Optional General Faults & Penalties

SLIGHT/SMALL FAULTS 0.05 - 0.10

- Flexed/sickled feet during VP elements 0.05
- Lands with feet hip-width apart or closer but never joins feet (V & UB/BB dismounts) 0.05
- Slight hop/small adj of feet on landing of elements or dismounts 0.10
- Arm swings on landing 0.10
- Legs cross during Value Part elements with twist 0.10
- Extra steps on landing (per step - maximum of 4) 0.10
- Lands w/ feet staggered (V & UB/BB dismounts) 0.10
- Deviation from straight direction on landing 0.10

MEDIUM FAULTS UP TO 0.20

- Incomplete turn/twist 0.20
- Leg or knee separations 0.20
- Insufficient exactness of tuck, pike, or stretched position 0.20
- Failure to maintain stretched body position (Pikes down) 0.20
- Incorrect body posture on landing 0.20
- Insufficient split when required (dance/non-flight acro elements) 0.20
- Large step or jump on landing (approx. 3 feet or more) Max. 0.40
- Additional trunk movements to maintain balance (UB/BB dismounts & FX acro) 0.20

LARGE FAULTS UP TO 0.30

- Arms bent in support or legs bent (bent 90° or more = max. deduction) 0.30
- Additional movements to maintain balance/control on the Beam 0.30
- Squat on landing (hips even with or lower than the knees) 0.30
- Brushes/touches the landing surface with one or both hands 0.30
- Insufficient extension (open) of body prior to landing (tuck or pike dismount or Beam/Floor acro) 0.30
- Insufficient height of salto dismount (UB/BB) 0.30

VERY LARGE FAULTS 0.50

- Support on mat with 1 or 2 hands 0.50
- Fall on mat to knee(s) or hips 0.50
- Fall on or against apparatus 0.50
- Fall/Fail to land on the bottom of the feet first: No VP/No SR/No Bonus or Compositional credit 0.50
  - Spotting assistance upon landing of an element or dismount element
     - Award VP, SR & Composition 0.50
- Spotting assistance during an element or dismount
  - No VP & SR 0.50
  - No bonus or Compositional credit

VALUE PARTS

- A = 0.10
- B = 0.30
- C = 0.50
- D = 0.10 BONUS Level 10 only
- E = 0.20 BONUS Level 10 only

RANGE OF SCORES

The average score, not the Chief Judge’s score, determines the Range

<table>
<thead>
<tr>
<th>Range</th>
<th>Score Range</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>9.500 - 10.000</td>
<td>0.20 pt.</td>
<td></td>
</tr>
<tr>
<td>9.000 - 9.475</td>
<td>0.50 pt.</td>
<td></td>
</tr>
<tr>
<td>8.000 - 8.975</td>
<td>0.70 pt.</td>
<td></td>
</tr>
<tr>
<td>Below 8.000</td>
<td>1.00 pt.</td>
<td></td>
</tr>
</tbody>
</table>

Optional General Faults & Penalties

Revised 10/2020
MISCELLANEOUS JUDGING INFORMATION

Termination of an exercise due to injury:

• If a gymnast performs 1/2 or less of the exercise and does not continue, give credit for elements performed. Do not score from 10.00.
• Award a score of 1.0 if a routine results in a score of 1.0 or less.

TIMING PROCEDURES

Vault:

If a gymnast falls on 1st vault attempt & injury is being assessed, she is allowed a maximum of one minute (60 sec.) after completion of the judgment to leave the landing area. If gymnast exceeds allotted fall time, a 2nd vault will not be allowed. In this case, the Chief Judge will monitor the timing.

Uneven Bars:

When a gymnast falls from the bars and makes contact with the mat, a 45-second fall time begins.

The gymnast has 45 seconds to remount and resume her exercise.

The timer gives a verbal notification of 20 seconds and 10 seconds remaining for remounting after a fall.

When the gymnast remounts the bars (leaves the floor), the 45 second fall time stops.

If the 45 second fall time is exceeded, the exercise is terminated.

Floor Exercise:

Timing begins with first movement and stops with final movement. No time warning is given.

No overtime deduction taken if time is within a fraction of a second over the time allotment.

Chief Judge

Deductions from the average score. Must be indicated to coach either verbally or by visual means at the conclusion of the exercise.

0.10 Overtime
0.10 Coach standing between the bars or next to beam the entire exercise

Ea 0.10 Any body part touching outside of the Floor Exercise border marking
Ea 0.10 Failure to present before & after exercise; before - to Chief Judge; after - presentation to a judge not required
0.10 Failure to mark the boundary line on additional matting which covers the boundary line (FX)

0.20 Fails to begin exercise within 30 sec. after Chief Judge signals to begin
0.20 Unsportsmanlike conduct of gymnast (after warning)
0.20 Incorrect padding (Gymnast wearing heel pads, hip padding on bars)
0.20 Incorrect attire (includes unacceptable jewelry) (after warning)
0.20 Failure to observe specified warm-up time (after warning)
0.20 Technical verbal cues by coach or teammate(s) to own gymnast (judge must hear the words)
0.20 Excessive use of magnesia (chalk) or incorrect use of tape

0.30 Additional or unauthorized mats, springboard on unauthorized surface, use of hand placement mat for traditional vaults, or use of solid/loose foam pit for landing of FX acro or UB/BB dismounts
0.30 Failure to remove the board after the mount
0.30 Failure to remove board or spotting device after a release element
0.30 Using incorrect apparatus specifications, including incorrect spring configuration
0.50 Starting the exercise before the signal is given
0.50 Coach on the floor exercise mat inside the border marking

1.00 Absence of music or music with words or song/speech
1.00 If half of the vault panel saw only one hand touch the table

2.00 Short exercises (apply to complete or incomplete routines)
• UB with less than 5 elements
• BB and FX less than 30 seconds
• Except Level 6 Beam routine - if less than 30 sec. but complete with all VPs & 10 SV, deduct only 0.50

Exercise Terminated

Exceeds Fall time on V / UB / BB

MISCELLANEOUS JUDGING INFORMATION

Termination of an exercise due to injury:

• If a gymnast performs 1/2 or less of the exercise and does not continue, give credit for elements performed. Do not score from 10.00.
• Award a score of 1.0 if a routine results in a score of 1.0 or less.

