

Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	Level 6 - Floor	Level 7 - Floor	Level 8 - Floor			L6	L7	L8
One Cast <i>Above Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	Acro Series w/o flt. OR One (1) Acro Flt.	Acro Series (w/wo flt.) + 1 Acro Flt. Solo/Series	Acro Series <i>with 1 Acro Flight</i>	Acro Series (Gr 5,6,7,8) <i>(3) Direct with (2) Flight</i>	Acro Series (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Series <i>Direct or Indirect</i>	A = 0.1	A	5	5	4
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Series <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	B = 0.3	B	1	2	4
360o Clear Circle <i>one Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>		SR	0.5	0.5	0.5
A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Salto/Hecht <i>Dismount</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element <i>Last Salto</i>	Restricted elements - 0.5 SV				
									Lv 6	Only "A" and "B" elements			
									Lv 6	Any "C" Dance restricted			
									Lv 6	Any "C" Acro restricted			
									Lv 6	NO VP, NO SR, - 0.5 SV			

									Time: _____	S.V. _____
___ A									S. V. 10.0	Ded. - _____
___ B									VP - _____	J1 Score _____
___ C									SR - _____	J2 Score _____
									RE - _____	Average _____
									Artistry - _____	Off Ave. - _____
									Exec. - _____	Score _____

									Time: _____	S.V. _____
___ A									S. V. 10.0	Ded. - _____
___ B									VP - _____	J1 Score _____
___ C									SR - _____	J2 Score _____
									RE - _____	Average _____
									Artistry - _____	Off Ave. - _____
									Exec. - _____	Score _____

									Time: _____	S.V. _____
___ A									S. V. 10.0	Ded. - _____
___ B									VP - _____	J1 Score _____
___ C									SR - _____	J2 Score _____
									RE - _____	Average _____
									Artistry - _____	Off Ave. - _____
									Exec. - _____	Score _____

Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	Level 6 - Floor	Level 7 - Floor	Level 8 - Floor			L6	L7	L8
One Cast <i>Above Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	Acro Series w/o flt. OR One (1) Acro Flt.	Acro Series (w/wo flt.) +1 Acro Flt. Solo/Series	Acro Series <i>with 1 Acro Flight</i>	Acro Series (Gr 5,6,7,8) <i>(3) Direct with (2) Flight</i>	Acro Series (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Series <i>Direct or Indirect</i>	A = 0.1	A	5	5	4
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Series <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	B = 0.3	B	1	2	4
360o Clear Circle <i>one Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>		SR	0.5	0.5	0.5
A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Salto/Hecht <i>Dismount</i>	A - Dismount <i>Aerial/Salto</i>	"A" - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element <i>Last Salto</i>	Restricted elements - 0.5 SV				
									Lv 6	C/D/E and UB Flight			
									Lv 7	> 1-C Dance; UB Rest.			
									Lv 8	UB Restricted List			
									Lv 8	More than 1 Restricted C			
									Time: _____		S.V. _____		
___ A									S. V. 10.0		Ded. - _____		
___ B									VP - _____		J1 Score _____		
___ C									SR - _____		J2 Score _____		
									RE - _____		Average _____		
									Artistry - _____		Off Ave. - _____		
									Exec. - _____		Score _____		
									Time: _____		S.V. _____		
___ A									S. V. 10.0		Ded. - _____		
___ B									VP - _____		J1 Score _____		
___ C									SR - _____		J2 Score _____		
									RE - _____		Average _____		
									Artistry - _____		Off Ave. - _____		
									Exec. - _____		Score _____		
									Time: _____		S.V. _____		
___ A									S. V. 10.0		Ded. - _____		
___ B									VP - _____		J1 Score _____		
___ C									SR - _____		J2 Score _____		
									RE - _____		Average _____		
									Artistry - _____		Off Ave. - _____		
									Exec. - _____		Score _____		

