

General Info

2018-2022

CHIEF JUDGE

Chief Judge Deductions

- Take a “neutral” deduction off the average score
- Indicate to coach by visual or verbal means.
- CJ reports to Meet ref (*after warning*)
 - Unsportsmanlike conduct / disruptive behavior
 - Attire
 - Abuse of warm-up time
 - Technical verbal cues



0.1 Chief Judge Deductions

Flat 0.1 deductions

- Overtime
- Coach next to beam or between bars entire time
- Touching out of bounds on FX
- Failure to mark mats that cover FX boundary line
- Failure to present before or after exercise

0.2 Chief Judge Deductions

Flat 0.2 deductions require a “warning”

- Gymnast fails to begin exercise within 30 sec. after CJ salute* (*the only 0.2 CJD with no form of warning*)

- Unsportsmanlike conduct
- Incorrect padding
- Incorrect attire
- Failure to observe warm-up time
- Technical verbal cues (*coach or teammate*)
- Excessive use of magnesia



“Warning”

0.2 Chief Judge Deductions

- **Unsportsmanlike conduct**



- Excessive cheering
- Includes standing around FX area and blocking view of judges and spectators

- **Incorrect padding**



- Heel or hip pads on bars
- If noticed before mount a warning must be given
- If gymnast wears heel/hip pads the penalty must be taken whether or not the warning was given

0.2 Chief Judge Deductions

Incorrect attire



- Deduct one time only
- Applied to first event after warning
- Meet Ref must inform all CJs so no further penalty will be taken

“Warning”

0.2 Chief Judge Deductions



Attire:

- One piece leotard with/without sleeves OK
- No bare midriff nor backless leo allowed
- Unitards with long legs to ankle OK
- Head covering is OK if fits snugly and is attached to leotard (*not to impose a hazard*)
- Straps can be 2 cm or 7/8 inch (*No spaghetti straps!*)
- Underwear & sports bras should not be visible

0.2 Chief Judge Deductions



Attire:

- One pair of stud earrings OK; one per ear
 - All others must be removed and not taped
- No necklaces nor bracelets
 - Medical bracelets must be taped
- No elastic waistbands (*those worn as training aids*)
- Hair secured away from face (*not to obscure view*)
- No tennis shoes
- Failure to wear competitor number *if required*

0.2 Chief Judge Deductions

Technical Verbal Cues

- Examples: “Hollow” or “Pull”
- Deduction is taken once regardless of the number of cues given.



- If coach gives specific information during routine, no warning is necessary.
 - Tells her what to do next
 - Tells her to repeat the skill
(after resuming routine from a fall)

0.2 Chief Judge Deductions

Excessive use of Magnesia

- BB: Small chalk markings OK (*no tape*)
- FX: Small chalk markings OK
 - Tape only in the corners to mark boundary
 - No velcro or tape on the floor area
- V: No tape or excessive chalk on table
- V: Tape, Chalk markings, Velcro OK on runway
 - Max is 2 inches by 3 feet

“Warning”

0.2 Chief Judge Deductions

Failure to observe warm-up time



- Deduct from Event score or from Team score
- Applies to the practice of elements
 - Can finish the skill or dismount when time called
 - No penalty for jumping on board or briefly touching apparatus
- Gymnast stays on after “Time” is called. Warn with “Time exceeded” and if still stays on, a deduction is given.

“Warning”

TOUCH WARM-UPS



- The Touch Warm-up sections in the CoP may confuse you.
- We typically do not have the type of meets which require a touch warm-up be given. In these meets, everyone warms up all the event before the meet begins.
- We do the “Warm-up, compete” type meets. The “Touch Warm-ups” do NOT apply to optional meets in our area.

