

Optional General Faults & Penalties

SLIGHT/SMALL FAULTS

0.05 - 0.10

- Ea 0.05 Flexed/sickled feet during VP elements
- 0.05 Lands with feet hip-width apart or closer but never joins feet (V & UB/BB dismounts)
- ↑ **0.10** Slight hop/small adj of feet on landing of elements or dismounts
 - FX acro elements: a small step after landing to finish in a lunge is allowed with no deduction.
- ↑ **0.10** Lands w/ feet staggered (V & UB/BB dismounts)
- ↑ **0.10** Deviation from straight direction on landing
- ↑ **0.10** Arm swings on landing
- ↑ **0.10** Legs crossed during Value Part elements with twist
- ↑ **0.10** Brush/touch of foot/feet on apparatus or mat
- Ea 0.10 Extra steps on landing (per step - maximum of 4)
- ↑ 0.10 Lands with feet further than hip-width apart (V & UB/BB dismnts)

MEDIUM FAULTS

UP TO 0.20

- ↑ **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**
- ↑ **0.20** Additional trunk movements to maintain balance (UB/BB dismounts & FX acro)

LARGE FAULTS

UP TO 0.30

- ↑ **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)

VERY LARGE FAULTS

0.50

- 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
 - Spotting assistance upon landing of an element or dismount element
 - Award VP, SR & Composition
 - No VP & SR
 - No bonus or Compositional credit

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VALUE PARTS

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

Level 10 only

Level 10 only

RANGE OF SCORES

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

9.500	-	10.000	0.20 pt.
9.000	-	9.475	0.50 pt.
8.000	-	8.975	0.70 pt.
		Below 8.000	1.00 pt.

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 magnesium (chalk) or incorrect use of tape

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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

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.

- 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

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.

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

Time is called or signaled at 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 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.

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Level 6/7 Vault Deductions

FIRST FLIGHT PHASE

- ↑ **0.10** Incorrect foot form (flexed, sickled)
- ↑ **0.10** Incorrect leg form
- ↑ **0.20** • Legs crossed
- ↑ **0.30** • Legs separated
- ↑ **0.30** • Legs bent
- ↑ **0.20** Poor technique
- ↑ **0.20** • Hip angle
- ↑ **0.10** • 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

SUPPORT/REPULSION PHASE (cont.)

- ↑ **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 0.30**)
- ↑ **0.50** Bent arms (bent 90° or more = max. ded.)
- ↑ **0.50** • Slight lead arm bend allowed on Tsukahara vault
- ↑ **1.00** Too long in support
- ↑ **1.00** Angle of repulsion
- ↑ **1.00** If the gymnast leaves the vault table:
- No Ded
- 0.05-0.50** • By vertical
- 0.55-1.00** • 1° to 45° past vertical
- 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
- Head contacting table during support phase
- Includes 0.50 deduction for extreme arm bend
- No hand contact on the vault table

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VOID

2.00

SECOND FLIGHT PHASE

- ↑ **0.10** Incorrect foot form (flexed, sickled)
- ↑ **0.10** Failure to maintain neutral head position
- ↑ **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 Second-flight
- ↑ **0.20** **Insufficient Length**
- ↑ **0.30** Fail to maintain prescribed body position
- ↑ **0.30** **Failure to create rotation**
- ↑ **0.50** Insufficient Height
- ↑ **0.50** **Arm position leaving table is not evaluated**

No Ded

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
- ↑ **0.50** **FRONT HANDSPRING ENTRY**
- ↑ **0.10** Lands & falls back against the table
- Ea **0.10** Slight hop/small adjustments of feet back towards table
- Ea **0.20** Steps back toward table (per step with **max. of 0.40**)
- Max. of 0.40** Large step/jump back towards table (approx. 3 ft or more)
- ROUND-OFF (YURCHENKO) & TSUKAHARA ENTRY**
- ↑ **0.50** Lands & falls forward against the table
- ↑ **0.10** Slight hop/small adjustments of feet forward towards 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**

GENERAL DEDUCTIONS

- No Ded** Balk #: 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
- 0.50** • C.J deducts 0.50 from average of next completed vault
- 0.50** Coach standing between board and vault table
- 0.50** • Exception: No deduction if gymnast performs a round-off (Yurchenko) entry vault
- VOID** Spotting assistance during the vault
- 0.50** Spotting assistance **upon** landing
- 1.00** (No deduction for coach assisting/spotting **after** landing)
- VOID** **Failure to land on top of mat stack**
- VOID** Fail to land on any part of the bottom of the feet first
- VOID** • **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

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Touch Warm-up:

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

May perform one or two vaults, same or different, with the higher scoring vault to count as the FINAL SCORE.