Level 6 - Bars	Level 7 - Bars	Level 8 - Bars	Level 6 - Beam	Level 7 - Beam	Level 8 - Beam	Level 6 - Floor	Level 7 - Floor	Level 8 - Floor			L6	L7	L8
One Cast <i>Above Horizontal</i>	One Cast <i>45o from vertical</i>	One Bar Change <i>1-LB, 1-HB skill</i>	Acro Series w/o ft. OR One (1) Acro Ft.	Acro Series (w/wo ft.) + 1 Acro Ft. Solo/Series	Acro Series <i>with 1 Acro Flight</i>	Acro Series (Gr 5,6,7,8) <i>(3) Direct with (2) Flight</i>	Acro Series (3 elem.) <i>with Back Layout-2 ft.</i>	2 Salto Series <i>Direct or Indirect</i>	A = 0.1	A	5	5	4
One Bar Change <i>1-LB, 1-HB skill</i>	360o Clear Circle <i>one "B" Circle</i>	"B" Element <i>Flight or Turn</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	One Leap / Jump <i>180o Split</i>	1 Salto / Aerial <i>Single or 2nd Series</i>	Front Acro Series <i>2 Direct - 1 Aerial / Salto</i>	3 Different Saltos	B = 0.3	B	1	2	4
360o Clear Circle <i>one Group 3,6,7</i>	360o Clear Circle <i>one Group 3,6,7</i>	"B" Circle <i>Group 3,6,7</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>	Dance Passage <i>Gr.1, 180° Split Leap</i>		SR	0.5	0.5	0.5
A - Salto <i>Dismount</i>	A - Salto <i>Dismount</i>	A - Salto/Hecht <i>Dismount</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	A - Dismount <i>Aerial/Salto</i>	Full Turn <i>Single or Series</i>	Full Turn <i>Single or Series</i>	A - Element <i>Last Salto</i>	Restricted elements - 0.5 SV				
									Lv 6	C/D/E and UB Flight			
									Lv 7	> 1-C Dance; UB Restrictec			
									Lv 8	UB Restricted List			
									Lv 8	More than 1 Restricted C			

Time: _____ S.V. _____

S. V. **10.0** Ded. - _____

VP - _____ J1 Score _____

SR - _____ J2 Score _____

RE - _____

Average _____

Comp - _____ Off Ave. - _____

Exec - _____ Score _____

Pivots _____ Shapes _____ Dance Lv _____ Acro Lv _____ Dism Lv _____ Levels _____ Space _____ F/B/S _____ Dance Ser _____ Acro B-F/S _____ Foot _____ BP _____ Rhy _____ Sure _____ Dyn _____ Art _____ CPE

Time: _____ S.V. _____

S. V. **10.0** Ded. - _____

VP - _____ J1 Score _____

SR - _____ J2 Score _____

RE - _____

Average _____

Comp - _____ Off Ave. - _____

Exec - _____ Score _____

Pivots _____ Shapes _____ Dance Lv _____ Acro Lv _____ Dism Lv _____ Levels _____ Space _____ F/B/S _____ Dance Ser _____ Acro B-F/S _____ Foot _____ BP _____ Rhy _____ Sure _____ Dyn _____ Art _____ CPE

Time: _____ S.V. _____

S. V. **10.0** Ded. - _____

VP - _____ J1 Score _____

SR - _____ J2 Score _____

RE - _____

Average _____

Comp - _____ Off Ave. - _____

Exec - _____ Score _____

Pivots _____ Shapes _____ Dance Lv _____ Acro Lv _____ Dism Lv _____ Levels _____ Space _____ F/B/S _____ Dance Ser _____ Acro B-F/S _____ Foot _____ BP _____ Rhy _____ Sure _____ Dyn _____ Art _____ CPE