0.3 Chief Judge Deductions

Flat 0.3 deductions involve equipment use:

- Use of unauthorized or additional mats
- Springboard on unauthorized surface
- Failure to remove board or spotting device after mount or release element
- Use of hand placement mat for traditional approach
- Incorrect apparatus specifications
(including spring configurations)
- Lands dismount in solid or loose foam pit

0.3 Chief Judge Deductions



Allowable matting

- **V/UB/BB** Maximum of 9” on top of regulation landing mats. *UB/BB may be in 2 different places*
 - 4-inch throw
 - 8-inch skill cushion
 - Sting mats
- **FX** allows 2 mats separately in 2 places, no more than one mat at a location
 - 8-inch skill cushion or 4-inch throw with or without sting mat
 - If covering boundary, boundary must be marked
 - No need to remove mats

0.3 Chief Judge Deductions

Matting for mounts



- Standing, may stand on:
 - Competition landing mats
 - Up to 8 inches of matting
4-inch throw / 8-inch skill cushion / Sting mats
- Springboard, mount mat, or folded panel mat may be placed on:
 - Competition landing mats, w/wo unfolded panel mat
 - 4-inch throw or sting mat
 - **NOT on 8-inch skill cushion and NOT on plywood**

0.5 Chief Judge Deductions

Flat 0.5 deductions

- Starting exercise before CJ signals
 - 0.5 is deducted from the repeated performance
- Coach on Floor Exercise area inside boundary
 - No deduction if coach is removing a fallen object
 - No deduction if a coach is placing a mat, or adjusting the placement of a mat or removing it



1.00 Chief Judge Deductions

Flat 1.00 deductions

- Absence of music or music with words, song or speech
 - Whistles, animal or human sounds (*not lyrics*) OK
 - A single word used as rhythmical sound OK
- Performance of a one-arm vault
 - If half the panel saw it

2.00 Chief Judge Deductions

Flat 2.00 deduction for short exercises

- UB routines with less than 5 Value Parts
- BB/FX routines that are less than 30 seconds
EXCEPTION Level 6 balance beam if 10.0 SV then the penalty is just 0.5

SPOTS, FALLS, & REPEATING A ROUTINE

SPOTTING

A. COACH ASSISTS / SPOTS GYMNAST **DURING** AN ELEMENT:

No VP
No SR
No bonus

1. Each Judge deducts 0.50 for the “Spot”.
2. Additional 0.50 deduction for Falls after the “Spot”.
3. Value-Part credit, Special Requirement or Bonus credit, if applicable, not awarded.
4. Do not deduct 0.30 from Start Value for No Dismount for a Dismount Spot, even though the Dismount receives no Value-Part credit.

B. COACH SPOTS GYMNAST **UPON LANDING** THE DISMOUNT:

VP credit
SR credit
No bonus

1. Each Judge deducts 0.50 for the Spot.
2. If Fall after Spot, each Judge also deducts 0.50 for Fall. ★
3. Award Value Part and Special Requirement credit.
4. No (“D/E”) or (CV) Bonus awarded.

Skill → Spot → Fall = 0.5 for spot *plus* 0.5 for fall

SPOTTING

C. COACH INADVERTENTLY CONTACTS GYMNAST WITHOUT ASSISTING:

1. Each Judge deducts 0.50 for the inadvertent contact.
2. Value-Part credit awarded.
3. Special Requirement credit awarded.
4. No (“D/E”) or (CV) Bonus awarded.

D. COACH CATCHES A FALLING GYMNAST:

1. Do not deduct for the Spot.
2. Deduct 0.50 for the Fall ONLY.

Fall → Spot = 0.5 for fall only

E. NO PENALTY IF GYMNAST INADVERTENTLY CONTACTS COACH.

FALLS on Bars and Beam

- Fall time begins when the gymnast lands on the floor. Fall time ends when the gymnast re-mounts the apparatus.
- Coach may speak to gymnast during fall time
- Once the gymnast remounts, the coach may not give verbal assistance.
- **Coach may NOT ask the judge if the element received VP credit.**

Exceeding Fall Time = Termination

- Vault fall time: 60 seconds
- Bars fall time: 45 seconds
- Beam fall time: 30 seconds

Warn: "20 seconds remaining", "10 seconds remaining" and "Time"

If fall time is exceeded before a bleeding wound can be covered, the routine is terminated.

