<b>Xcel</b> 2019-2	2020 JO Optional and Xcel:	Major Differences	JO Optionals
Gen: Attire = 0.1 on 2 <sup>nd</sup> event after warning		Attire = 0.2 on 2 <sup>nd</sup> event after warning	
Gen: 4.0 Courtesy Score		1.0 Courtesy Score	
Gen: No short routine deduction		0.5 on Beam L6 / 2.0 for L7 and up	
Gen: No composition deductions taken		Composition deductions taken Levels 8 - 10	
VT: Coach between board and table = OK		Coach between board and table = .5 (No deduction if R.O. entry)	
VT: Spot during vault = 1.0		Spot during vault = void (See L8 Ex	cception)
VT: Angle of Repulsion is up to 0.50 for Gold, Platin	um and Diamond (non-salto)	Angle of repulsion is up to 1.0 (no	n salto vaults)
BR: No extra swings on Bars at Bronze, Silver, Gold		Extra swings at all Levels	
BR: Swing forward or backward under horizontal is	no deduction	Swing forward or backward under	horizontal is up to 0.10 each time
BR: No amplitude deductions on Bar casts		All casts (L7-10) expected to reach	vertical
BR: Clear hip amplitude deductions only taken at Pl	latinum and Diamond	Clear hip amplitude deductions ta	ken at all Levels
BR/BE: Coach remaining at Beam/Bars = OK		Coach remaining at Beam/Bars = .	1
BE: All beam handstands = no hold required		Some Beam handstands require h	old
BE: ALL Beam mounts are "A" VPs (unless listed as "	'B" VP or higher in Xcel Code)	See J.O. Code of Points for list of "A	A" value parts
BE/FX: Leaps on Be/FX - "A" VP when they reach Divawarded at 135, with angle deductions applied as p		Leaps are expected to achieve 180	) degree split
FX: Coach on the Floor = no deduction		Coach on the Floor = .5	
FX: Fast flight hand support skills get VP each time i	if the series is different.	These skills can get credit twice if	in different connection.
FX: Acro series: considered different when there are a different number of elements, or if skills are in different order, or if they have different VP skills		Only the addition/deletion of salto/aerial/"B" acro skill with hand support will make the series different.	