TIMING PROCEDURES

Balance Beam:

Timing the exercise

The official time starts when the gymnast’s feet leave the board or mat.

The official time stops when the gymnast dismounts and arrives on the mat.

Time is called or signaled 10 seconds before the maximum time limit.

• If the gymnast lands at the sound of the second signal, there is no deduction.
• If the gymnast lands after the sound of the second signal, the CJ deducts 0.10 from average for over time.

No overtime deduction taken if time is within a fraction of a second over the time allotment.

Regardless of overtime, the entire exercise is evaluated by all judges and value part credit is awarded for the entire exercise.

Timing of Falls:

If the gymnast falls from the Beam, the official beam time stops and the 45-second fall time begins when the gymnast contacts the mat.

The official beam time stops when the gymnast dismounts and arrives on the mat.

The timer gives verbal notification of 20 seconds and 10 seconds remaining after a fall.

When the gymnast remounts the beam (leaves the mat), the 45-second fall time stops.

The official beam time resumes with the first movement to continue the exercise.

If a second fall occurs before the official time begins, the deduction is 0.50 for the 2nd fall.

If the 45-second fall time is exceeded, the exercise is terminated.

The official beam time does not stop when the gymnast falls on (but not off) the beam.

Floor Exercise:

Timing begins with first movement and stops with final movement. No time warning is given.

No overtime deduction taken if time is within a fraction of a second over the time allotment.

Revised 10/2020
LEVEL 6/7 V A U LT DEDUCTIONS

FIRST FLIGHT PHASE

- 0.10 Incorrect foot form (flexed, sickled)
  - Incorrec leg form
- 0.10 Legs crossed
- 0.20 Legs separated
- 0.30 Legs bent
  - Poor technique
- 0.20 Hip angle
- 0.20 Excessive Arch
- 0.10 Failure to maintain neutral head position

SUPPORT/REPULSION PHASE

- Poor technique:
  - 0.10 Staggered/alternate hand placement on all vaults, except Tsukahara
  - 0.10 Failure to maintain neutral head position
  - 0.20 Shoulder angle
  - 0.20 Excessive Arch

SECOND FLIGHT PHASE

- 0.10 Incorrect foot form (flexed, sickled)
- 0.10 Failure to maintain neutral head position

LEVEL 6/7 V A U LT DEDUCTIONS

LANDING

- 0.50 Incorrect body posture on landing
- 0.20 Lands with feet alternately (one then the other)
- 0.30 Deviation from a straight direction (determined by initial contact with mat)
- 0.30 Insufficient dynamics
- Void Landing on top of table in sitting, lying or standing position

FRONT HANDSPRING ENTRY

- 0.50 Lands & falls back against against the table
- 0.10 Slight hop/small adjustments of feet back towards table
  - Ea 0.10 Steps back toward table (per step with max. of 0.40)
  - Ea 0.20 Large step/jump back towards table (approx. 3 ft or more) Max. of 0.40

ROUND-OFF (YURCHENKO) & TSUKAHARA ENTRY

- 0.50 Lands & falls forward against against the table
  - Ea 0.10 Steps forward towards table (per step with Max. of 0.40)
  - Ea 0.20 Large step/jump forwards towards table (approx. 3 ft or more) Max. of 0.40

SUPPORT/REPULSION PHASE

- 0.20 Alternate repulsion from hands on all vaults, except Tsukahara
  - 0.30 Legs bent
- 0.30 Failure to pass through vertical
  - Ea 0.10 Additional hand placements (steps/hops on hands-
    - Maximum of 0.30
  - 0.50 Bent arms (bent 90° or more = max. ded.)
  - 0.50 Too long in support
  - 1.00 Angle of repulsion
    If the gymnast leaves the vault table:
    - No Ded
      - By vertical
      - 0.05-0.50 1° to 45° past vertical
      - 0.55-1.00 46° past vertical to horizontal
      - 1.00 Touch Table with only one hand
        - Chief Judge takes deduction from average if ½ of panel sees only one hand touch
        - 2.00 Head contacting table during support phase
          - Includes 0.50 deduction for extreme arm bend
          - Void No hand contact on the vault table

GENERAL DEDUCTIONS

- No Ded Balk #1: run approach without coming to rest or support on top of table
- Void Performing 2nd or 3rd balk
- 0.50 Vaults without signal from Chief Judge
  - CJ deducts 0.50 from average of next completed vault
- 0.50 Coach standing between board and vault table
  - Exception: No deduction if gymnast performs a round-off (Yurchenko) entry vault
- Void Spotting assistance during the vault
- 0.50 Spotting assistance upon landing
  (No deduction for coach assisting/spotting after landing)
  - 1.00 Failure to land on top of mat stack
  - Void Fail to land on any part of the bottom of the feet first
    - Only 1 foot touches mat - deduct only for leg separation
  - Void Salto performed after landing
  - Void Vault performed is not one of the allowable choices
  - Void Fail to use Safety Zone mat for round-off entry vault
  - Void Use of alternative (trampoline-like/junior) springboard

Level 6-7 athletes are guaranteed a maximum of 3 vaults.

The “Safety Zone”
- Required for round-off entry vault or vault is a “0” (VOID)
- May be used for any vault
- Must be placed in proper direction for RO entry or vault is VOID
- May be placed in either direction for Handspring or Tsukahara

Hand Placement Mat
- Only used for round-off entry vault
- May not be used as visual aid for Handspring or Tsukahara vault

Whenever a Zero score is one of the counting scores, the allowable score range does NOT apply.

