BEAM	BEAM		BEAM		BEAM			BEAM		Level	Level
Composition Deductions	Execution Deductions		Execution Deductions		Connection Values	0.1	0.2	Special Requirements	VP	9	10
More than 1 Element before Mount 0.2		→ 0.3	Insuff. Sureness of Performance (thruc	ut) →0.2	2 - Acro. Flight	B+C *	B+D	1 Acro Flight Series	A = 0.1	3	3
More than 2 Straight Leg (Pivot 1/2t.) Turns 0.1		→ 0.3 → 0.2	Relaxed / Incorr Footwork (thruc	-	including Mounts	C = Salto *	C+C	* Min 1-C Flight (L10)	B = 0.3	4	3
More than 2 Wolf / Tuck or 2 Straddles each 0.1	Insufficient Variation - Rhythm/Tempo (thruout		Relax / Incorr Leg / Post, Insuff Flex (thrue		* No Mount / Dismount	Lv 9 - Aerial		* A (non flight) + E (L10)	C = 0.5	1	2
More than 1 Leap / Jump to Front Support each 0.1	Concentration Pause (more than 2 sec.)	each 0.1	Insuff. Height of Leaps - Jumps - Hops	ea →0.2	3 - Acro. Flight	B+B+C	B+C+C	1 - One Leap / Jump	SR	0.5	0.5
Acro - Not up to Competitive Level →0.2	Rhythm during Acro Connections	ea → 0.2	Insuff. Height of Acro Flights-Aerials-Salto		including Mounts			* 180o split	sv	9.7	9.5
Lack of Dance Series (min. 2; Gr. 1 ,2, 3) 0.2	Rhythm during Dance / Mixed Connections	ea → 0.2	Insuff. Height of Dismounts	→0.3	including Dismounts			* Cross or Side	Bonus	0.3	0.5
Insufficient Spacial Use & Level Changes ea →0.1	VP Turns not on High Releve	ea → 0.1	Landing Too Close to Beam on Dismount	0.1					Bonus OK without fall / spor		/ spot
Fail to Show Different Directions (F/S/B) →0.1	Feet Apart on Side Landing of Leap/Jump	ea → 0.1	Touch / Brush Foot on Apparatus or Mat	ea →0.1	2 Dance / * Mixed	A+D	B+D	1 - Full Turn	Level 9 - Bonus		
Lack of Variety in Choice of Acro Elements →0.1	Lack of Precision in Dance Elements	ea → 0.1	Support of 1 leg against side of Beam	each 0.2	* Acro Flight + Dance	B+C		on one foot	Maxim	um (1 Restricte	ed) D/E
Lack of Acro Forward/Sideward & Back each 0.1	Incorrect Posture / Alignment in Dance	ea → 0.1	Trunk Movement - Control Dismount Land	ing $\rightarrow 0.2$				B - Aerial/Salto Dmt. L9		D/E = C	
	Hesitation in Jump, Swing, Press Handstand	ea → 0.1	Trunk Movement - Balance on Beam	ea →0.3	including Mounts		C+C	C - Aerial/Salto Dmt. L10	Other Restricted Element		
Balance Between Acro & Dance VP →0.2		ea → 0.2	Grasp Beam to Avoid a Fall	each 0.3				C+B - Acro Series = OK	No VP		
Insufficient Distribution →0.1	Insufficient Ext. (Open) prior to Landing Acro	ea → 0.3	Direction of Gainer Dismount of the End	→0.3	2 Turns	A+C		C+B - Dance/Acro = OK		0.5 off SV	
								Exec	Time:	S.V.	
								Comp	SV	Ded	
									LV: <b>9.5</b>		
								A		J1 Score	
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								D +	CV+	Off Ave	
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Pivot Shapes Acro Lv	Var Acro Dance Foot	BP	For/Side Dist	Bal	Dyn Rhy	Sure _	Artis	stry			
								Exec	Time:	S.V.	
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								Оотгр	LV: <b>9.5</b>	Dou.	
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Pivot Shapes Acro Lv	Var Acro Dance Foot	BP	For/Side Dist	Bal	Dyn Rhy	Sure _	Artis				
Tolo LY				~!		Juio	/ 11 11 2	<del>,</del>			
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Divet Shapes Acre I	Var Aoro Danes 54	D.D.	For/Sido Dist	Dal	Dun Dh.	C	A -4:-		DLT	Score	
Pivot Shapes Acro Lv	Var Acro Dance Foot	BP	For/Side Dist	Bal	Dyn Rhy	Sure _	Artis	ы у	l		