Scoring an Incomplete Routine

- **Deduct 0.5** for the fall
- **Deduct 0.5** from SV for missing the special requirement for dismount
- **Deduct 0.3** from SV for No Dismount
- Deduct from SV for any other missing special requirements
- Deduct from SV for any missing Value Parts
- CJ deducts 2.00 from average score if short
 - UB less than 5 VPs or BB/FX less than 30 seconds

SV	9.5	
-	0.5	SR
-	0.3	No Dmt
-	?.?	SR
-	?.?	VP

A courtesy score of 1.00 is the lowest given

Repetition of Routine

Due to equipment failure, if no fault of coach or gymnast

Does NOT include:

- Unfastening of bandages or handgrips or loss of footwear
- Incorrect bar setting or failure to tighten cables
- Camera flashes
- Bleeding wound or injury due to fall

1. May stop immediately & request permission to start over or to continue from the point of interruption.
2. May continue to complete routine and then coach & gymnast may decide to either repeat the routine or accept the score.

SCORING

Determining Average Score

- Four judge panel
 - Drop the high and low scores and average the middle two.
 $\cancel{9.40} \quad \cancel{9.00} \quad 9.20 \quad 9.30 = 9.25$ average
- The average score determines the allowable range

Allowable Range of Scores

The counting scores must be within range of each other according to the average score:

- 9.500 – 10.000 = 0.20
- 9.000 – 9.475 = 0.50
- 8.000 – 8.975 = 0.70
- Below – 8.000 = 1.00

Range of Scores

A conference is called if the range of scores is too large. The following is discussed:

- Start Value
- Math errors
- Adjustments to scores
 - *professional responsibility to come to an agreement*
- CJ may mandate scores be brought into range if a compromise cannot be reached

Routine Evaluation

- Each judge flashes own SV but do not have to agree.
 - If after a conference the SV is changed, the new SV must be re-flashed
- Once submitted to a scoring system, the score may not be changed unless through inquiry.

Exceptions:

- if a neutral deduction was not applied
 - if a data entry error was made
- Change must occur prior to end of rotation or within 5 minutes of end of session for data error

VALUE PARTS

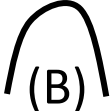
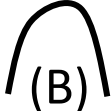

- **A (0.1) B (0.3) C (0.5) D (+0.1) E (+0.2)**
- Higher VP may replace lower VP
 - D/E will still retain their value for bonus
- Elements listed in JO CoP may receive VP twice provided they are in a different connection.
- Elements performed for a 3rd time or performed for a 2nd time in the exact same connection will not receive VP credit

VALUE PARTS

- Any salto that does not land on the soles of the feet first will not receive VP or SR credit
- If an element does NOT receive VP credit, the following will apply:
 - No Special Requirement credit
 - No bonus
 - No compositional credit
 - Execution and amplitude deductions will be applied

VALUE PARTS

BB Examples:

 Fall  

1. No VP for 3rd Flic-flac, so no credit for Acro Series

 Stop  later performs   ✓

2. The 3rd Flic-flac receives credit because the 2nd one performed was the exact same connection as 1st time. Credit is given for the Acro Series.

VALUE PARTS

- Elements not listed in the CoP must be submitted to the RTCC and RACC for evaluation.
 - Must bring copy to meets to show Meet ref
- BB/FX “A” dance elements performed with a variation not listed in CoP can be given an “A” by the judges if comparable to the root skill.
- BB/FX dance elements performed with an additional $\frac{1}{4}$ turn will be considered the same element unless listed separately in the CoP.