Revised 10/2020
Level 8/9/10 Vault Deductions

**FIRST FLIGHT PHASE**
- 0.10 Incorrect foot form (flexed, sickled)
  - Incorrect leg form
- 0.10 Legs crossed
- 0.20 Legs separated
- 0.30 Legs bent
- No Ded Poor technique
- 0.20 Hip angle
- 0.20 Arched body
- 0.30 Incomplete LA turn

**SECOND FLIGHT PHASE**
- 0.10 Incorrect foot form (flexed, sickled)
- 0.10 Insufficient exactness of LA turn
- 0.10 Under-rotation of salto vaults
- 0.10 Incorrect leg form
- 0.10 Legs crossed
- 0.20 Legs separated
- 0.30 Legs bent
- 0.20 Brush or hit of body on table during post-flight
- 0.30 Failure to maintain stretched body (pike down of stretched vaults to facilitate landing)

**SUPPORT/REPULSION PHASE**
- 0.10 Incorrect leg form
- 0.20 Insufficient exactness of LA turn
- No Ded
- 0.30 Insufficient and/or late extension (tuck and pike vaults)
- 0.30 Total absence of extension (tuck and pike vaults)
- 0.30 Late completion of twist (Gr 1/4/5 vaults without salto off)
- 0.50 Prescribed LA turn begun too late
- 0.50 Insufficient Height

**LANDING**
- 0.10 Incomplete LA turn:
  - 0.10 Prescribed LA turn incomplete:
  - 0.10 "1° - 30°" missing
  - 0.15-0.20 "31° - 60°" missing
  - 0.25-0.30 "61° - 89°" missing
  - 0.30 "90° or more" missing
- 0.30 Deviation from a straight direction (determined by initial contact with mat)
- 0.30 Insufficient dynamics
- 0.50 Support on mat with 1 or 2 hands
- 0.50 Fall on mat to knee(s) or hips

**OTHER DEDUCTIONS**
- No Ded
  - 1st balk
- 0.50 Vaulters without signal from Chief Judge
- 0.50 CJ deducts 0.50 from average of next vault
- 0.50 Coach standing between board and vault table
- 0.50 Spotting assistance during the vault
- 0.50 Use of alternative (trampoline-like/junior) springboard

**GENERAL**
- Touch Warm-up:
  - Level 8-10 athletes guaranteed a maximum of 3 vaults
- The "Safety Zones":
  - REQUIRED for round-off entry vaults or vault is a "0" (VOID)
  - May be used for any vault
  - Must be placed in proper direction for RO entry or vault is VOID
  - May be placed in either direction for Gr 1, 2, & 3 vaults
- Hand Placement Mat:
  - Only used for round-off entry or front hand springs onto the board vaults
  - May not be used as visual aid for forward entry vaults at any level

**Revised 10/2020**
Level 9 Bars

VP: 3A, 4B, 1C

SV = 9.70

SPECIAL REQUIREMENTS

1. Minimum of two (2) bar changes
   • Must perform Value Parts on both bars (performing a minimum of two times on one rail and once on the other rail.) HB-LB-HB or LB-HB-LB
2. One (1) flight element, minimum "B", excluding dismount
3. A second (different) flight element (minimum "C")- excluding dismount,
   OR one element with a turn of 180° or more (minimum of "B" - excluding mount and/or dismount)
   • Note: Special Requirements 2 and 3 must be fulfilled by two different elements.
4. Salto dismount, minimum of "B"

DIFFICULTY RESTRICTIONS

• Any number of "B" or "C" root elements with a full pirouette ("D"s) are allowed.
  Examples: Skills to handstand: back giant, clear hip circle, staldor circle backward,pike sole circle backward
• Level 9’s are also allowed to perform a maximum of one RESTRICTED “D” or “E” element from any group.
• Additional “D/E”s performed (or attempted, even if incomplete) receive no VP/SR/Composition/Bonus & deduct 0.50 from SV

BONUS - Max +0.30

Connection Value bonus

+ 0.10 C
One or both elements without turn or flight. If both elements are without turn or flight, they must be DIFFERENT elements.

+ 0.20 C + C
Both elements with turn or flight

Allowable “D” or “E” elements will be considered as a “C” when determining Connection Value bonus, but are not eligible for “D/E” bonus

SPECIFIC COMPOSITIONAL DEDUCTIONS

0.10 Facing same direction throughout exercise
• Elements with 1/1 turn will not fulfill change of direction
• Mount/dismount will not fulfill change of direction

0.10 Uncharacteristic elements

0.10 ½ Giant circle forward (with or without a grip change)

Choice of Elements

0.10 Failure to perform 2 elements that fulfill 2 of the 3 following requirements (excluding dismount):
  • Forward circle or release element (minimum “B”)
  • One element from Groups 3/8/7 (minimum “B”)
  • One element with a minimum of 180° LA turn, with or without flight (minimum “C”)

0.10 Choice of dismount - not up to the competitive level
• No ded. Any “C” (or “D/E” awarded “C”) dismount
• - 0.05 “C” or more difficult element connected to a “B” dismount
• - 0.10 1 “B” element (less difficult) connected to a “B” (or less difficult) dismount

Revised 10/2020
Level 10 Bars

VP: 3A, 3B, 2C

SV = 9.50

**SPECIFIC COMPOSITIONAL DEDUCTIONS**

- Elements with 1/1 turn will not fulfill change of direction
- Mount/dismount will not fulfill change of direction

**SPECIAL REQUIREMENTS**

1. **Flight/release element, minimum of “C”, excluding dismount**
   - If the same flight element is performed two times, ONLY ONE of the flight Special Requirements is fulfilled.
   - The dismount may NOT be considered as a flight element for Special Requirements.

