

BEAM		BEAM		BEAM		BEAM		BEAM		BEAM		VP	Level 9	Level 10		
Composition Deductions		Execution Deductions		Execution Deductions		Connection Values		0,1	0,2	Special Requirements						
More than 2 Straight Leg (Pivot 1/2t.) Turns	0.1	Insufficient Variation - Rhythm/Tempo (thruout)	→ 0.2	Insuff. Sureness of Performance (thruout)	→ 0.2	2 - Acro. Flight	B+C *	B+D		1 Acro Flight Series		A = 0.1	3	3		
More than 2 Wolf / Tuck or 2 Strad. Shapes	ea 0.1	Concentration Pause (2 seconds)	each 0.1	Relaxed / Incorr Footwork (thruout)	→ 0.2	including Mounts	C = Salto *	C+C		* Min 1-C Flight (L10)		B = 0.3	4	3		
Dance - Not up to Competitive Level	→ 0.2	Concentration Pause (more than 2 sec.)	each 0.2	Relax / Incorr Leg / Post, Insuff Flex (thruout)	→ 0.3	* No Mount / Dismount	Lv 9 - Aerial			* A (non flight) + E (L10)		C = 0.5	1	2		
Acro - Not up to Competitive Level	→ 0.2	Rhythm during Acro Connections	ea → 0.2	Legs Not Parallel - Split or Straddle Pike	ea → 0.2	3 - Acro. Flight	B+B+C	B+C+C		1 - One Leap / Jump		SR	0.5	0.5		
Dismount - Not up to Competition Level	→ 0.1	Rhythm during Dance / Mixed Connections	ea → 0.2	Insuff. Height of Leaps - Jumps - Hops	ea → 0.2	including Mount / Dsmt.				* 180o split		SV	9.7	9.5		
Insufficient Level Changes	→ 0.1			Insuff. Height of Acro Flights-Aerials-Saltos	ea → 0.2	3 - Acro. Flight	B + B + C (Salto) = + 0.1			* Cross or Side		Bonus	0.3	0.5		
Insufficient Use Entire Beam (Space)	→ 0.1	VP Turns not on High Releve	ea → 0.1	Insuff. Height of Dismounts	→ 0.3	excluding Dismounts	B + B + D/E (Flt.) = + 0.1					Bonus	OK without fall / spot			
Choreo in Different Directions (F/S/B)	→ 0.1	Feet Apart on Side Landing of Leap/Jump	ea → 0.1	Landing Too Close to Beam on Dismount	0.1	2 Dance / * Mixed	A+D	B+D		1 - Full Turn		Level 9 - Bonus				
Lack of Dance Series (min. 2; Gr. 1, 2, 3)	0.2	Lack of Precision in Dance Elements	ea → 0.1	Touch / Brush Foot on Apparatus or Mat	ea → 0.1	* Acro Flight + Dance	B+C			on one foot		Max (1 Restricted) D/E = C				
Lack of Acro Forward / Side & Backward (Groups: 1, 6, 7, 8) If only in Dismount	ea 0.1 0.05	Incorrect Posture / Alignment in Dance	ea → 0.1	Support of 1 leg against side of Beam	each 0.2	including Mounts		C+C		B - Aerial/Salto Dmt. L9		Other Restricted Elements				
Artistry: Original; Style; Expression (thruout)	→ 0.3	Hesitation in Jump, Swing, Press Handstand	ea → 0.1	Grasp Beam to Avoid a Fall	each 0.3					C - Aerial/Salto Dmt. L10		No VP	0.5	off SV		
Insufficient Dynamics (thruout)	→ 0.2	Insufficient Split - Required (Dance / Acro)	ea → 0.2	Trunk Movement - Control Dismount Landing	→ 0.2					C+B - Acro Series = OK		Additional Bonus - Level 10				
		Insufficient Ext. (Open) prior to Landing Acro	ea → 0.3	Trunk Movement - Balance on Beam	ea → 0.3	2 Turns	A+C			C+B - Dance/Acro = OK		0.1 Bonus with 0.6 and E				
												Bonus + _____	Time: _____	S.V. _____		
												Exec. - _____		Ded. - _____		
												Art./Comp. - _____	Lv: 9.5	J1 Score _____		
												A - _____	VP - _____	J2 Score _____		
												B - _____	SR - _____	Average _____		
												C - _____	CV+ _____	Off Ave. - _____		
												D + _____	DE+ _____	Score _____		
												E + _____				
Pivots	Shapes	Dance Lv	Acro Lv	Dism Lv	Levels	Space	F/B/S	Dance Ser	Acro B-F/S	Foot	BP	Rhy	Sure	Dyn	Art	CPE
												Bonus + _____	Time: _____	S.V. _____		
												Exec. - _____	SV	Ded. - _____		
												Art./Comp. - _____	Lv: 9.5	J1 Score _____		
												A - _____	VP - _____	J2 Score _____		
												B - _____	SR - _____	Average _____		
												C - _____	CV+ _____	Off Ave. - _____		
												D + _____	DE+ _____	Score _____		
												E + _____				
Pivots	Shapes	Dance Lv	Acro Lv	Dism Lv	Levels	Space	F/B/S	Dance Ser	Acro B-F/S	Foot	BP	Rhy	Sure	Dyn	Art	CPE
												Bonus + _____	Time: _____	S.V. _____		
												Exec. - _____	SV	Ded. - _____		
												Art./Comp. - _____	Lv: 9.5	J1 Score _____		
												A - _____	VP - _____	J2 Score _____		
												B - _____	SR - _____	Average _____		
												C - _____	CV+ _____	Off Ave. - _____		
												D + _____	DE+ _____	Score _____		
												E + _____				
Pivots	Shapes	Dance Lv	Acro Lv	Dism Lv	Levels	Space	F/B/S	Dance Ser	Acro B-F/S	Foot	BP	Rhy	Sure	Dyn	Art	CPE