

UB	(3.2) BARS	BB	(4.2) BEAM	FX	(5.2) FLOOR
	<p>Lack of Variety in Choice of Elements or Connections (REMOVED 2025 - 2026)</p>	<p>0.1 0.1</p>	<p>Lack of Variety in Choice of Acro</p> <ul style="list-style-type: none"> • Min. (“A”) Backward Acro • Min. (“A”) Forward/Sideward Acro 1-Mounts, 6-Rolls, 7-Walkovers, 8-Saltos Roundoff = Sideward Flic ¼ or ¾ handstand = Backward Arabian walkover/salto = Forward Tic-Toc = Forward or Backward 	<p>0.1 0.1</p>	<p>Lack of Variety in Choice of Acro</p> <ul style="list-style-type: none"> • Min. (“A”) Backward Salto • Min. (“A”) Forward/Sideward Salto NO AERIALS Ex. Butterfly = Aerial
0.05	<p>Insufficient Distribution of Elements</p> <ul style="list-style-type: none"> • Difficulty not maintained thru-out • Most difficult in same section 	0.05	<p>Insufficient Distribution of Elements</p> <ul style="list-style-type: none"> • Difficulty not maintained thru-out • Most difficult in same section 	0.05	<p>Insufficient Distribution of Elements</p> <ul style="list-style-type: none"> • Difficulty <u>not</u> maintained thru-out • Most difficult in same section
<p>0.1 (each)</p> <p>0.1 (each)</p>	<p>Uncharacteristic Elements</p> <ul style="list-style-type: none"> • Squat on LB – ½ t. on feet → HB • HB swing forward → LB stand with or without ½ turn, <u>unless followed by circle move.</u> <p>Forward ¾ Giant Circle (> 20°)</p> <ul style="list-style-type: none"> • with or without grip change • will break a connection 	<p>0.05 0.05 0.05</p>	<p>Insufficient Use of Entire Beam</p> <ul style="list-style-type: none"> • Spatial – entire length of beam • Direction – forward/back/side (choreo.) • Level Changes throughout high off, standing, semi-low, low, no longer required to touch torso 	0.05	<p>Insufficient Use of Floor Area</p> <ul style="list-style-type: none"> • Spatial – floor pattern
0.1 (each)	<p>Squat/Stoop on LB to grasp HB</p> <ul style="list-style-type: none"> • with or without sole circle • more than one (1) receives deduction after a fall, allowed to squat-on without a deduction 		<p>UTL: Acro Flight Series broken: (balance error, extra steps, or stop) = No CV, NO SR. (with additional D/E Acro or E dance) = OK UTL.</p>	0.1	<p>Lack of Variety in Choice of Dance</p> <ul style="list-style-type: none"> • Lack of Dance Bonus (Groups 1 or 2) CV + 0.1 minimum <u>or</u> D/E Bonus Element
0.1	<p>Choice of Elements (UTL) not up to the competitive level: <u>One (1) of the following:</u></p> <ul style="list-style-type: none"> • Single Bar (“D”) Release • One (“E”) Release • min. 2 (“D”) Releases • min. 2 (“E”) Level Skills (excluding dismounts). <p>AND minimum (“D”) Dismount <u>or</u> (“C”) Dismount with CV Bonus.</p>	0.1	<p>Choice of Elements (UTL) not up to the competitive level:</p> <ul style="list-style-type: none"> • Flight Series must end <u>on</u> the Beam (<u>not</u> in dismount series). • Flight Series performed <u>on</u> the beam without Connection Value: <ul style="list-style-type: none"> ✓ Additional (“D”) Acro ✓ <u>or</u> (“E”) Dance required. ✓ (“D/E”) Acro → Dismount will <u>not</u> fulfill UTL for Additional D/E ✓ Mounts and Dismounts included 	0.1	<p>Choice of Elements (UTL) not up to the competitive level: <u>All Floor Routines:</u></p> <ul style="list-style-type: none"> • One (“E”) Acro / Dance (OR) Two (2) diff. (“D”) elements (1) Acro • Last Salto (“C”) + 0.1 CV <u>or</u> (“D/E”) <p><u>Two (2) Acro Pass Routine:</u> (any order)</p> <ul style="list-style-type: none"> • One Pass – minimum (“D”) Acro • Other Pass (“D/E”) <u>or</u> + 0.2 CV <p><u>One Pass Routine</u> = – 0.1 UTL</p>
UTL	ORANGE Card (- 0.1)	UTL	ORANGE Card (- 0.1)	UTL	ORANGE Card (- 0.1)