2. **A second (different) flight/release element, minimum of “B”, excluding dismount**
   - If the same flight element is performed two times, ONLY ONE of the flight Special Requirements is fulfilled.
   - Elements with 1/1 turn will not fulfill change of direction
   - Mount/dismount will not fulfill change of direction

3. **Element with long axis turn, minimum of “C”, excluding mount & dismount**
   - May be a pirouette on the hands, a turn in a flight element, a turn from a long hang swing, or a turn in an underswing with feet on bar and ½ (180°) turn.

4. **Salto dismount, minimum of “C”**

**NO DIFFICULTY RESTRICTIONS**

**BONUS - Max +0.50**

<table>
<thead>
<tr>
<th>Connection Value bonus</th>
<th>Difficulty Value bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Direct connections of at least 2 elements in a</td>
<td>+0.10 C + C</td>
</tr>
<tr>
<td>- Mount connection</td>
<td>+0.10 C + D/E or D/E + C</td>
</tr>
<tr>
<td>- Connection within the exercise and/or</td>
<td>When a C element is connected to a “D” or “E” element, the “C” is not required to have flight or turn.</td>
</tr>
<tr>
<td>- Dismount connection</td>
<td>+0.20 D/E + D/E (or more difficult)</td>
</tr>
</tbody>
</table>

**Ea** 0.10

- Connection within the exercise

**Very Large Faults**

<table>
<thead>
<tr>
<th>MEDIUM FAULTS (continued)</th>
<th>UP TO 0.20</th>
</tr>
</thead>
<tbody>
<tr>
<td>Incomplete twist on dismounts with 360° or more twist</td>
<td>+0.20</td>
</tr>
<tr>
<td>0.05-0.10 • 1° - 20° missing</td>
<td>0.15-0.20 • 21° - 44° missing</td>
</tr>
<tr>
<td>Lowervalue • 45° - 89° missing</td>
<td>90° or more missing</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Large Faults</th>
<th>UP TO 0.30</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bent arms in support/bent legs (on any one element)</td>
<td>+0.30</td>
</tr>
<tr>
<td>Additional movements to maintain balance on the beam</td>
<td>0.30</td>
</tr>
<tr>
<td>Squat on landing (flips even with/ lower than knees)</td>
<td>0.30</td>
</tr>
<tr>
<td>Insufficient height of salto dismount</td>
<td>0.30</td>
</tr>
<tr>
<td>Insufficient extension (open) of tuck/pike body position prior to landing acro element or dismount</td>
<td>0.30</td>
</tr>
<tr>
<td>Brush/touch landing surface with or without flight (minimum “C”)</td>
<td>0.30</td>
</tr>
<tr>
<td>Lands dismount in solid/loose foam pit (no VP/SR/Bonus/Composition)</td>
<td>CJ 0.30</td>
</tr>
</tbody>
</table>

**Very Large Faults**

- If salto was never initiated, deduct 0.30 from SV for landing of dismount
- If dismount is not attempted, deduct 0.30 from SV for landing of dismount

**Level 6-10 Beam - Execution Deductions**

See General Faults for additional landing deductions

**Slight/Small Faults**

<table>
<thead>
<tr>
<th>MEDIUM FAULTS</th>
<th>UP TO 0.20</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fixed/sickled feet on VP elements</td>
<td>Ea 0.05</td>
</tr>
<tr>
<td>0.10 Legs crossed during salto dismounts with twist</td>
<td>0.10 Insufficient height on leaps, jumps and hops</td>
</tr>
<tr>
<td>0.10 Incomplete movement to maintain balance on the beam</td>
<td></td>
</tr>
<tr>
<td>0.20 Insufficient split position (deviation from 180°) when required on dance or acro elements</td>
<td></td>
</tr>
<tr>
<td>0.05-0.10 • 1° - 20° missing</td>
<td>0.15-0.20 • 21° - 44° missing</td>
</tr>
<tr>
<td>Lowervalue • 45° - 89° missing</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>LARGE FAULTS</th>
<th>UP TO 0.30</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.30 Brant plates in support/bent legs (on any one element)</td>
<td>0.30 Additional movements to maintain balance on the beam</td>
</tr>
<tr>
<td>0.30 Squat on landing (flips even with/ lower than knees)</td>
<td>0.30 Use of supplemental support</td>
</tr>
<tr>
<td>0.30 Insufficient height of salto dismount</td>
<td>0.30 Lands dismount in solid/loose foam pit (no VP/SR/Bonus/Composition)</td>
</tr>
</tbody>
</table>

**Very Large Faults**

- Support on mat/Beam with 1 or 2 hands upon landing |
- Fall onto Beam/off Beam onto mat |
- Fall on or against the apparatus |
- Spotting assist during an element (no VP/SR/Bonus/Composition) |
- Fall after spot, additional 0.50 |
- Spotting assist upon landing (Award VP & SR/Composition/no Bonus) |
- Fall/fail to land on the bottom of the feet first (aerials/salts/dismounts) |
- If salto was never initiated, deduct 0.30 from SV for no dismount |

**ARTISTRY**

- Insufficient artistry through the exercise. Consider:
  - Originality/creativity of choreography in elements & connections
  - Quality of movement reflects personal style
  - Quality of expression (i.e. projection, focus)