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

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
Poor technique
- ↑ **0.20** • Hip angle
- ↑ **0.20** • Arched body
- ↑ **0.30** Incomplete LA turn

SUPPORT/REPULSION PHASE

- ↑ **0.10** Poor technique:
 - Staggered/alternate hand placement on all vaults, except Gr. 3 Vaults & Gr. 5 with 3/4 - 1/1 on - salto off
- ↑ **0.20** • Shoulder angle
- ↑ **0.20** • Arched body
- ↑ **0.20** • Alternate repulsion from hands on all vaults, except Gr. 3 Vaults & Gr. 5 with 3/4 on - 1/1 on-salto off
- ↑ **0.30** • Legs bent (in support) or early tuck (SALTO vaults)
- ↑ **0.30** Prescribed LA turn begun too early

Ea **0.10** Additional hand placements (steps/hops on hands-
Maximum 0.30)

- ↑ **0.30** **Failure to pass through vertical**
- ↑ **0.50** Bent arms (bent 90° or more = max. ded.)
 - Slight lead arm bend allowed on Grp 3 vaults
- ↑ **0.50** Too long in support (applies to all NON-SALTO vaults)
- ↑ **1.00** Angle of repulsion (applies to all NON-SALTO vaults)
If the gymnast leaves the vault table:
 - By vertical
 - 1° to 45° past vertical
 - 46° past vertical to horizontal
- No Ded** Touch with only one hand on the vault table
- 0.05-0.50** • Chief Judge takes the deduction if ½ of panel sees only one hand touch
- 0.55-1.00** • Head contacting table during support phase
- 1.00** • Includes 0.50 deduction for extreme arm bend
- VOID** No hand contact on the vault table

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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)
Insufficient exactness of body position:
 - Insufficient tuck, pike, or stretched position
 - arch or hip angle of 136° - 179° on stretched vault
- ↑ **0.25** Insufficient extension (open) of body before landing:
 - Insufficient and/or late extension (tuck and pike vaults)
 - Total absence of extension (tuck and pike vaults)
- ↑ **0.30** Late completion of twist (Gr 1 1/4/5 vaults without saltos)
- ↑ **0.50** Prescribed LA turn begun too late
- ↑ **0.30** Insufficient Length
- ↑ **0.50** Insufficient Height

LANDING

- 0.05** Land with feet hip-width apart or closer but never joins feet (heels) together
- ↑ **0.10** Land with feet more than hip-width apart
- ↑ **0.10** Slight hop or small adjustments of feet or feet staggered
- ↑ **0.10** Arm swings to maintain balance
- Ea ↑ **0.10** Steps (per step with **Max. of 0.40**)
- ↑ **0.20** Incorrect body posture on landing
- ↑ **0.20** Additional trunk movements to maintain balance
- Ea ↑ **0.20** Large step or jump (approx. 3 feet or more) **Max. of 0.40**
- ↑ **0.30** Squat on landing (hips even with or lower than the knees)
- ↑ **0.30** Slight brush/touch of 1 or 2 hands on mat (no support)
- ↑ **0.30** Prescribed LA turn incomplete:
 - ↑ **0.10** • 1° - 30° missing
 - 0.15-0.20** • 31° - 60° missing
 - 0.25-0.30** • 61° - 89° missing
- Lower value** • 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

GENERAL

- Touch Warm-up:
 - Level 8-10 athletes guaranteed a maximum of 3 vaults
- The "Safety Zone"
 - **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 handspring onto the board vaults
 - May not be used as visual aid for forward entry vaults at any level
- ALL Optional Levels may perform one or two vaults (same or different), with the higher scoring vault to count as the FINAL SCORE.