BEAM Composition Deductions		BEAM Execution Deductions		BEAM Execution Deductions		BEAM Connection Values		BEAM Special Requirements		VP	Level 9	Level 10
More than 2 Straight Leg (Pivot 1/2t.) Turns More than 2 Wolf / Tuck or 2 Strad. Shapes Dance - Not up to Competitive Level Acro - Not up to Competitive Level Dismount - Not up to Competition Level Insufficient Level Changes Insufficient Use Entire Beam (Space) Choreo in Different Directions (F/S/B) Lack of Dance Series (min. 2; Gr. 1, 2, 3) Lack of Acro Forward / Side & Backward (Groups: 1, 6, 7, 8) If only in Dismount Artistry: Original; Style; Expression (thruout) Insufficient Dynamics (thruout)	0.1 ea 0.1 → 0.2 → 0.2 → 0.1 → 0.1 → 0.1 → 0.1 → 0.1 0.2 ea 0.1 0.05 → 0.3 → 0.2	Insufficient Variation - Rhythm/Tempo (thruout) Concentration Pause (2 seconds) Concentration Pause (more than 2 sec.) Rhythm during Acro Connections Rhythm during Dance / Mixed Connections VP Turns not on High Releve Feet Apart on Side Landing of Leap/Jump Lack of Precision in Dance Elements Incorrect Posture / Alignment in Dance Hesitation in Jump, Swing, Press Handstand Insufficient Split - Required (Dance / Acro) Insufficient Ext. (Open) prior to Landing Acro	→ 0.2 each 0.1 each 0.2 ea → 0.2 ea → 0.2 ea → 0.1 ea → 0.1 ea → 0.1 ea → 0.1 ea → 0.1 ea → 0.2 ea → 0.3	Insuff. Sureness of Performance (thruout) Relaxed / Incorr Footwork (thruout) Relax / Incorr Leg / Post, Insuff Flex (thruout) Legs Not Parallel - Split or Straddle Pike Insuff. Height of Leaps - Jumps - Hops Insuff. Height of Acro Flights-Aerials-Saltos Insuff. Height of Dismounts Landing Too Close to Beam on Dismount Touch / Brush Foot on Apparatus or Mat Support of 1 leg against side of Beam Grasp Beam to Avoid a Fall Trunk Movement - Control Dismount Landing Trunk Movement - Balance on Beam	→ 0.2 → 0.2 → 0.3 ea → 0.2 ea → 0.2 → 0.3 0.1 ea → 0.1 each 0.2 each 0.3 → 0.2 ea → 0.3	2 - Acro. Flight including Mounts 3 - Acro. Flight including Mount / Dsmt. 3 - Acro. Flight excluding Dismounts 2 Dance / * Mixed * Acro Flight + Dance including Mounts 2 Turns	0.1 0.2 Lv 9 - Aerial B+B+C B+B+C A+D B+C C+C A+C	0.2 B+D C+C B+C+C B+B+C B+D C+C	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	A = 0.1 B = 0.3 C = 0.5 SR SV Bonus	3 4 2 0.5 9.7 0.3 OK without fall / spot	3 3 2 0.5 9.5 0.5
										Level 9 - Bonus Maximum (1 Restricted) D/E D/E = C	Other Restricted Element No VP 0.5 off SV	
										Exec. - _____	Time: _____	S.V. _____
										Art./Comp. - _____	SV LV: 9.7	Ded. - _____
										A - _____	VP - _____	J1 Score _____
										B - _____	SR - _____	J2 Score _____
										C - _____	RE - _____	Average _____
											CV+ _____	Off Ave. - _____
												Score _____
Pivots Shapes Dance Lv Acro Lv Dism Lv Levels Space F/B/S Dance Ser Acro B-F/S Foot BP Rhy Sure Dyn Art CPE												
										Exec. - _____	Time: _____	S.V. _____
										Art./Comp. - _____	SV LV: 9.7	Ded. - _____
										A - _____	VP - _____	J1 Score _____
										B - _____	SR - _____	J2 Score _____
										C - _____	RE - _____	Average _____
											CV+ _____	Off Ave. - _____
												Score _____
Pivots Shapes Dance Lv Acro Lv Dism Lv Levels Space F/B/S Dance Ser Acro B-F/S Foot BP Rhy Sure Dyn Art CPE												
										Exec. - _____	Time: _____	S.V. _____
										Art./Comp. - _____	SV LV: 9.7	Ded. - _____
										A - _____	VP - _____	J1 Score _____
										B - _____	SR - _____	J2 Score _____
										C - _____	RE - _____	Average _____
											CV+ _____	Off Ave. - _____
												Score _____
Pivots Shapes Dance Lv Acro Lv Dism Lv Levels Space F/B/S Dance Ser Acro B-F/S Foot BP Rhy Sure Dyn Art CPE												