Revised 10/2020
Level 6-10 Beam - Execution Deductions

SPECIFIC EXECUTION DEDUCTIONS

- Ea 0.10: Fail to perform Group 3 Turns in high relevé
- Ea 0.10: Lack of precision in dance Value Parts
- Ea 0.10: Failure to land with feet/legs together on jumps/leaps that land on 2 feet in side position
- Ea 0.10: Concentration pause - 2 seconds
- Ea 0.20: Concentration pause - More than 2 seconds
- Ea 0.20: Relaxed/incorrect footwork on non-VPs throughout exercise
- Ea 0.20: Lack of tempo/poor rhythm between elements in series (dance/mixed/acro series) Exception: backward acro or sideward to backward acro series with one or more flight elements is connected or not connected. Tempo does not apply.
- Ea 0.20: Support of one leg against side surface of beam to maintain balance
- 0.30: Directional error on gainer salto dismounts off the end of beam
- 0.30: Relaxed/incorrect leg position/body posture/and/or insufficient flexibility in non-Value Parts throughout exercise
- 0.30: Grasp of the beam to avoid a fall
- 0.50: Third run approach to mount

LEAPS/JUMPS/TURNS LESS THAN 360° TURN

- SHORT EXERCISE - LESS THAN 30 SECONDS
  - 0.50: Missing any SR
  - 0.10/0.30/0.50: Missing VP (A/B/C)
  - 0.50: From the Start Value for:
    - No “C” dismount for Level 10
    - No “B” dismount for Level 9
    - No “A” dismount for Levels 6, 7 & 8
  - 0.30: From the Start Value for no dismount
  - 0.50: For the fall from the apparatus, with or without an actual fall onto the mat
  - 2.00: If routine is less than 30 seconds (either complete or incomplete), the Chief Judge deducts 2.00 from the average

  *Exception: At Level 6 only - a completed routine that is less than 30 sec. but has all required VPs & has a 10.0 SV receives a 0.50 deduction.

DIFFICULTY RESTRICTIONS

- Only “A” and “B” elements are allowed on Beam
- Any attempt to perform a “C” or more difficult element will not receive VP credit, may not fulfill SR and will receive 0.50 deduction from Start Value.

ARTISTRY

- Insufficient artistry through the exercise. Consider:
  - 0.05-0.10: Originality/creativity of choreography in elements & connections
  - 0.05-0.10: Quality of movement to reflect personal style
  - 0.05-0.10: Quality of expression (i.e. projection, focus)

  * 0.10 is the maximum taken in each category

Speciﬁc Compositional Deductions

Composition deductions are NOT applied at Level 6

Level 6 Beam

VP: 5A, 1B

SV = 10.00

Revised 10/2020
**Level 7 Beam**

**VP: 5A, 2B**

**DIFFICULTY RESTRICTIONS**
- Only “A” and “B” elements, plus one “C” dance element (awarded “B” value) are allowed on Beam.
- Any attempt to perform more than one “C” dance element or any other “C” or more difficult element will not receive VP credit, may not fulfill SR and will receive **0.50** deduction from the Start Value.

**ARTISTRY**
Insufficient artistry through the exercise. Consider:

* **0.05-0.10** Originality/creativity of choreography in elements & connections
* **0.05-0.10** Quality of movement to reflect personal style
* **0.05-0.10** Quality of expression (i.e. projection, focus)

*0.10 is the maximum taken in each category

**SPECIFIC COMPOSITIONAL DEDUCTIONS**
Failure to perform acrobatic elements in two different directions (backward and forward or sideward)

**SV = 10.00**

---

**Level 8 Beam**

**VP: 4A, 4B**

**DIFFICULTY RESTRICTIONS**
- Only “A” and “B” elements, plus “C” (awarded “B” value) dance elements are allowed.
- Level 8’s are also allowed to perform a maximum of one RESTRICTED “C” element (awarded “B” value) from mount, acro or dismount.
- Deduct **0.50** for any additional “C” or more difficult elements

**ARTISTRY**
Insufficient artistry through the exercise. Consider:

* **0.05-0.10** Originality/creativity of choreography in elements & connections
* **0.05-0.10** Quality of movement to reflect personal style
* **0.05-0.10** Quality of expression (i.e. projection, focus)

*0.10 is the maximum taken in each category

**SPECIFIC COMPOSITIONAL DEDUCTIONS**
- Failure to perform acrobatic elements in two different directions (backward and forward or sideward)
- If only one direction is in mount
- More than two pivot turns (180° turns on two feet with straight legs) throughout the exercise
- More than two elements with a wolf or tuck position with or without turn
- More than two straddle jumps, with or without turn
- Insufficient level changes throughout the exercise
- Spatially (use of the entire length of the beam)
- Failure to show movements/non-value parts/choreography in different directions (forward/backward/sideward)
- Choice of Dismount not up to the competitive level
- Choice of Acro elements not up to the competitive level
- Lack of dance series (minimum of 2 dance elements from Groups 1, 2 or 3)

**SV = 10.00**

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Revised 10/2020
### Level 8 Beam - Guidelines for Applying “Not up to the Level” Composition Deductions

#### CHOICE OF BEAM ACRO ELEMENTS

<table>
<thead>
<tr>
<th>Deduction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>No ded.</td>
<td>Acro series with 2 “B” flight elements</td>
</tr>
<tr>
<td>0.05</td>
<td>2 additional “A” acro elements OR 1 additional “B” acro element</td>
</tr>
<tr>
<td>0.10</td>
<td>Acro series with 2 “B” flight elements 1 additional “A” acro element OR acro series with 1 “B” flight element 1 additional “B” acro element</td>
</tr>
<tr>
<td>0.15</td>
<td>Acro series with 1 “B” flight element 1 additional “A” acro element OR acro series with 2 “B” flight elements</td>
</tr>
<tr>
<td>0.20</td>
<td>Acro series with 1 “B” flight or less difficult OR No acro flight series</td>
</tr>
</tbody>
</table>

Note applies to L8, 9 & 10: Any acro element performed a 3rd time (receiving no VP credit) that is used in a direct connection to a Beam dismount element may be used to fulfill the dismount compositional requirement as a connection. The 0.10 deduction for performing an isolated dismount element is not applied.

