

| 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 or Release) | | 0 / 3 = 0.2 | | | | Acro Saltos – Not up to Competitive Level | | → 0.2 |
| 2. Element from Groups 3 / 6 / 7 | | 1 / 3 = 0.1 | Insufficient Level Changes | | → 0.1 | Last Salto – Not up to Competitive Level | | → 0.1 |
| 3. Pirouette Element minimum ½ t. | | 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 |
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| BARS Execution Deductions | | | BEAM Execution Deductions | | | FLOOR Execution Deductions | | |
| Failure to Remove Board / Spotting Block | (CJ) | 0.3 | 3 rd Run to approach mount (each judge) | | 0.5 | Music & Moves Poor Relationship (thru) | | → 0.2 |
| 3 rd 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. 0.6) | | 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 1 st 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 |