BARS Composition Deductions		BEAM Composition Deductions		FLOOR Composition Deductions	
Lack of Handstands or Pass thru Hst. (L.8)	→ 0.2	More than 2 Straight Leg (Pivot 1/2t.) Turns	0.1	Insufficient Use of Space (floor pattern)	→ 0.1
Uncharacteristic Elements	each 0.1	More than 2 Wolf / Tuck or 2 Strad. Shapes	ea 0.1	More than 2 Wolf / Tuck Shapes	0.1
3/4 Forward Giant w/wo grip change	each 0.1			More than 2 Straddle Jump Shapes	0.1
Dismount – Not up to Comp Level	→ 0.1	Dance - Not up to Competitive Level	→ 0.2	Lack of ("B") Turn on One Foot	0.2
Facing Same Direction throughout (L.9 / 10)	0.1	Acro - Not up to Competitive Level	→ 0.2		
Choice of Elements: Requirements (L. 9 / 10)		Dismount - Not up to Competition Level	→ 0.1	Dance – Not up to Competitive Level	→ 0.2
1. Forward Element (Circle / Release) min. "B"	0 / 3 = 0.2			Acro Saltos – Not up to Competitive Level	→ 0.2
2. Element from Groups 3 / 6 / 7) min. "B"	1 / 3 = 0.1	Insufficient Level Changes	→ 0.1	Last Salto – Not up to Competitive Level	→ 0.1
3. Min. "C" 1/2 Turn w/wo flight	2 / 3 = 0.0	Insufficient Use Entire Beam (Space)	→ 0.1		
		Choreography in Different Directions (F/S/B)	→ 0.1	Lack Forward / Side or Back Salto / Aerial	0.1
Squat-on LB w/wo sole, more than 1 (L.10)	each 0.1	Lack of Dance Series (min. 2; Gr. 1 ,2, 3)	0.2	Lack of Minimum 3 ("A") Saltos (L 8)	0.3
Releases - Not up to Comp. Level (L.10)	→ 0.2	Lack of Acro Forward/Sideward & Backward	ea 0.1	Lack of ("B") Salto – not Last Salto (L 9)	0.3
Lack of 2 Bar Changes (L.10)	0.2	(Groups: 1, 6, 7, 8) If only in Dismount	0.05	Lack of ("C") Salto – not Last Salto (L10)	0.3

BARS Execution Deductions		BEAM Execution Deductions		FLOOR Execution Deductions	
Failure to Remove Board / Spotting Block	(CJ) 0.3	3rd Run to approach mount (each judge)	0.5	Music & Moves Poor Relationship (thru)	→ 0.2
3rd Run to approach mount (each judge)	0.5	Insufficient Dynamics (thruout)	→ 0.2	Music & Moves non-synchronization (thru)	→ 0.3
Insufficient Dynamics	→ 0.2	Artistry: Original Choreography	→ 0.1	• Music & Moves Not in Harmony	each 0.05
* Insufficient Swingful Execution thruout		Artistry: Movement Reflects Personal Style	→ 0.1	• Music & Moves Not Ended with Music	at end 0.1
* Energy Not Maintained thruout		Artistry: Quality of Expression	→ 0.1	Music with Words / No Music	(CJ) 1.0
* Failure to Make Difficult Look Effortless		Failure to perform VP Turns on High Relevé	→ 0.1	Insufficient Dynamics (throughout)	→ 0.2
Poor Rhythm in Elements	→ 0.1				
Intermediate (Extra) Swing/Cast (max. 0.5)	0.3	Concentration Pause (2 seconds)	ea. 0.1	Artistry - Original Creative Choreography	→ 0.1
Angle of Flight to LB Handstand (11°-20°)	0.05	Concentration Pause (more than 2 sec.)	ea. 0.2	Artistry - Movement Reflects Personal Style	→ 0.1