#### CHOICE OF BEAM DANCE ELEMENTS

<table>
<thead>
<tr>
<th>Deduction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>No ded.</td>
<td>Minimum of 2 “B’s” + 1 “A”</td>
</tr>
<tr>
<td>0.05</td>
<td>2 “B’s”</td>
</tr>
<tr>
<td>0.10</td>
<td>1 “B” + 2 “A’s”</td>
</tr>
<tr>
<td>0.15</td>
<td>1 “B” + 1 “A”</td>
</tr>
<tr>
<td>0.20</td>
<td>Only “A’s”</td>
</tr>
</tbody>
</table>

#### CHOICE OF BEAM DISMOUNT

<table>
<thead>
<tr>
<th>Deduction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>No ded.</td>
<td>“B” acro directly connected to “A” dismount OR Any “B” dismount</td>
</tr>
<tr>
<td>0.05</td>
<td>“A” acro directly connected to “A” dismount</td>
</tr>
<tr>
<td>0.10</td>
<td>Isolated “A” or non-Value Part dismount</td>
</tr>
<tr>
<td>0.20</td>
<td>Only “A’s”</td>
</tr>
</tbody>
</table>

### Level 9 Beam

#### TIMING

- **Time Limit:** 1:30
- **Warning:** 1:20
- **Fall:** 45 sec.

#### SPECIAL REQUIREMENTS

1. **One Acrobatic Series with a Minimum of Two Flight Elements**
   - Both elements in the series must start and finish on the beam.
   - Flight elements that finish in a handstand position may be used only as the last element in the acro series.
   - Flight elements may also be chosen from Group 6.
2. **One Leap or Jump that Requires a 180° Cross or Side Split (Isolated/In Series)**
   - Must achieve minimum of 135° leg separation to fulfill SR
3. **Minimum of 360° Turn on One Foot (Isolated/In Series)**
4. **Aerial or Salto Dismount, Minimum of “B”**

#### DIFFICULTY RESTRICTIONS

- Only “A”, “B” and “C” elements, “D/E” dance elements, and 1 restricted “D/E” acro element are allowed.
- Deduct 0.50 for any additional “D/E” acro elements.

#### BONUS - Max +0.3 Connection Value Bonus

- Allowable “D” / “E” elements considered a “C” when determining CV bonus.
- Two acro flight elements
  - + 0.10 B + C-salto or C-aerial (exclude mt. and dsmt)
  - + 0.20 C + C (exclude dsmt)
- Three acro flight elements: apply to mt, dsmt and connection within exercise
  - + 0.10 B + B + C
  - + 0.20 B + C + C With the connection of 3+ elements the 2nd element (and those following) may be used a 2nd time.
- Acro series bonus: Additional +0.10 awarded for any 3-element series with min. of “C” salto/aerial or “D/E” flight element with/without hand support (not dismount)
- Dance elements or dance/acro flight elements or reverse (exclude dismount) or Dance turns on one foot (Min. A + C)
  - + 0.10 A turn + C turn (or the reverse)
  - + 0.10 B + C
  - + 0.20 C + C (same or different)
- “D” or “E” elements are not eligible for “D/E” bonus

#### SPECIFIC COMPOSITIONAL DEDUCTIONS

- 0.10 Failure to perform acrobatic elements in two different directions (backward and forward or sideward)
- 0.05 • if only different direction is in dismount
- 0.10 More than two pivot turns (180° turns on two feet with straight legs) throughout the exercise
- 0.10 More than two elements with a wolf or tuck position with or without turn
- 0.10 Insufficient level changes throughout the exercise
- 0.10 Spatially (use of the entire length of the beam)
- 0.10 Failure to show movements/non-Value Parts/choreography in different directions (forward/backward/sideward)
- 0.10 Choice of Dismount not up to the competitive level
- 0.20 Choice of Acro elements not up to the competitive level
- 0.20 Choice of Dance elements not up to the competitive level
- 0.20 Lack of dance series (minimum of 2 dance elements from Groups 1, 2 or 3)

#### VP: 3A, 4B, 1C

**SV = 9.7**

Revised 10/2020
**CHOICE OF BEAM ACRO ELEMENTS**

No ded.  Acro series with 2 flight elements, 1 a “C”, and 1 salto/aerial OR 1 “D/E” acro flight w/ hand support

*If salto/aerial in acro series, additional acro flight can be minimum of “C” w/ or w/out hand support*

- 0.05  Acro series with 2 flight elements, 1 a “C” and 1 additional “C” acro flight with hand support
- 0.10  Acro series with 2 flight elements, 1 a “C” and 1 or more “B” acro flight elements
- 0.15  Acro series with 1 or 2 “B” acro flight elements and 1 “C” salto or aerial
- 0.20  Acro series with 1 or 2 “B” flight element OR No acro flight series OR No other “B” or more difficult acro element

**CHOICE OF BEAM DANCE ELEMENTS**

No ded.  **Minimum of 2 “C’s”**

- 0.05  1 “C” + 1 “B”
- 0.10  1 “C”
- 0.15  2 “B’s”
- 0.20  1 “B”

**CHOICE OF BEAM DISMOUNT**

No ded.  Minimum “B” acro flight or “C” dance directly connected to “B” dismount OR Any “C” dismount

- 0.05  “A” acro connected to “B” dismount OR “B” dance connected to “B” dismount
- 0.10  Isolated “B” dismount OR Any “A” dismount

**Level 10 Beam**

**VP:** 3A, 3B, 2C

**SV:** 9.5

**NO DIFFICULTY RESTRICTIONS**

- **BONUS - Max +0.50**
  - **Connection Value bonus**
    - Two acro flight elements
      - + 0.10  B + C-salto (exclude mt. and dsmt)
      - + 0.20  (B + D/E) or (C + C/D/E) or (D/E + D/E) (exclude dsmt)
    - Three acro flight elements: apply to mt. dsmt and connection within exercise
      - + 0.10  B + B + C
      - + 0.20  (B + C) or (B + B + D/E) or (B + C + D/more)
    - With the connection of three or more elements, the second element (and those following) may be used a second time.

