COMPETITION: 2024 NCAA Challenge (Week 2)
EVENT: Floor Exercise

Skills	Value (*)	Element Group	Connection Bonus	Execution Deduction	Comments
Front salto str.	**B**	2			
Front salto str. 2/1 tw.	**D**	4	**+0.1**	0.1, 0.1, 0.1, 0.1	Bent ankle, Slight knee bend, Legs crossed, Small hop
Back handspring	A	3			
Double back salto 1/1 tw.	**D**	3		0.3, 0.1	Lack of prep (chest down) Arm swing
Round off					
Back salto str. 5/2 tw.	**D**	4		0.1	Legs crossed **3rd diagonal pass**
Front salto 1/1 tw. tucked	B	4		0.1, 0.1	Lack of height, Small hop
Russian 1080	**C**	1			
Split	A	1		0.1	Lack of toe point
Back salto str. 3/2 tw.	**C**	4			
Front salto str. 1/1 tw	**C**	4		0.1, 0.1	Slight knee bend, Small hop
Back salto str.	**B**	3	~~Stick~~		**No stick bonus (min. C value)**

G =	Difficulty = 2.5		
F =	EG 1 = 0.5		
E =	EG II = 0.3 (B value)	**E1 = 1.4**	
D = 3	EG III = 0.5 (C value or greater)		
C = 3	EG IV = 0.5 (C value or greater)		
B = 2	Connection + Stick = 0.1		**D Panel + E Panel = 12.10**
A =	**D Score = 4.4 - 0.9 = 3.5**		
Neutral Deductions	**-0.3 (More than 2 diagonal passes)** **-0.3 (No balance on one leg)** **-0.3 (No multiple salto dismount)**		

D – Panel Comments:

E – Panel Comments:

* X = repeated skill or non-recognized skill.

The top 8 counting skills are noted in **Bold & larger font**

COMPETITION: **2024 NCAA Challenge (Week 2)**
EVENT: **Pommel Horse**

Skills	Value (*)	Element Group	Connection Bonus	Execution Deduction	Comments
Reverse scissor to HS	~~C~~	1		0.3, 0.1	Hip bend, Small knee bend lowering of legs. (0.1 hand change) **No credit (see note below)**
Circle in side support	A	2			
Czechkehre	B	2			
SLL	D	2		0.1	Lack of extension
Pommel loop	B	2			
Travel bwd. in cross support 1/3	A	3		0.1	Lack of extension
Circle in cross support	A	2		0.1	Angular deviation. **Too many EG 2 skills**
Magyar (1-2-3-4-5)	D	3		0.1	Angular deviation on travel
Sivado (5-4-3-2-1)	D	3		0.1	Angular deviation
Pommel loop HS 3/3 travel	D	4			

G =	Difficulty = 2.2		
F =	EG 1 = 0.0		
E =	EG II = 0.5 (C value or greater)	**E1 = 0.9**	
D = 4	EG III = 0.5 (C value or greater)		
C =	EG IV = 0.4 (value of dismount)		
B = 2	Connection + Stick = 0.0		**D Panel + E Panel = 12.70**
A = 2	**D Score = 3.6**		

D – Panel Comments: All scissors through the handstand on one pommel require a leg change (like double scissor) to receive value. In this case, no credit is awarded because he did not change the legs.

E – Panel Comments:

* X = repeated skill or non-recognized skill.

The top 8 counting skills are noted in **Bold & larger font.**

COMPETITION: **2024 NCAA Challenge (Week 2)**
EVENT: **Still Rings**

Skills	Value (*)	Element Group	Connection Bonus	Execution Deduction	Comments
Pull to inverted hang				0.1	More than 2 sec. hold
Kip to "V" cross (#40)	D	3		0.1, 0.3, 0.1, 0.1	Bent arms during kip, High entry 20-45 degrees. Angular deviation from perfect hold. False grip .
Press to "V" sit	D	2		0.1, 0.1, 0.3	Pressing from a high hold position. Legs not vertical. Short hold.
Lower to "V" cross	C	2		0.1, 0.3	False grip. Short hold.
Lower to inverted hang				0.1	More than 2 sec. hold
Back uprise	**A**	1			
Straddle "L" sit	**X**	2			**4th Strength skill in a row**
Press to Planche	**X**			0.5	**5th Strength skill in a row. No credit. He never stopped.**
"L" sit	**Rep**	2			**6th Strength skill in a row. Same box as "L" sit**
Press to HS	**X**	2		0.1	Swinging of the cables. **7th Strength skill in a row.**
Back uprise to HS	C	1		0.1	Slight adjustment
Giant to HS	C	1			
Giant thru HS	B	1			
Double back salto 1/1 tw.	C	4		0.3	Large step