SPECIAL REQUIREMENTS

- All levels have 4 Special Requirements (SR) worth 0.5 each
- If an element does not receive VP credit it may not be used to fulfill a Special Requirement
- **One element may fulfill more than one SR unless otherwise specified.** Level 10 examples:
 - UB: Overshoot with $\frac{1}{2}$ turn to handstand (D) may fulfill both “C” Flight and “C” LA turn requirements Handwritten notation for UB: Overshoot with 1/2 turn to handstand (D). It shows a stylized 'U' with a dot above it, followed by a vertical line and a downward-pointing arrow.
 - BB: Acro Series “C” connected to “B” dismount Handwritten notation for BB: Acro Series “C” connected to “B” dismount. It shows a stylized 'B' with a vertical line and a downward-pointing arrow.
 - BB: “C” Leap connected to “B” dismount Handwritten notation for BB: “C” Leap connected to “B” dismount. It shows a stylized 'B' with a vertical line and a downward-pointing arrow.

COMPOSITION

- Composition is evaluated at levels 8, 9 and 10
 - Not evaluated for levels 6 and 7
- Specific compositional requirements are listed for each apparatus.
 - Major changes, deletion or rewording of many old ones
 - New “Up to the Level” deductions
- No additional consideration should be given for exceeding the difficulty required at that level.

CV Bonus for Level 9 and 10

- **Connective Value (CV) bonus principles**
 - CV is either 0.1 or 0.2
 - CV can only be awarded once for an element performed with the exact same connection
 - CV can be awarded for an element performed a 2nd time in a different connection.

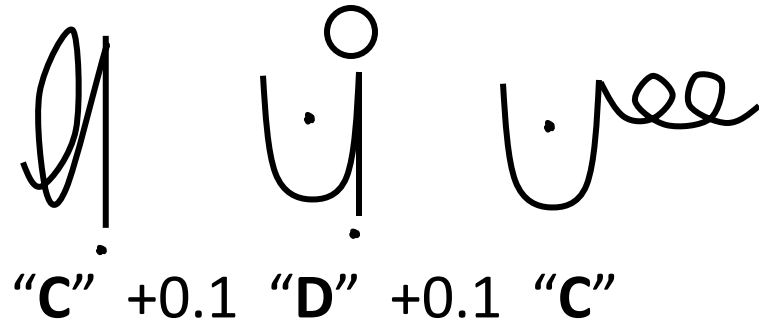
CV Bonus for Level 9 and 10

- **Connective Value (CV)**

- An element may receive CV twice, the 1st time as the **last** element in a connection and 2nd time as the **first** element in a different connection.

- Level 10 UB Example:

CV bonus: $C+D = 0.1$
<u>$D+C = 0.1$</u>
Total CV = 0.2



Clear hip handstand, **giant full pirouette**, flyaway double tuck

“D/E’ Bonus for Level 10

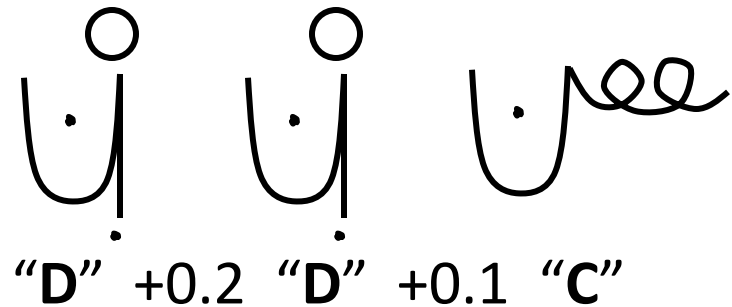
- **Difficulty Value (D/E) bonus principles**
 - An **D** element without spot or fall is awarded 0.1 for the 1st one performed successfully
 - An **E** element without spot or fall is awarded 0.2 for the 1st one performed successfully
 - The D/E bonus can only be awarded once for an element – *regardless of being performed in a different connection*

D/E Bonus for Level 10

- **D/E** bonus is given for an element **only once**.
 - “**D**” elements will receive +0.1 bonus
 - “**E**” elements will receive +0.2 bonus
- Even though the D/E bonus is only given once, a **D** or **E** element can still be used for CV bonus if in a different connection. *UB Example:*

