



COMPULSORY ACRO Deduction Sheet

EO2 TEAM		Heat: 1 (Acro)		Officials Initials:	Deductions
EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION			
	Arms Bent	↑ 0.30/occurrence			
	Knees Bent	↑ 0.30/occurrence			
	Leg/Feet Separation	↑ 0.20/occurrence			
	Ankle Flexed	0.10/occurrence			
	Insufficient Stretch/Extension	↑ 0.20/occurrence			
	Incorrect Body Position	↑ 0.20/occurrence			
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION			
	Base Structure Proximity	↑ 0.20/occurrence			
	Instability of the Base	↑ 0.20/occurrence			
	Group Travel	↑ 0.30/occurrence			
	Balance Check	↑ 0.20/occurrence			
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION			
	Insufficient Amplitude of Skill	↑ 0.30/occurrence			
	SYNCHRO/CONTINUITY	DEDUCTION			
	Lack of Synchronization	↑ 0.30/heat			
	Lack of Acceleration	↑ 0.20/skill			
	Lack of Continuity	↑ 0.20/skill			
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION			
	Under/Over Rotation	↑ 0.30/occurrence			
	Extra Movement on Landing	↑ 0.20/occurrence			
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence			
	Deviation	↑ 0.30/occurrence			
	Steps	0.10/occurrence			
FALL DEDUCTIONS	FALLS	DEDUCTION			
	Falls	0.50/occurrence			
PENALTIES	NEUTRAL PENALTIES	DEDUCTION			
	Boundary Violation	0.10/occurrence			



COMPULSORY PYRAMID Deduction Sheet

EO2 TEAM		Heat: 1 (Acro)		Officials Initials:	Deductions
EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION			
	Arms Bent	↑ 0.30/occurrence			
	Knees Bent	↑ 0.30/occurrence			
	Leg/Feet Separation	↑ 0.20/occurrence			
	Ankle Flexed	0.10/occurrence			
	Insufficient Stretch/Extension	↑ 0.20/occurrence			
	Incorrect Body Position	↑ 0.20/occurrence			
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION			
	Base Structure Proximity	↑ 0.20/occurrence			
	Instability of the Base	↑ 0.20/occurrence			
	Group Travel	↑ 0.30/occurrence			
	Balance Check	↑ 0.20/occurrence			
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION			
	Insufficient Amplitude of Skill	↑ 0.30/occurrence			
	SYNCHRO/CONTINUITY	DEDUCTION			
	Lack of Synchronization	↑ 0.30/heat			
	Lack of Acceleration	↑ 0.20/skill			
	Lack of Continuity	↑ 0.20/skill			
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION			
	Under/Over Rotation	↑ 0.30/occurrence			
	Extra Movement on Landing	↑ 0.20/occurrence			
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence			
	Deviation	↑ 0.30/occurrence			
	Steps	0.10/occurrence			
FALL DEDUCTIONS	FALLS	DEDUCTION			
	Falls	0.50/occurrence			
PENALTIES	NEUTRAL PENALTIES	DEDUCTION			
	Boundary Violation	0.10/occurrence			



COMPULSORY TOSS Deduction Sheet

EO2 TEAM	Heat: 1 (Acro)	Officials Initials:	Deductions
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EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	



COMPULSORY TUMBLING Deduction Sheet

EO2 TEAM		Heat: 1 (Acro)		Officials Initials:	Deductions
EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION			
	Arms Bent	↑ 0.30/occurrence			
	Knees Bent	↑ 0.30/occurrence			
	Leg/Feet Separation	↑ 0.20/occurrence			
	Ankle Flexed	0.10/occurrence			
	Insufficient Stretch/Extension	↑ 0.20/occurrence			
	Incorrect Body Position	↑ 0.20/occurrence			
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION			
	Base Structure Proximity	↑ 0.20/occurrence			
	Instability of the Base	↑ 0.20/occurrence			
	Group Travel	↑ 0.30/occurrence			
	Balance Check	↑ 0.20/occurrence			
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION			
	Insufficient Amplitude of Skill	↑ 0.30/occurrence			
	SYNCHRO/CONTINUITY	DEDUCTION			
	Lack of Synchronization	↑ 0.30/heat			
	Lack of Acceleration	↑ 0.20/skill			
	Lack of Continuity	↑ 0.20/skill			
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION			
	Under/Over Rotation	↑ 0.30/occurrence			
	Extra Movement on Landing	↑ 0.20/occurrence			
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence			
	Deviation	↑ 0.30/occurrence			
	Steps	0.10/occurrence			
FALL DEDUCTIONS	FALLS	DEDUCTION			
	Falls	0.50/occurrence			
PENALTIES	NEUTRAL PENALTIES	DEDUCTION			
	Boundary Violation	0.10/occurrence			