G =	Difficulty = 2.3			
F =	EG 1 = 0.5			
E =	EG II = 0.5 (C value or greater)	**E1 = 2.7**		**Dismount stuck = No**
D = 2	EG III = 0.5 (C value or greater)			
C = 4	EG IV = 0.3 (value of dismount)			
B = 1	Connection + Stick = 0.0			**D Panel + E Panel = 11.4**
A = 1	**D Score = 4.1**			

D – Panel Comments:
E – Panel Comments:
* X = repeated skill or non-recognized skill.
   The top 8 counting skills are noted in **Bold & larger font.**

COMPETITION: 2024 NCAA Challenge (Week 2)
EVENT: Vault

Skills	Value (*)	Element Group	Connection Bonus	Execution Deduction	Comments
Tsukahara Str. 5/2 twist (Driggs #131)	**4.8**			0.1	Legs apart on pre-flight
				0.1	Feet crossed
				0.1	Bent ankle
				0.1	Lack of amplitude
				0.3	Lack of preparation
				0.1 + 0.1	Two small steps backward
					Per NCAA rules 7.A,, A coach may secure the landing mat on vault without a penalty.

G =	Difficulty = 4.8		
F =	EG 1 =		
E =	EG II =	**E1 = 0.9**	**Dismount stuck = No**
D =	EG III =		
C =	EG IV =		
B =	Connection + Stick = 0.0		**D Panel + E Panel = 13.50**
A =	**D Score = 4.8**		

D – Panel Comments:

E – Panel Comments:

* X = repeated skill or non-recognized skill.
   The top 8 counting skills are noted in **Bold & larger font.**

COMPETITION: 2024 NCAA Challenge (Week 2)
EVENT: Parallel Bars

Skills	Value (*)	Element Group	Connection Bonus	Execution Deduction	Comments
Glide kip	A	3			
Swing to HS	A	2			
Healy	C	2		0.1, 0.3, 0.3	Bent arm regrasp, Body piking, Swing with strength
Swing to HS				0.3	Reverse direction (see below)
Basket to HS	D	3		0.1	Slight bent arm regrasp
Moy str. legs to support	C	3			
Pirouette	A	2		0.1	Bent arms before pirouette
Tippelt	D	3		0.1	Lack of amplitude
Giant to HS	C	3			
Basket to support	B	3			
"L" sit	A	2			
Press to HS	B	2			
Front uprise	A	1			
Double front salto	E	4		0.1, 0.1, 0.1	Legs apart, Bent ankle, Small step

G =	Difficulty = 2.5			
F =	EG 1 = 0.5			
E = 1	EG II = 0.5 (C value or greater)	**E1 = 1.6**	**Dismount stuck = No**	
D = 2	EG III = 0.5 (C value or greater)			
C = 3	EG IV = 0.5 (value of dismount)			
B = 1	Connection + Stick = 0.0		**D Panel + E Panel = 12.90**	
A = 1	**D Score = 4.5**			

D – Panel Comments:

E – Panel Comments: **Back swings in support or upper arm hang that do not lead to at least a value part but simply reverse direction and swing down in or to lower hang or support position are deducted 0.30 (see pg. 93, Article 14.2.1.4a)**

* X = repeated skill or non-recognized skill.
   The top 8 counting skills are noted in **Bold & larger font.**

COMPETITION: **2024 NCAA Challenge (Week 2)**
EVENT: **Horizontal Bar**

Skills	Value (*)	Element Group	Connection Bonus	Execution Deduction	Comments
Endo	**B**	3		0.1	Rhythm
Undergrip giant	A	1			
Zou Li Min	**C**	1		0.3, 0.1	Insufficient turn. Deviation of plane of movement
Adler to HS	**C**	3			
Hop to undergrip					
Adler ½ turn	**D**	3		0.1, 0.1	Bent ankle. Angle past HS.
Overgrip giant	A				
Tkatchev piked	**C**	2			
Tkatchev straddled	**C**	2			
Stalder	B	3			
Inbar Stalder	**C**	3		0.1, 0.1, 0.1	Bent ankle. Insufficient turnover at the bottom of the inside stalder. Arching back at completion.
Double back salto str. 1/1 tw.	**D**	4		0.1, 0.1	Bent body. Small step.

G =	Difficulty = 2.5		
F =	EG 1 = 0.5		
E =	EG II = 0.5 (C value or higher)	**E1 = 1.2**	**Dismount stuck = No**
D = 2	EG III = 0.5 (C value or greater)		
C = 5	EG IV = 0.4 (value of dismount)		
B = 1	Connection + Stick = 0.0		**D Panel + E Panel = 13.20**
A =	**D Score = 4.4**		

D – Panel Comments:

E – Panel Comments:

* X = repeated skill or non-recognized skill.
    The top 8 counting skills are noted in **Bold & larger font.**