Without fall or spot

D/E bonus:	1 D = 0.1
CV bonus:	D+D = 0.2
	<u>D+C = 0.1</u>
Total:	0.4



LEVEL 10 BONUS

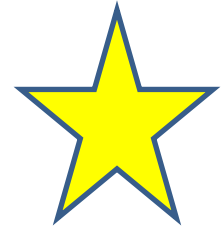


NEW +0.1 Bonus

- Exercise must have a 10.0 SV
- Must be 0.6 or more in bonus
- Must have a “E” element
 - BB/FX: Must be an “E” **ACRO** element
- **Not in SV** *(just add +0.1 to your score)*

LEVEL 10 START VALUE

- The beginning SV for level 10 is **9.5**
- Add any CV and D/E bonus
 - Maximum CV bonus is 0.4
 - Maximum D/E bonus is 0.4
 - Must be at least 0.1 in each category for 10.0 SV
- Subtract missing Special Requirements (*0.5 each*)
- Subtract missing Value Parts (*0.1 – 0.3 – 0.5*)
- Subtract for exercise without a dismount (*0.3*)



Level 10 Start Value

- Level 10s need: **A (3)** **B (3)** **C (2)**
- What is the SV for a routine with all the special requirements filled and has the following VP:
A (2) **B (3)** **C (1)** **D (1)**

Level 10 Start Value

- Level 10s need: **A (3)** **B (3)** **C (2)**
- What is the SV for a routine with all the special requirements filled and has the following VP:
A (2) **B (3)** **C (1)** **D (1)**

SV 9.5 The D replaces the missing C but there is still an A missing (-0.1). The D will be awarded a 0.1 bonus.

EXECUTION & AMPLITUDE

General Deductions

- If you re-organize the deductions that go together it is easier to remember:
 - Steps & Landing
 - Leg form
 - Saltos & Dismounts
 - Dance
 - Throughout exercise deductions
- Vault is different, you will have to remember vault separately.

STEPS all events

<u>0.05</u>	Lands with feet hip-width apart or closer but never joins feet (<i>heels</i>) together
<u>0.10</u>	Lands with feet more than hip-width apart
↑ <u>0.10</u>	Slight hop, small adjustment of feet or lands feet staggered* <i>* On FX it is OK to take a controlled step to end in a lunge</i>
<u>0.10</u>	Steps (<i>each step</i>) Max = <u>0.40</u>
<u>0.20</u>	Large Step or Jump (<i>Approx. 3 feet or more</i>) Max = <u>0.40</u>

STEPS on LANDING max = 0.4

- No deduction for feet hip-width apart if she joins heels on the controlled extension
 - If entire foot slides or is lifted = small step
- Out of control landings can be deducted for steps plus additional movements to maintain balance
- Feet apart / Staggered landing is intended for an otherwise “Stuck” landing.
 - Deduct for steps only, NOT for landing feet apart/staggered AND steps

LANDING

<u>0.10</u>	Landing too close on dismount (UB/BB)
↑ 0.10	Deviation from straight direction on landing <i>(BB Off-the-End Gainers and Vault ↑0.3)</i>
↑ 0.10	Arm swings to maintain balance
↑ 0.20	Additional trunk movements to maintain balance <i>(to avoid steps)</i>
↑ 0.20	Incorrect body posture upon landing
↑ 0.30	Squat on landing <i>(hips even with or lower than knees)</i>
↑ 0.30	Brush / touch of landing surface <i>with one or both hands</i>

Leg Deductions UB/BB/FX

<u>0.05</u>	Flexed / Sickled feet during Value Part elements <i>(each time)</i>
↑ 0.10	Legs Crossed during Value Part elements with twist
↑ 0.20	Leg or Knee Separations
↑ 0.30	Bent Legs or Bent Arms (<i>90° bend or greater = max 0.30</i>)