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

Level 8/9/10 Vault Deductions

0.50 Fall against vault table
VOID Landing in sitting, lying or standing position on top of table

OTHER DEDUCTIONS

- No Ded** 1st balk
- VOID** • 2nd or 3rd balk
- 0.50** Vaults without signal from Chief Judge
- 0.50** • C.J deducts 0.50 from average of next vault
- 0.50** Coach standing between board and vault table
- 0.50** • Exception: No deduction if gymnast performs a round-off (Yurchenko) entry vault at Level 8, 9 or 10.
- 0.50** Spotting assistance upon landing
- 0.50** **Coach catches falling gymnast (deduct for fall only)**
- VOID** Spotting assistance during the vault
- 1.00** • Level 8 ONLY- spotting assistance in Post-flight of SALTO vaults only
- VOID** Fail to land on any part of the bottom of the feet first
- 0.50** • Vault is scored if gymnast falls, landing on hands and bottoms of feet simultaneously
- VOID** Failure to use Safety Zone mat for round-off entry vaults
- VOID** Restricted vault performed for level 8/9
- VOID** Use of alternative (trampoline-like/junior) springboard

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Level 6-10 Bars - Execution Deductions

See General Faults for additional landing deductions

SLIGHT/SMALL FAULTS 0.05 – 0.10

- Ea 0.05 Flexed/sickled feet on VP elements
- Ea 0.10 Hesitation during jump to HB or swing to handstand
- Ea 0.10 Under-rotation of release/flight elements
- Ea 0.10 Precision of handstand positions throughout exercise
- Ea 0.10 Insufficient extension of glides/swings into kips
- Ea 0.10 Swing forward or backward under horizontal
- Ea 0.10 Poor rhythm in elements/connections
- Ea 0.10 Legs crossed during salto dismounts with twist
- Ea 0.10 Deviation from straight direction on landing dismount
- Ea 0.10 Touch/brush on apparatus/mat with foot/feet
- Ea 0.10 Landing too close to the bar on dismount

MEDIUM FAULTS

- Ea 0.20 Leg/knee separation
- Ea 0.20 Insufficient amplitude of elements, incl. releases (except-clear hip circle & salto dismounts-see large faults)
- Ea 0.20 Insufficient exactness of body shape (tuck / pike)
- Ea 0.20 Fail to maintain stretched body position (pike down dmt)
- Ea 0.20 **Insufficient exactness of stretched position**
 - Arch
 - Hip angle (136° - 179°)
- Ea 0.20 Insufficient dynamics throughout
- Ea 0.20 Hit on apparatus with foot/feet
- Ea 0.20 Incomplete twist on twisting salto dismounts
- Ea 0.20 Incorrect body posture on landing
- Ea 0.20 Additional trunk movements to maintain balance on landing of dismount

UP TO 0.20

LARGE FAULTS UP TO 0.40

- Ea 0.30 Bent arms/bent legs - on any one element
- Ea 0.30 Insufficient height (amplitude) of salto dismount
- Ea 0.30 Insufficient ext. (open) of body prior to landing tuck/pike dismt.
- Ea 0.30 Grasp of bar apparatus to avoid a fall
- Ea 0.30 Intermediate (extra) swing/cast (**Max 0.50**-more than one extra swing/cast following an element)
- Ea 0.30 Hit on mat with foot/feet
- Ea 0.30 Squat on landing (**hips even with/lower than knees**)
- Ea 0.30 Brush/touch landing surface w/ 1 or 2 hands (no support)
- Ea 0.40 Insufficient amplitude of "B" clear hip circle

VERY LARGE FAULTS

- Ea 0.50 Third run approach for mount
- Ea 0.50 Full support on foot/feet on mat during exercise
- Ea 0.50 Support on mat with 1 or 2 hands upon landing
- Ea 0.50 Fall on mat to knee(s) or hips
- Ea 0.50 Fall on or against the apparatus
- Ea 0.50 Spotting assist **during** an element (no VP/SR/Bonus/Composition)
- Ea 0.50 Spotting assist **upon landing** dismount (award VP & SR/Composition/no Bonus) + **0.50** if fall after spot
- Ea 0.50 Fall/fail to land on the bottom of the feet first on dismount (no VP/SR/Bonus/Composition)
 - If salto was never initiated, also deduct 0.30 from SV for no dismount

0.50 Coach catches falling gymnast-deduct for fall only
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CHIEF JUDGE DEDUCTIONS

- 0.10 Coach standing between the bars throughout exercise
 - 0.20 Incorrect padding (use of heel / hip pads)
 - 0.30 Fail to remove board/spottling block after release element or mount
 - 0.30 Lands dismount in solid/loose foam pit (No VP/SR/Bonus)
- Terminate Gymnast exceeds the 45-second fall time

SHORT EXERCISE - LESS THAN 5 ELEMENTS

- 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 if routine is incomplete
- 0.50 For the fall from the apparatus, with or without an actual fall onto the mat
- CJ 2.00 Complete or incomplete routine with less than 5 VPs - Chief Judge deducts 2.00 from the average.