4 Element Acro Deduction Sheet

EO2 TEAM	Heat: 1 (Acro)	Officials Initials:	Deductions
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EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	



5 Element Acro Deduction Sheet

EO2 TEAM	Heat: 1 (Acro)	Officials Initials:	Deductions
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EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	



OPEN PYRAMID Deduction Sheet

EO2 TEAM		Heat: 1 (Acro)		Officials Initials:	Deductions
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EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	



SYNCHRONIZED PYRAMID Deduction Sheet

EO2 TEAM		Heat: 1 (Acro)		Officials Initials:	Deductions
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EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	



OPEN TOSS Deduction Sheet

EO2 TEAM		Heat: 1 (Acro)		Officials Initials:	Deductions
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EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	



SYNCHRONIZED TOSS Deduction Sheet

EO2 TEAM		Heat: 1 (Acro)		Officials Initials:	Deductions
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EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	



DUO TUMBLING Deduction Sheet

EO2 TEAM	Heat: 1 (Acro)	Officials Initials:	Deductions
EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	



TRIO TUMBLING Deduction Sheet

EO2 TEAM	Heat: 1 (Acro)	Officials Initials:	Deductions
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EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	



QUAD TUMBLING Deduction Sheet

EO2 TEAM	Heat: 1 (Acro)	Officials Initials:	Deductions
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EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	



INDIVIDUAL 1 Deduction Sheet

EO2 TEAM	Heat: 1 (Acro)	Officials Initials:	Deductions
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EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	



INDIVIDUAL 2 Deduction Sheet

EO2 TEAM	Heat: 1 (Acro)	Officials Initials:	Deductions
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EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	



INDIVIDUAL 3 Deduction Sheet

EO2 TEAM	Heat: 1 (Acro)	Officials Initials:	Deductions
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EXECUTION DEDUCTIONS	BODY POSTURE	DEDUCTION	
	Arms Bent	↑ 0.30/occurrence	
	Knees Bent	↑ 0.30/occurrence	
	Leg/Feet Separation	↑ 0.20/occurrence	
	Ankle Flexed	0.10/occurrence	
	Insufficient Stretch/Extension	↑ 0.20/occurrence	
	Incorrect Body Position	↑ 0.20/occurrence	
TIMING DEDUCTIONS	HOLDS/TIMING	DEDUCTION	
	Base Structure Proximity	↑ 0.20/occurrence	
	Instability of the Base	↑ 0.20/occurrence	
	Group Travel	↑ 0.30/occurrence	
	Balance Check	↑ 0.20/occurrence	
AMPLITUDE DEDUCTIONS	AMPLITUDE	DEDUCTION	
	Insufficient Amplitude of Skill	↑ 0.30/occurrence	
	SYNCHRO/CONTINUITY	DEDUCTION	
	Lack of Synchronization	↑ 0.30/heat	
	Lack of Acceleration	↑ 0.20/skill	
	Lack of Continuity	↑ 0.20/skill	
	LANDINGS/CATCHES/DEVIATIONS	DEDUCTION	
	Under/Over Rotation	↑ 0.30/occurrence	
	Extra Movement on Landing	↑ 0.20/occurrence	
	Incorrect Body Posture on Landing/Catch	↑ 0.20/occurrence	
	Deviation	↑ 0.30/occurrence	
	Steps	0.10/occurrence	
FALL DEDUCTIONS	FALLS	DEDUCTION	
	Falls	0.50/occurrence	
PENALTIES	NEUTRAL PENALTIES	DEDUCTION	
	Boundary Violation	0.10/occurrence	

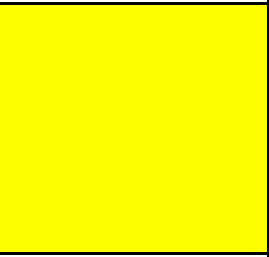


TEAM EVENT Deduction Sheet

TEAM _____ Officials Initials: _____ E02

Deduction Totals

Acro		Pyramid		Toss		Tumbling		Additional comments:
# of FALLS (Total deduction reflects fall - 0.5 each)		# of FALLS (Total deduction reflects fall - 0.5 each)		# of FALLS (Total deduction reflects fall - 0.5 each)		# of FALLS (Total deduction reflects fall - 0.5 each)		
TOTAL DEDUCTIONS		TOTAL DEDUCTIONS		TOTAL DEDUCTIONS		TOTAL DEDUCTIONS		



PENALTIES	NEUTRAL PENALTIES	DEDUCTION		TOTAL DEDUCTIONS
	Boundary Violation	0.10/occurrence		
	Spotting Assistance	0.5/occurrence		

Acro	Pyramid
Toss	Tumbling