On Vault, flexed feet are ↑0.10 and bent arms are ↑0.50

Salto/Dismount Deductions UB/BB/FX

↑ 0.20	Insufficient exactness of Body Positions <ul style="list-style-type: none">• Insufficient Tuck (<i>min 90° in both hips and knees</i>)• Insufficient Pike (<i>min 90° in the hips, 91° – 135° = insufficient</i>)• Insufficient Stretched position (<i>Arch or Hip Angle 179° – 136° ↑0.2</i>)
↑ 0.20	Failure to maintain Stretched body position (<i>piques down dismount</i>)
↑ 0.20	Incomplete twists (<i>Saltos</i>), missing: <i>*same as for dance turns</i> <ul style="list-style-type: none">• 1° – 44° = 0.05 - 0.10• 45° – 89° = 0.15 - 0.20
↑ 0.30	Insufficient height of Salto Dismount (<i>UB/BB</i>) or Saltos (<i>on FX</i>)
↑ 0.30	Insufficient extension (<i>open</i>) of body prior to landing

Vault: Positions & pike down in 2nd flight, & incomplete twist are ↑0.30

Height/Amplitude *not in Dismount*

↑ 0.20	Insufficient Height of Saltos performed on Balance Beam
↑ 0.20	Insufficient Height of Aerials or Acro with hand support BB/FX
↑ 0.20	Insufficient Amplitude of Bar Elements (<i>including releases</i>) UB • Except Clear Hip: ↑ 0.40

Dance Deductions BB/FX

↑ 0.10	Failure to perform Turn elements in High Relevé
↑ 0.10	Lack of Precision in Dance Value Parts <ul style="list-style-type: none"> • Lack of definite Arm or Leg position • Degree of turn, not exact
↑ 0.10	Incorrect Body Posture / Alignment during Dance Value Parts
↑ 0.10	Failure to land with Feet / Legs together on Jumps / Leaps that land on 2 feet (<i>on BB, only in side position</i>)
↑ 0.20	Insufficient height on Leaps / Jumps / Hops
↑ 0.20	Legs not parallel (<i>to beam or floor</i>) in Split or Straddle Leaps/Jumps
↑ 0.20	Insufficient split (<i>deviation from 180°</i>), missing: <ul style="list-style-type: none"> • 1° – 20° = 0.05 - 0.10 • 21° – 45° = 0.15 - 0.20 • ≥46° = ↓VP
↑ 0.20	Incomplete turns (Dance), missing: <i>*same as for salto twists</i> <ul style="list-style-type: none"> • 1° – 44° = 0.05 - 0.10 • 45° – 89° = 0.15 - 0.20

Common Throughout Exercise BB/FX

↑ 0.30	ARTISTRY Insufficient artistry throughout the exercise <i>(Each ↑0.1)</i> <ul style="list-style-type: none">• Originality/creativity of Choreography in elements & connections• Quality of gymnast's movement to reflect her personal Style• Quality of Expression
↑ 0.20	Insufficient Dynamics BB/FX/UB
↑ 0.20	Insufficient variation in Rhythm & Tempo throughout
↑ 0.20	Relaxed/incorrect Footwork on non-value parts throughout
↑ 0.30	Relaxed/incorrect Leg Position / Body Posture & insufficient Flexibility in non-value parts throughout

Common Throughout Exercise Other

↑ 0.10	Precision of Handstand positions throughout	UB
↑ 0.20	Insufficient Sureness of performance throughout	BB
↑ 0.20	Poor relationship of Music and Movement throughout	FX
↑ 0.30	Missing Synchronization of movement with musical beat ☒ Each time: 0.05 ☒• At the end: 0.10	FX

SCORE SHEETS

BARS Score Sheet - Bonus

BARS

10

BONUS	0.1	0.2
Turn <i>or</i> Flight - <i>in both</i>	CC	
2 different 3/6/7	CC	
No Turn or Flight required	CD	DD