Angle of Circle to Handstand	→ 0.2	Hesitation in Jump, Swing, Press Handstand	→ 0.1	Artistry - Quality of Expression	→ 0.1
Angle of Cast to Handstand	→ 0.3	Insufficient Variation Rhythm/Tempo (thruout)	→ 0.2		
Angle of Circle Hip Circle Elements	→ 0.4	Rhythm in Acro / Dance / Mixed Connections	→ 0.2	Dance - Lack of Precision in Dance Elements	→ 0.1
Angle of Turn Deviation (1/2t. – 1/1t.)	→ 0.3	Relaxed/Incorrect Footwork (non-VP thruout)	→ 0.2	Dance - Incorrect Body Position in Dance VP	→ 0.1
Angle of Turn Deviation (Healy + 1-1/2t.)	→ 0.3	Relax/Incorrect Leg/Post./Flex.(non-VP thruout)	→ 0.3	Dance - Failure to Land 2 feet together	→ 0.1
Hesitation in Jump, Swing to Handstand	→ 0.1	Insufficient Sureness of Performance	→ 0.2	Dance - Legs Not Parallel - Split / Straddle	→ 0.2
Precision of Handstand Positions thruout	→ 0.1	Insufficient Split - Required (Dance / Acro)	→ 0.2		
Insufficient Extension of Glide/Swing to Kip	→ 0.1	Insufficient Height of Leaps - Jumps - Hops	→ 0.2	Concentration Pause (2 sec.) prior to Acro	each 0.1
Incorrect Posture on Landing	→ 0.2	Insufficient Height of Acro Flights, Aerials, Saltos	→ 0.2	Rhythm During Exec. of Direct Connections	→ 0.1
Insufficient Amplitude of Elements	→ 0.2	Insufficient Height of Salto Dismounts	→ 0.3	Rhythm / Tempo - Insufficient Variations (thru)	→ 0.2
Insufficient Stretch (Arch / Pike)	→ 0.2	Insufficient Ext (Open) prior to Acro/Dismount	→ 0.3		
Insufficient Ext (Open) prior to Landing	→ 0.3	Dance - Lack of Precision in Dance VP	→ 0.1	Relaxed / Incorrect Footwork (non-VP thru)	→ 0.2
Insufficient Height of Salto Dismounts	→ 0.3	Dance - failure to land 2 feet together (side)	→ 0.1	Relaxed / Incorrect Leg/Pos/Flex (non-VP thru)	→ 0.3
Swing Forward Under Horizontal	→ 0.1	Dance - Incorrect Body Posture	→ 0.1	Turns - Fail to perform VP on High Relevé	→ 0.1
Swing Backward Under Horizontal	→ 0.1	Dance - Legs not Parallel- Split/Straddle Pike	→ 0.2	Insufficient Split on Value Parts	→ 0.2
Under-Rotation of Release Elements	→ 0.1			Insufficient Height of Leaps - Jumps - Hops	→ 0.2
Landing Too Close to Bars Dismount	0.1	Landing Too Close to Beam on Dismount	0.1	Insufficient Height of Acro Flights - Aerials	→ 0.2
Touch / Brush Foot on Apparatus or Mat	→ 0.1	Support of 1 leg against side of Beam	0.2	Insufficient Height of Saltos (*not 1st Fr layout)	→ 0.3
Hit Foot on Apparatus	0.2	Touch / Brush Landing Surface (1 or 2 hands)	→ 0.3		
Trunk Movement to Control Landings	→ 0.2	Incorrect Body Posture on Landings	→ 0.2	Trunk Movement to Control Acro Landings	→ 0.2
Hit Foot on Mat	0.3	Trunk Movement to Control Dismount Landing	→ 0.2	Body Posture on Landing	→ 0.2
Grasp Apparatus to Avoid a Fall	0.3	Trunk Movement to Balance Elements on Beam	→ 0.3	Insufficient Ext (Open) prior to Landing Acro	→ 0.3
Land in foam pit (No VP, SR, Bonus)	0.3	Grasp Beam to Avoid a Fall	0.3	Lands acro in foam pit (No VP, SR,- 0.1 OB)	0.3