BEAM		BEAM		BEAM		BEAM		BEAM		BEAM		VP	Level 9	Level 10		
Composition Deductions		Execution Deductions		Execution Deductions		Connection Values		0,1	0,2	Special Requirements						
More than 2 Straight Leg (Pivot 1/2t.) Turns	0.1	Insufficient Variation - Rhythm/Tempo (thruout)	→ 0.2	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 Wolf / Tuck or 2 Strad. Shapes	ea 0.1	Concentration Pause (2 seconds)	each 0.1	Relaxed / Incorr Footwork (thruout)	→ 0.2	including Mounts	C = Salto *	C+C		* Min 1-C Flight (L10)		B = 0.3	4	3		
Dance - Not up to Competitive Level	→ 0.2	Concentration Pause (more than 2 sec.)	each 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		
Acro - Not up to Competitive Level	→ 0.2	Rhythm during Acro Connections	ea → 0.2	Legs Not Parallel - Split or Straddle Pike	ea → 0.2	3 - Acro. Flight	B+B+C	B+C+C		1 - One Leap / Jump		SR	0.5	0.5		
Dismount - Not up to Competition Level	→ 0.1	Rhythm during Dance / Mixed Connections	ea → 0.2	Insuff. Height of Leaps - Jumps - Hops	ea → 0.2	including Mount / Dsmt.				* 180o split		SV	9.7	9.5		
Insufficient Level Changes	→ 0.1	VP Turns not on High Releve	ea → 0.1	Insuff. Height of Acro Flights-Aerials-Saltos	ea → 0.2	3 - Acro. Flight	B + B + C (Salto) = + 0.1			* Cross or Side		Bonus	0.3	0.5		
Insufficient Use Entire Beam (Space)	→ 0.1	Feet Apart on Side Landing of Leap/Jump	ea → 0.1	Insuff. Height of Dismounts	→ 0.3	excluding Dismounts	B + B + D/E (Flt.) = + 0.1			1 - Full Turn		Bonus	OK without fall / spot			
Choreo in Different Directions (F/S/B)	→ 0.1	Lack of Precision in Dance Elements	ea → 0.1	Landing Too Close to Beam on Dismount	0.1	2 Dance / * Mixed	A+D	B+D		on one foot		Level 9 - Bonus				
Lack of Dance Series (min. 2; Gr. 1, 2, 3)	0.2	Incorrect Posture / Alignment in Dance	ea → 0.1	Touch / Brush Foot on Apparatus or Mat	ea → 0.1	* Acro Flight + Dance	B+C					Max (1 Restricted) D/E = C				
Lack of Acro Forward / Side & Backward (Groups: 1, 6, 7, 8) If only in Dismount	ea 0.1 0.05	Hesitation in Jump, Swing, Press Handstand	ea → 0.1	Support of 1 leg against side of Beam	each 0.2	including Mounts		C+C		B - Aerial/Salto Dmt. L9		Other Restricted Elements				
Artistry: Original; Style; Expression (thruout)	→ 0.3	Insufficient Split - Required (Dance / Acro)	ea → 0.2	Grasp Beam to Avoid a Fall	each 0.3					C - Aerial/Salto Dmt. L10		No VP	0.5	off SV		
Insufficient Dynamics (thruout)	→ 0.2	Insufficient Ext. (Open) prior to Landing Acro	ea → 0.3	Trunk Movement - Control Dismount Landing	→ 0.2					C+B - Acro Series = OK		Additional Bonus - Level 10				
				Trunk Movement - Balance on Beam	ea → 0.3	2 Turns	A+C			C+B - Dance/Acro = OK		0.1 Bonus with 0.6 and E				
												Bonus + _____	Time: _____	S.V. _____		
												Exec. - _____		Ded. - _____		
												Art./Comp. - _____	Lv: 9.5	J1 Score _____		
												A - _____	VP - _____	J2 Score _____		
												B - _____	SR - _____	Average _____		
												C - _____	CV+ _____	Off Ave. - _____		
												D + _____	DE+ _____	Score _____		
												E + _____				
Pivots	Shapes	Dance Lv	Acro Lv	Dism Lv	Levels	Space	F/B/S	Dance Ser	Acro B-F/S	Foot	BP	Rhy	Sure	Dyn	Art	CPE
												Bonus + _____	Time: _____	S.V. _____		
												Exec. - _____	SV	Ded. - _____		
												Art./Comp. - _____	Lv: 9.5	J1 Score _____		
												A - _____	VP - _____	J2 Score _____		
												B - _____	SR - _____	Average _____		
												C - _____	CV+ _____	Off Ave. - _____		
												D + _____	DE+ _____	Score _____		
												E + _____				
Pivots	Shapes	Dance Lv	Acro Lv	Dism Lv	Levels	Space	F/B/S	Dance Ser	Acro B-F/S	Foot	BP	Rhy	Sure	Dyn	Art	CPE
												Bonus + _____	Time: _____	S.V. _____		
												Exec. - _____	SV	Ded. - _____		
												Art./Comp. - _____	Lv: 9.5	J1 Score _____		
												A - _____	VP - _____	J2 Score _____		
												B - _____	SR - _____	Average _____		
												C - _____	CV+ _____	Off Ave. - _____		
												D + _____	DE+ _____	Score _____		
												E + _____				
Pivots	Shapes	Dance Lv	Acro Lv	Dism Lv	Levels	Space	F/B/S	Dance Ser	Acro B-F/S	Foot	BP	Rhy	Sure	Dyn	Art	CPE