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 LA 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, stailder 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 + 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

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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
- Ea 0.10 Uncharacteristic elements
- 0.10 ¾ Giant circle forward (with or without a grip change)

Choice of Elements

- Ea 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 3/6/7 (**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 (or less difficult) connected to a "B" (or less difficult) dismount

Level 10 Bars

VP: 3A, 3B, 2C

SV = 9.50

SPECIAL REQUIREMENTS

1. FLIGHT/RELEASE ELEMENT, MINIMUM OF "C", EXCLUDING DISMOUNT
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.
 - The dismount may NOT be considered as a flight element for Special Requirements.
3. ELEMENT WITH LA (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 1/2 (180°) turn.
4. SALTO DISMOUNT, MINIMUM OF "C"

NO DIFFICULTY RESTRICTIONS

BONUS - Max +0.50

Connection Value bonus

Direct connections of at least 2 elements in a

- Mount connection
- Connection within the exercise and/or
- Dismount connection

+ 0.10 C + C

In most cases, both "C" elements must have either flight or turn

Exception: 2 elements from Gr. 3, 6, 7, turn or flight is NOT required, but the elements must be different.

+ 0.10 C + D/E or D/E + C

When a C element is connected to a "D" or "E" element, the "C" is not required to have flight or turn.

+ 0.20 D/E + D/E (or more difficult)

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)

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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

Ea 0.10 Uncharacteristic elements

0.10 3/4 Giant circle forward (with or without a grip change)

Ea 0.10 More than one squat/stoop on LB, with or without sole circle, to stand & jump to grasp high bar

Ea 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 3/6/7 (**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

0.20 Choice of Release elements-not up to the competitive level

0.20 Lack of two bar changes

Level 6-10 Beam - Execution Deductions

See General Faults for additional landing deductions

SLIGHT/SMALL FAULTS 0.05 – 0.10

Ea 0.05 Flexed/sickled feet on VP elements

0.10 Legs crossed during salto dismounts with twist

Ea 0.10 Hesitation in jump, press or swing to handstand

Ea 0.10 Incorrect body posture/alignment in dance elements

0.10 Landing too close to the beam on dismount

MEDIUM FAULTS UP TO 0.20

Ea 0.20 Leg/knee separations

Ea 0.20 Insufficient height on leaps, jumps and hops

Ea 0.20 Insufficient height of aeriels, saltos, & acro flight elements with hand support

0.20 Insufficient split position (deviation from 180°) when req'd on dance or acro elements

0.05-0.10 1° - 20° missing

0.15-0.20 21° - 45° missing

Lower value 46° or more missing

0.20 Legs not parallel to beam in split or straddle pike leaps/jumps

0.20 Insufficient variation in rhythm / tempo through the exercise

0.20 Incomplete turn: Gr. 2 & 3 elements with 360° or more turn

0.05-0.10 1° - 44° missing

0.15-0.20 45° - 89° missing

Lower value 90° or more missing

MEDIUM FAULTS (continued) UP TO 0.20

0.20 Incomplete twist on dismounts with 360° or more twist

0.05-0.10 1° - 44° missing

0.15-0.20 45° - 89° missing

Lower value 90° or more missing

0.20 Insufficient exactness of tuck/pike/stretched position

0.20 Incorrect body posture on landing of elements/dismount

0.20 Insufficient dynamics

0.20 Insufficient sureness of performance throughout exercise

0.20 **Failure to maintain stretched body position (pikes down dismount)**

0.20 Additional trunk movements to maintain balance on landing of dismount

LARGE FAULTS UP TO 0.30

0.30 Bent arms in support/bent legs (on any one element)

0.30 Additional movements to maintain balance on the beam

0.30 Squat on landing (**hips even with/lower than knees**)

0.30 Insufficient height of salto dismount

0.30 Insufficient extension (open) of tuck/pike body position prior to landing acro element or dismount

0.30 Brush/touch landing surface w/ 1 or 2 hands (no support)

0.30 Use of supplemental support

0.30 Lands dismount in solid/loose foam pit (no VP/SR/Bonus/Composition)

CJ 0.30

VERY LARGE FAULTS UP TO 0.30

0.50 Support on mat/Beam with 1 or 2 hands upon landing

0.50 Fall onto Beam/off Beam onto mat

0.50 Fall on or against the apparatus

0.50 Spotting assist during an element (no VP/SR/Bonus/Composition) **Fall after spot, additional 0.50**

0.50 Spotting assist upon landing dismount (Award VP & SR/Composition/no Bonus) **+0.50** if Fall after spot

0.50 Fall/fail to land on the bottom of the feet first (aeriels/saltos/dismounts)(no VP/SR/Bonus/Composition)

- If salto was never initiated, deduct **0.30** from SV for no dismount

0.50 **Coach catches falling gymnast-deduct for fall only**

0.50 Fall -simultaneously landing on bottom of feet & hands/knees (award VP/SR/Composition; no Bonus)

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 reflects personal style
- ***0.05-0.10** • Quality of expression (i.e. projection, focus)

