BEAM Composition Deductions	
More than 2 Straight Leg (Pivot 1/2t.) Turns	0.1
More than 2 Wolf / Tuck or 2 Strad. Shapes	ea 0.1
Dance - Not up to Competitive Level	→ 0.2
Acro - Not up to Competitive Level	→ 0.2
Dismount - Not up to Competition Level	→ 0.1
Insufficient Level Changes	→ 0.1
Insufficient Use Entire Beam (Space)	→ 0.1
Choreography in Different Directions (F/S/B)	→ 0.1
Lack of Dance Series (min. 2; Gr. 1 ,2, 3)	0.2
Lack of Acro Forward / Side & Backward	ea 0.1
(Groups: 1, 6, 7, 8) If only in Dismount	0.05
Artistry: Original; Style; Expression (thruo	→ 0.3
Insufficient Dynamics (thruou	→ 0.2

BEAM Execution Deductions	
Insufficient Variation - Rhythm/Tempo (thruout)	→ 0.2
Concentration Pause (2 seconds)	each 0.1
Concentration Pause (more than 2 sec.)	each 0.2
Rhythm during Acro Connections	ea → 0.2
Rhythm during Dance / Mixed Connections	ea → 0.2
VP Turns not on High Releve	ea → 0.1
Feet Apart on Side Landing of Leap/Jump	ea → 0.1
Lack of Precision in Dance Elements	ea → 0.1
Incorrect Posture / Alignment in Dance	ea → 0.1
Hesitation in Jump, Swing, Press Handstand	ea → 0.1
Insufficient Split - Required (Dance / Acro)	ea → 0.2
Insufficient Ext. (Open) prior to Landing Acro	ea → 0.3

BEAM Execution Deductions	
Insuff. Sureness of Performance (thruout)	→0.2
Relaxed / Incorr Footwork (thruout)	→0.2
Relax / Incorr Leg / Post, Insuff Flex (thruout)	→0.3
Legs Not Parallel - Split or Straddle Pike	ea →0.2
Insuff. Height of Leaps - Jumps - Hops	ea →0.2
Insuff. Height of Acro Flights-Aerials-Saltos	ea →0.2
Insuff. Height of Dismounts	→0.3
Landing Too Close to Beam on Dismount	0.1
Touch / Brush Foot on Apparatus or Mat	ea →0.1
Support of 1 leg against side of Beam	each 0.2
Grasp Beam to Avoid a Fall	each 0.3
Trunk Movement - Control Dismount Landing	→0.2
Trunk Movement - Balance on Beam	ea →0.3

BEAM Connection Values	0.1	0.2
2 - Acro. Flight	B+C *	B+D
including Mounts	C = Salto *	C+C
* No Mount / Dismount	Lv 9 or Aerial	
3 - Acro. Flight	B+B+C	B+C+C
including Mounts	(+0.1) 3-Acro Series	
including Dismounts	Salto/Aerial or D/E Flt.	
	NO Dismounts	
2 Dance / * Mixed	A+D	B+D
* Acro Flight + Dance	B+C	
including Mounts		C+C
2 Turns	A+C	

BEAM Special Requirements
1 Acro Flight Series
* Min 1-C Flight (L10)
* A (non flight) + E (L10)
1 - One Leap / Jump
* 180o split
* Cross or Side
1 - Full Turn
on one foot
B - Aerial/Salto Dmt. L9
C - Aerial/Salto Dmt. L10
C+B - Acro Series = OK
C+B - Dance/Acro = OK

VP	Level 9	Level 10
A = 0.1	3	3
B = 0.3	4	3
C = 0.5	1	2
SR	0.5	0.5
SV	9.7	9.5
Bonus	0.3	0.5
Bonus	OK without fall / spot	

Level 9 - Bonus
Max (1 Restricted) D/E = C

Other Restricted Elements
No VP 0.5 off SV

Additional Bonus - Level 10
0.1 Bonus with 0.6 and E

Artistry - _____ Time: _____ S.V. _____

Bonus + _____ Exec. - _____ SV LV: Ded. - _____

Comp. - _____ J1 Score _____

A - _____ VP - _____ J2 Score _____

B - _____ SR - _____

C - _____ RE - _____ Average _____

D +_____ CV+ _____ Off Ave. - _____

E +_____ DE+ _____ Score _____

Artistry - _____ Time: _____ S.V. _____

Bonus + _____ Exec. - _____ SV LV: Ded. - _____

Comp. - _____ J1 Score _____

A - _____ VP - _____ J2 Score _____

B - _____ SR - _____

C - _____ RE - _____ Average _____

D +_____ CV+ _____ Off Ave. - _____

E +_____ DE+ _____ Score _____

Artistry - _____ Time: _____ S.V. _____

Bonus + _____ Exec. - _____ SV LV: Ded. - _____

Comp. - _____ J1 Score _____

A - _____ VP - _____ J2 Score _____

B - _____ SR - _____

C - _____ RE - _____ Average _____

D +_____ CV+ _____ Off Ave. - _____

E +_____ DE+ _____ Score _____