

BEAM Composition Deductions		BEAM Execution Deductions		BEAM Execution Deductions		BEAM Connection Values			BEAM Special Requirements			VP	Level 9	Level 10
More than 1 Element before Mount	0.2	Artistry: Original; Style; Expression (thruout)	→ 0.3	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 Straight Leg (Pivot 1/2t.) Turns	0.1	Insufficient Dynamics (thruout)	→ 0.2	Relaxed / Incorr Footwork (thruout)	→ 0.2	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)	→ 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		
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-Saltos	ea → 0.2	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 / 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	Maximum (1 Restricted) D/E				
Lack of Acro Forward/Sideward & Back	each 0.1	Incorrect Posture / Alignment in Dance	ea → 0.1	Trunk Movement - Control Dismount Landing	→ 0.2	including Mounts		C+C	B - Aerial/Salto Dmt. L9	Other Restricted Element				
If only in Dismount	0.05	Hesitation in Jump, Swing, Press Handstand	ea → 0.1	Trunk Movement - Balance on Beam	ea → 0.3				C - Aerial/Salto Dmt. L10	No VP				
Balance Between Acro & Dance VP	→ 0.2	Insufficient Split - Required (Dance / Acro)	ea → 0.2	Grasp Beam to Avoid a Fall	each 0.3				C+B - Acro Series = OK	0.5 off SV				
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					
										Artistry - _____	Time: _____	S.V. _____		
										Exec. - _____	SV LV: 9.7	Ded. - _____		
										Comp. - _____	VP - _____	J1 Score _____		
										A - _____	SR - _____	J2 Score _____		
										B - _____	RE - _____	Average _____		
										C - _____	CV+ _____	Off Ave. - _____		
										D + _____	DE+ _____	Score _____		
										E + _____				
Pivot Turns _____ Shapes _____ Lv Acro _____ Var Acro _____ Dance _____	Relaxed _____	Rhythm _____	Forw/Side _____	Balance _____	Distribution _____	Sureness _____								
										Artistry - _____	Time: _____	S.V. _____		
										Exec. - _____	SV LV: 9.7	Ded. - _____		
										Comp. - _____	VP - _____	J1 Score _____		
										A - _____	SR - _____	J2 Score _____		
										B - _____	RE - _____	Average _____		
										C - _____	CV+ _____	Off Ave. - _____		
										D + _____	DE+ _____	Score _____		
										E + _____				
Pivot Turns _____ Shapes _____ Lv Acro _____ Var Acro _____ Dance _____	Relaxed _____	Rhythm _____	Forw/Side _____	Balance _____	Distribution _____	Sureness _____								
										Artistry - _____	Time: _____	S.V. _____		
										Exec. - _____	SV LV: 9.7	Ded. - _____		
										Comp. - _____	VP - _____	J1 Score _____		
										A - _____	SR - _____	J2 Score _____		
										B - _____	RE - _____	Average _____		
										C - _____	CV+ _____	Off Ave. - _____		
										D + _____	DE+ _____	Score _____		
										E + _____				
Pivot Turns _____ Shapes _____ Lv Acro _____ Var Acro _____ Dance _____	Relaxed _____	Rhythm _____	Forw/Side _____	Balance _____	Distribution _____	Sureness _____								