 + 0.40 Bonus = 10.0</li> </ul>
	Flic-flac +	5.106	A				
	Back layout ½ twist (180°)	8.201	B				
	2/1 turn (720°) on one foot	2.301	C	SR4	+ .1		
	Switch-leg leap (180°) (direct connection) +	1.204	B	SR3		} +.1	
	Split jump with 1/1 (360°) turn	1.302	C		+ .1		
	Front Layout 1/1 (360°) twist + Front Tuck	6.301 6.101	C A	SR1/ Part SR2	+ .1		
2.	Front Tuck +	6.101	A	SR1/			<ul style="list-style-type: none"> <li>• All Special Requirements: Yes</li> <li>• All Value Part: Yes</li> <li>• All Bonus: Yes</li> <li>• Start Value: 9.60 + 0.40 Bonus = 10.0</li> </ul>
	Front Pike	6.201	B	Part SR2			
	Tuck jump with 1 ½ (540°) turn	1.315	C		+ .1		
	Full (360°) turn on one foot in tuck stand	2.206	B	SR4			
	Split leap (180°) -run –	1.101	A	SR3	+ .1	} +.1	
	Wolf hop 1/1 (360°) (direct connection) +	1.316	C		+ .1		
	Split jump 1/1 (360°)	1.302	C		+ .1		
Round-off +	5.105	A	Part SR1/				
Back layout	8.101	A	Part SR2				
<b>DO NOT MEET SPECIAL REQUIREMENTS (SR), VALUE PART (VP), AND/OR MAXIMUM BONUS</b>							
	Routine Elements	Element #	VP	SR	C/D	Conn.	Start Value
1.	Front Handspring +	5.102	A	Part SR2			<ul style="list-style-type: none"> <li>• All Special Requirements – No, missing SR2- 3 different saltos</li> <li>• All Value Parts –Yes</li> <li>• All Bonus - No, +.10</li> <li>• Start Value - 9.60 - 0.50 for missing SR + 0.10 Bonus = 9.20 SV</li> </ul>
	Front Pike	6.201	B				
	Switch-leg leap (180°) -	1.204	B	SR3			
	Wolf hop	1.116	A				
	2/1 (720°) turn on one foot	2.301	C	SR4	+ .1		
	Front pike step-out +	6.201	B	SR1/ Part SR2			
	Round-off +	5.105	A				
Flic-flac +	5.106	A					
Back tuck	8.101	A					
2.	Round-off +	5.105	A	Part SR2			<ul style="list-style-type: none"> <li>• All Special Requirements – No, Missing SR4 – Turn must be a minimum "B"</li> <li>• All Value Parts – Yes</li> <li>• All Bonus – No, +0.20</li> <li>• Start Value – 9.60 SV – 0.50 for missing SR + 0.20 Bonus = 9.30 SV</li> </ul> <p><sup>^</sup>The two elements must be directly connected, an assemblé after the switch leap into the Straddle jump would break the connection.</p>
	Flic-flac+	5.106	A				
	Double back salto	8.403	D			+ .1	
	1/1 turn (360°) on one foot	2.101	A				
	Switch-leg leap (180°) (direct connection) +	1.204	B	SR3		} +.1	
	Straddle jump (180°) ^	1.207	B				
Front Layout + Front Tuck	6.201 6.101	B A	SR1/ Part SR2				

**Xcel Sapphire Pilot Program  
FLOOR EXERCISE**

**CHAPTER 2: GENERAL INFORMATION**

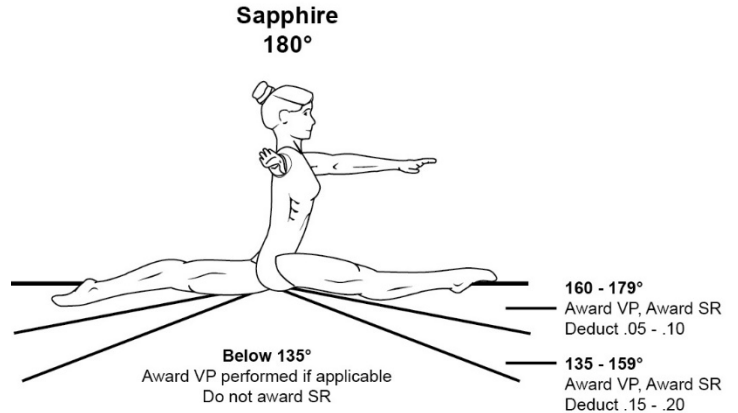
*Defer to Xcel Code of Points for all items unless otherwise addressed within this section.*

**I. RECOGNITION (COUNTING) OF VALUE PARTS (VP)**

**A. Required Technique for the Recognition of Value Parts**

**1. Split Leaps and Jumps**

- a. For VP and SR credit, Sapphire requires a 180° split.
- b. Deficiency of up to 45° from the Division-specific required Split is allowed to still receive VP and SR credit but a deduction of up to 0.20 for insufficient split will be applied. This deduction may be applied for any leap/jump requiring 180° split, whether the skill is used to meet a Special Requirement or not.
  - 160 - 179° (Missing 1-20° of split) - Deduct 0.05-0.10
  - 135 - 159° (Missing 21-45° of split) – Deduct 0.15-0.20
- c. To receive “B”, “C” or “D” Value Part as listed in the *Xcel Code of Points*, a Leap or Jump requiring a 180° split must show a minimum of 135° split.
- d. On Floor any leap or jump that is required to have 180° leg separation but achieves less than 135° will be awarded the VP performed if applicable.
- e. Elements are designated as Restricted elements based on their value as listed in the *Xcel Code of Points*, NOT on the quality/amplitude of the performance.



**II. TIMING REGULATIONS**

**A. Timing:**

1. Timed Warm-Up: 2:00 minutes per gymnast
2. Routine Time Limit: 1:30

TIMING OF THE EXERCISE	
Division	Maximum Time Limit
Sapphire	1 minute 30 seconds

**CHAPTER 3: EXECUTION & ARTISTRY DEDUCTIONS**

*Defer to the Xcel Code of Points for all deductions within this section.*

- The following deduction would be modified for Sapphire.

	<b>Up to 0.20</b>	<b>Insufficient split position.</b> Deviation from split degree required for the Division. This deduction may also be applied to any other leap/jump performed requiring 180° split. <ul style="list-style-type: none"> <li>• Missing 1-20° of split</li> <li>• Missing 21-45° of split</li> <li>• Less than 135° split</li> </ul>
	<b>0.05 - 0.10</b>	
	<b>0.15 - 0.20</b>	
	<b>Award VP performed, if applicable</b>	

**FLOOR EXERCISE ELEMENTS**

*Defer to the Xcel Code of Points for all Floor Exercise Elements. There are no elements limited by Division for Sapphire (Additional A's Chart - Xcel Code of Points Page Floor Exercise Elements-1).*