* **0.10** is the maximum taken in each category

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

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Level 6 Beam

VP: 5A, 1B

SV = 10.00

TIMING		
Time Limit: 1:15	Warning: 1:05	Fall: 45 sec.
SPECIAL REQUIREMENTS		
1.	NON-FLIGHT ACR0 SERIES (EXCLUDES MOUNT/DISMOUNT) OR ONE ACR0 FLIGHT ELEMENT (ISOLATED/IN SERIES)	
	<ul style="list-style-type: none"> • Series must have min. of 2 elements, one must achieve or pass through inverted vertical while in support on hands (handstand) • Acro Spec. Req. must start and finish on beam 	
2.	ONE LEAP/JUMP THAT REQUIRES A 180° CROSS/ SIDE SPLIT (ISOLATED/IN SERIES)	
	<ul style="list-style-type: none"> • Must achieve minimum of 135° leg separation to fulfill SR 	
3.	MINIMUM OF 360° TURN ON ONE FOOT (ISOLATED/IN SERIES) FROM GROUP 3	
4.	AERIAL/SALTO DISMOUNT, MINIMUM OF "A"	

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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.**

SPECIFIC COMPOSITIONAL DEDUCTIONS

Composition deductions are NOT applied at Level 6

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*

Level 7 Beam

VP: 5A, 2B

SV = 10.00

TIMING		
Time Limit: 1:20	Warning: 1:10	Fall: 45 sec.
SPECIAL REQUIREMENTS		
<p>1. ACRO SERIES (WITH OR WITHOUT FLIGHT; EXCLUDING MOUNT & DISMOUNT) AND ONE ACRO FLIGHT ELEMENT</p> <ul style="list-style-type: none"> - One acrobatic series with or without flight <ul style="list-style-type: none"> • One of the elements must achieve or pass through an inverted vertical position while in support on the hands (handstand). - One acrobatic flight element <ul style="list-style-type: none"> • Included in series or performed as isolated element 		
<p>2. ONE LEAP OR JUMP THAT REQUIRES A 180° CROSS OR SIDE SPLIT (ISOLATED/IN SERIES)</p> <ul style="list-style-type: none"> • Must achieve minimum of 135° leg separation to fulfill SR 		
<p>3. MINIMUM OF 360° TURN ON ONE FOOT (ISOLATED/IN SERIES)</p>		
<p>4. AERIAL/SALTO DISMOUNT, MINIMUM OF "A"</p>		

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.

SPECIFIC COMPOSITIONAL DEDUCTIONS

Composition deductions are NOT applied at Level 7

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*

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Level 8 Beam

VP: 4A, 4B

SV = 10.00

TIMING		
Time Limit: 1:30	Warning: 1:20	Fall: 45 sec.
SPECIAL REQUIREMENTS		
<p>1. ONE ACROBATIC SERIES WITH A MINIMUM OF TWO ELEMENTS, 1 WITH FLIGHT</p> <ul style="list-style-type: none"> • Both elements in the series 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-Rolls 		
<p>2. ONE LEAP OR JUMP THAT REQUIRES A 180° CROSS OR SIDE SPLIT (ISOLATED/IN SERIES)</p> <ul style="list-style-type: none"> • Must achieve minimum of 135° leg separation to fulfill SR 		
<p>3. MINIMUM OF 360° TURN ON ONE FOOT (ISOLATED/IN SERIES)</p>		
<p>4. AERIAL OR SALTO DISMOUNT, MINIMUM OF "A"</p>		

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*

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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
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

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

(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)

Level 8 Beam - Guidelines for Applying “Not up to the Level” Composition Deductions