No CV if Fall or Spot

BARS Score Sheet

<u>9.5 SV</u>	+CV _____	+D/E _____	<u>SR 0.5 ea</u>
	-VP _____		C Flight - <i>Not Dmt</i> _____
	-SR _____		B Flight - <i>Diff./ Not Dmt</i> _____
	-No Dmt 0.3 _____		C Turn - <i>Not Mt / Dmt</i> _____
<input type="checkbox"/>	BONUS +0.1		C Salto Dismount _____
<i>If 10.0 SV & ≥0.6 bonus with an "E"</i>			
Release≠CL	↑2 _____		Not 2 bar changes <u>0.2</u> _____
Dismount≠CL	↑1 _____		No Direction Δ <u>0.1</u> _____
Elements	<u>.1</u> <u>.2</u> _____		¾ Fwd Giant <u>0.1</u> ea _____
(F) 367 (P)			>1 squat on ± circle <u>0.1</u> ea _____
			Uncharacteristic <u>0.1</u> ea _____
<u>Thru-out:</u>		Dynamics	↑.2 HS Precision ↑.1

BEAM Score Sheet - Bonus

BEAM	0.1	0.2	0.1	0.2
10	2 Acro Flight <i>NO Mt/Dmt</i> BC* ←(C* = Salto)			
	2 Acro Flight <i>NO Dmt</i>	CC BD	2 Dance / Mix <i>NO Dmt</i> BC AD	CC BD
	3 Acro Flight BBC	BCC BBD	Turns CA AC	

All Acro must have flight for CV

BEAM Score Sheet

<u>9.5 SV</u>	+CV	+D/E	<u>SR 0.5 ea</u>		
	-VP		Acro Flight Series BC or EA		
	-SR	0.5	180° Leap / Jump		
	-No Dmt	0.3	Full Turn		
<input type="checkbox"/>	BONUS +0.1		Dmt C Salto/Aerial or CB**		
Dance≠CL	↑.2		No Dance Series	<u>0.2</u>	
Acro≠CL	↑.2		- Fwd/Swd & Bwd Acro	<u>0.1</u>	
Dmt≠CL	↑.1		<i>in dsmt only</i>	<u>0.05</u>	
-Move B&S	↑.1		>2 Λ straddles	<u>0.1</u>	
-Levels	↑.1		>2 iw tuck/wolf	<u>0.1</u>	
-Spatial	↑.1		>2 Pivots <i>straight legs</i>	<u>0.1</u>	
<u>Thru-out:</u>			Art ↑.3	Foot ↑.2	Dyn ↑.2
			Pos/Flex ↑.3	Rhy ↑.2	Sure ↑.2

FLOOR Score Sheet

FLOOR

10

	0.1	0.2	0.1	0.2
Acro Direct:	BB AC AAC	BC AD AAD	2 Dance / Mix CC BD	CD
Acro Indirect:	C--C A--D AA--C	C--D	D-salto + A-jump	
	<i>Only Saltos and Aerials may be used for CV</i>		<i>No CV for a turn followed by a jump</i>	

FLOOR Score Sheet

<u>9.5 SV</u>	+CV _____	+D/E _____	<u>SR 0.5 ea</u>	
	-VP _____		2-Salto Series	_____
	-SR 0.5 _____		3 Different Saltos	_____
	-No Dmt 0.3 _____		180o Leap Passage	_____
	<input type="checkbox"/> BONUS +0.1		Dismount C Salto	_____
Dance≠CL ↑.2 _____		No C Salto	<u>0.3</u> _____	
Acro≠CL ↑.2 _____		No B Turn	<u>0.2</u> _____	
Last Salto≠CL ↑.1 _____		- FS&B Salto,Aer	<u>0.1</u> _____	
Spatial use ↑.1 _____		>2ea Λ or ИW	<u>0.1</u> _____	
<i>Thru-out</i>	Art ↑.3	Foot ↑.2	MM≠Sync ↑.3	
Dyn ↑.2	Pos/Flx ↑.3	Rhy ↑.2	MM≠Relate ↑.2	