  **Acro series bonus:** Additional +0.10 awarded for any 3-element series with min. of “C” salto/aerial or “D/E” flight element w/without hand support (not dismount)

  - Dance elements or dance/acro flight elements or reverse (excludes dismount) or dance turns on one foot (Min. A + C)
    - + 0.10  A turn + C turn (or the reverse)
    - + 0.10  (A + D) or (B + C)
    - + 0.20  (C + C/D/more) or (B + D/E) (same or different)

  **Difficulty Value bonus**
    - + 0.10  “D” elements (same element eligible for DV only one time)
    - + 0.20  “E” elements (same element eligible for DV only one time)

**SPECIAL REQUIREMENTS**

1. **One acro series, min. of 2 flight elements, one must be a min. of “C”, w/ or w/out hand support, OR an “A” non-flight acro element from group 7 directly connected to an “E” acro flight element**
   - Both elements must start and finish on the beam.
   - Flight elements that finish in a handstand (hold) position may be used only as the last element in the Acro series.
   - Flight elements may also be chosen from Group 6

2. **One leap or jump that requires a 180° cross or side split (isolated/in series)**
   - Must achieve minimum of 135° leg separation to fulfill SR

3. **Minimum of 360° turn on one foot (isolated/in series)**

4. **Aerial or salto dismount, minimum of “C” OR “B” dismount directly connected to:**
   - acro series that includes a min of “C” acro element, OR
   - a min of “C” acro flight or dance element

**SPECIFIC COMPOSITIONAL DEDUCTIONS**

- 0.10  Failure to perform acrobatic elements in two different directions (backward and forward or sideward)
- 0.05  • If only different direction is in dismount
- 0.10  More than two pivot turns (180° turns on two feet with straight legs) throughout the exercise
- 0.10  More than two straddle jumps, with or without turn
- 0.10  Insufficient level changes throughout the exercise
- 0.10  Spatially (use of the entire length of the beam)
- 0.10  Failure to show movements/non-Value Parts/choreography in different directions (frwd/bkwd/sdwd)
- 0.10  Choice of Dismount not up to the competitive level
- 0.20  Choice of Acro elements not up to the competitive level
- 0.20  Choice of Dance elements not up to the competitive level
- 0.20  Lack of dance series (min. of 2 dance ele from Gps 1/2/3)

**ADDITIONAL ROUTINE BONUS**  +0.10

To be eligible, gymnast must have:

1. 10.0 Start Value
2. Total bonus of 0.60 or more
3. Minimum of 1 “E” ACRO element
   - “E” element must be performed with no Fall or Spot

**Revised 10/2020**
### Level 10 Beam - Guidelines for Applying “Not up to the Level” Composition Deductions

#### CHOICE OF BEAM ACRO ELEMENTS

**Routines with max. of “C” in Acro Flight Series**

<table>
<thead>
<tr>
<th>Choice</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>No ded.</td>
<td>2-ele. acro flight series w/ a C-salto OR 3-ele. acro flight series w/ a “C” (w/ or w/o hand support) and “D/E” acro flight (w/ or w/o hand support) Min. of additional “C” salto or additional “D/E” acro flight (w/ or w/o hand support)</td>
</tr>
<tr>
<td>0.05</td>
<td>2-element acro series w/ C-salto, and 1 additional C-salto (w/ or w/o hand support) Acro flight series w/out C-salto and 1 C-salto (not in acro series) and 1 “D/E” acro flight</td>
</tr>
<tr>
<td>0.10</td>
<td>2-element acro series w/ C-salto OR Acro flight series w/out C-salto and 1 additional “B” or “C” flight ele. w/ hand support</td>
</tr>
<tr>
<td>0.15</td>
<td>No acro flight series/flight series w/o salto/aerial No additional min. C-salto/aerial OR performs only isolated C-salto or less</td>
</tr>
</tbody>
</table>

#### CHOICE OF BEAM DANCE ELEMENTS

<table>
<thead>
<tr>
<th>Choice</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>No ded.</td>
<td>Minimum of 3 “C’s” OR 2 “D/E’s”</td>
</tr>
<tr>
<td>0.05</td>
<td>2 “C” + 1 “B” OR 1 “C”</td>
</tr>
<tr>
<td>0.10</td>
<td>2 “C” OR 1 “B” + 1 “D/E”</td>
</tr>
<tr>
<td>0.15</td>
<td>1 “C” + 1 “B” OR 1 “D/E”</td>
</tr>
</tbody>
</table>

#### CHOICE OF BEAM DISMOUNT

<table>
<thead>
<tr>
<th>Choice</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>No ded.</td>
<td>Minimum of “B” acro flight or “C” dance directly connected to “C” dismount OR Any “D/E” dismount</td>
</tr>
<tr>
<td>0.05</td>
<td>“A” acro or “B” dance connected to “C” dismount, Acro series w/ “C” connected to “B” dismount, OR “D/E” acro flight connected to “B” dismount</td>
</tr>
<tr>
<td>0.10</td>
<td>Isolated “C” (or less difficult) dismount OR “C” acro flight or dance connected to “B” dismount (or less difficult)</td>
</tr>
</tbody>
</table>

Revised 10/2020

### Level 8 Floor Exercise - Guidelines for Applying “Not up to the Level” Composition Deductions

#### CHOICE OF FX ACRO (SALTO) ELEMENTS

**3-Acro Pass Routines - In any order**

<table>
<thead>
<tr>
<th>Choice</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>No ded.</td>
<td>“B” salto in each pass OR “B” salto in 2 passes and “A” + “A” Direct in 1 pass</td>
</tr>
<tr>
<td>0.05</td>
<td>“B” + “B” “A” + “A” Indirect</td>
</tr>
<tr>
<td>0.10</td>
<td>“B” + “A” Direct “A” OR “B” “A”</td>
</tr>
<tr>
<td>0.15</td>
<td>“B” “A”</td>
</tr>
<tr>
<td>0.20</td>
<td>No “B” saltos</td>
</tr>
</tbody>
</table>

**2-Acro Pass Routines - In any order**

<table>
<thead>
<tr>
<th>Choice</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>No ded.</td>
<td>2 Directly connected saltos (one a “B”) in both passes</td>
</tr>
<tr>
<td>0.05</td>
<td>Each pass w/ 2 saltos (min. 1 “B” per pass), one a Direct &amp; one an Indirect connection</td>
</tr>
<tr>
<td>0.10</td>
<td>2 Indirectly-connected saltos (one a “B”) in both passes OR “B” + “B” Indirect “A”+“A” Direct</td>
</tr>
<tr>
<td>0.15</td>
<td>“B” “A” + “A” Indirect or less difficult</td>
</tr>
<tr>
<td>0.20</td>
<td>No “B” saltos</td>
</tr>
</tbody>
</table>

#### CHOICE OF FX DANCE ELEMENTS

<table>
<thead>
<tr>
<th>Choice</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>No ded.</td>
<td>Min. of 2 “B’s” + 1 “A”</td>
</tr>
<tr>
<td>0.05</td>
<td>2 “B’s”</td>
</tr>
<tr>
<td>0.10</td>
<td>1 “B” + 2 “A’s”</td>
</tr>
<tr>
<td>0.15</td>
<td>1 “B” + 1 “A”</td>
</tr>
<tr>
<td>0.20</td>
<td>Only “A’s”</td>
</tr>
</tbody>
</table>

#### VALUE OF LAST SALTO/SALTO CONNECTION

<table>
<thead>
<tr>
<th>Choice</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>No ded.</td>
<td>“B” salto</td>
</tr>
<tr>
<td>0.05</td>
<td>“A” + “A” Direct/Indirect</td>
</tr>
<tr>
<td>0.10</td>
<td>Isolated “A” salto OR Non-salto acro flight</td>
</tr>
</tbody>
</table>

Revised 10/2020
## Level 9 Floor Exercise - Guidelines for Applying “Not up to the Level” Composition Deductions

### CHOICE OF FX ACRO (SALTO) ELEMENTS

**3-Acro Pass Routines - In any order**

<table>
<thead>
<tr>
<th>No ded.</th>
<th>“C” salto in each pass</th>
<th>OR</th>
<th>“C” salto in 2 passes and min. of “B” + “B” bonus in 1 pass</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.05</td>
<td>“C”</td>
<td>“C”</td>
<td>“B” + “A” Direct</td>
</tr>
<tr>
<td>0.10</td>
<td>“C”</td>
<td>“B” + “B” Direct</td>
<td>“B” + “B” Direct</td>
</tr>
<tr>
<td>0.15</td>
<td>“C”</td>
<td>“B” + “B” Direct</td>
<td>“B”</td>
</tr>
<tr>
<td>0.20</td>
<td>No “C” saltos</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### CHOICE OF FX DANCE ELEMENTS

**No ded. Minimum of 2 “C’s”**

| 0.05 | 1 “C” + 1 “B” |
| 0.10 | 1 “C” |
| 0.15 | 2 “B’s” |
| 0.20 | 1 “B” |

### VALUE OF LAST SALTO/SALTO CONNECTION

<table>
<thead>
<tr>
<th>No ded.</th>
<th>“C” salto OR “B” + “B” Direct</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.05</td>
<td>“B” + “B” Indirect OR “B” + “A” Direct</td>
</tr>
<tr>
<td>0.10</td>
<td>“B” + “A” Indirect (or less difficult connection) OR Isolated “B” salto (or less difficult)</td>
</tr>
</tbody>
</table>

Revised 10/2020

## Level 10 Floor Exercise - Guidelines for Applying “Not up to the Level” Composition Deductions

### CHOICE OF FX ACRO (SALTO) ELEMENTS

**3-Acro Pass Routines - In any order**

<table>
<thead>
<tr>
<th>No ded.</th>
<th>“D/E” salto in each pass</th>
<th>OR</th>
<th>“D/E” salto in 2 passes and min. of “B” + “C” bonus in 1 pass</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.05</td>
<td>“D/E”</td>
<td>“D/E”</td>
<td>“C” + “A” bonus</td>
</tr>
<tr>
<td>0.10</td>
<td>“D/E”</td>
<td>“C” + “A/B” bonus</td>
<td>“C” + “B” bonus</td>
</tr>
<tr>
<td>0.15</td>
<td>“D/E”</td>
<td>“C” + “A/B” bonus</td>
<td>“C” + “B” Indirect</td>
</tr>
<tr>
<td>0.20</td>
<td>No “D” or “E” saltos</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### CHOICE OF FX DANCE ELEMENTS

**No ded. Minimum of 3 “C’s” OR 2 “D/E”**

| 0.05 | 2 “C’s” + 1 “B” OR 1 “C” + 1 “D/E” |
| 0.10 | 2 “C’s” OR 1 “C” + 1 “D/E” |
| 0.15 | 1 “C” + 1 “B” OR 1 “D/E” |
| 0.20 | 1 “C” OR 2 “B’s” |

### VALUE OF LAST SALTO/SALTO CONNECTION

<table>
<thead>
<tr>
<th>No ded.</th>
<th>“D” or “E” salto OR “C” + “B” Direct (or more difficult)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.05</td>
<td>“C” + “B” Indirect OR “C” + “A” Direct</td>
</tr>
<tr>
<td>0.10</td>
<td>“C” + “A” Indirect (or less difficult connection) OR Isolated “C” salto (or less difficult)</td>
</tr>
</tbody>
</table>

Revised 10/2020