CHOICE OF BEAM ACRO ELEMENTS	
No ded.	Acro series with 2 “B” flight elements 2 additional acro elements, one a “B”
<u>0.05</u>	Acro series with 2 “B” flight elements 2 additional “A” acro elements OR 1 additional “B” acro element
<u>0.10</u>	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
<u>0.15</u>	Acro series with 1 “B” flight element 1 additional “A” acro element OR acro series with 2 “B” flight elements
<u>0.20</u>	Acro series with 1 “B” flight or less difficult OR No acro flight series

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 DISMOUNT	
No ded.	“B” acro directly connected to “A” dismount OR Any “B” dismount
<u>0.05</u>	“A” acro directly connected to “A” dismount
<u>0.10</u>	Isolated “A” or non-Value Part dismount

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CHOICE OF BEAM DANCE ELEMENTS	
No ded.	Minimum of 2 “B’s” + 1 “A”
<u>0.05</u>	2 “B’s”
<u>0.10</u>	1 “B” + 2 “A’s”
<u>0.15</u>	1 “B” + 1 “A”
<u>0.20</u>	Only “A’s”

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		
<ul style="list-style-type: none"> Both elements in the series 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)		
<ul style="list-style-type: none"> 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”		

VP: 3A, 4B, 1C

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)	+ 0.10
Three acro flight elements: apply to mt, dsmt and connection within exercise	+ 0.20
B + B + C	+ 0.10
B + C + C	+ 0.20
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	

Revised 10/2020

SV = 9.7

SPECIFIC COMPOSITIONAL DEDUCTIONS

- 0.10 Failure to perform acrobatic elements in two different directions (backward and forward or sideward)
 - if only different direction is in dismount
- 0.05 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 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 (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)

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Level 9 BEAM - Guidelines for Applying “Not up to the Level” Composition Deductions

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

CHOICE OF BEAM DANCE ELEMENTS	
No ded.	Minimum of 2 “C”s”
<u>0.05</u>	1 “C” + 1 “B”
<u>0.10</u>	1 “C”
<u>0.15</u>	2 “B”s”
<u>0.20</u>	1 “B”

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CHOICE OF BEAM DISMOUNT	
No ded.	Minimum “B” acro flight or “C” dance directly connected to “B” dismount OR Any “C” dismount
<u>0.05</u>	“A” acro connected to “B” dismount OR “B” dance connected to “B” dismount
<u>0.10</u>	Isolated “B” dismount OR Any “A” dismount

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.

Level 10 Beam

VP: 3A, 3B, 2C

SV = 9.5

TIMING		
Time Limit: 1:30	Warning: 1:20	Fall: 45 sec.
SPECIAL REQUIREMENTS		
1. ONE ACRO SERIES, MIN OF 2 FLIGHT ELEMENTS, ONE MUST BE A MIN OF “C,” WITH OR WITHOUT HAND SUPPORT, OR AN “A,” NON-FLIGHT ACRO ELEMENT FROM GROUP 7 DIRECTLY CONNECTED TO AN “E” ACRO FLIGHT ELEMENT		
<ul style="list-style-type: none"> 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) <ul style="list-style-type: none"> 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: <ul style="list-style-type: none"> acro series that includes a min of “C” acro element, OR a min of “C” acro flight or dance element 		

NO DIFFICULTY RESTRICTIONS	
BONUS - Max +0.50	Connection Value bonus
Two acro flight elements + <u>0.10</u> B + C-salto (exclude mt. and dsmt) + <u>0.20</u> (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 + <u>0.10</u> B + B + C + <u>0.20</u> (B + C + 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 with/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) + <u>0.10</u> A turn + C turn (or the reverse) + <u>0.10</u> (A + D) or (B + C) + <u>0.20</u> (C + C/D/more) or (B + D/E) (same or different)	
Difficulty Value bonus + <u>0.10</u> “D” elements (same element eligible for DV only one time) + <u>0.20</u> “E” elements (same element eligible for DV only one time)	

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SPECIFIC COMPOSITIONAL DEDUCTIONS

- 0.10 Failure to perform acrobatic elements in two different directions (backward and forward or sideward)
 - if only different direction is in dismount
- 0.05 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 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 (fwd/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

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	
No ded.	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) * If 2 “C” saltos in acro series, 1 may count for additional C-salto
<u>0.05</u>	2-element acro series with C-salto, and 1 “D/E” acro flight (w/ or w/o hand support)
<u>0.10</u>	2-element acro series w/ C-salto and 1 additional C-salto OR Acro flight series w/out C-salto and 1 C-salto (not in acro series) and 1 “D/E” acro flight
<u>0.15</u>	2-element acro series w/ C-salto OR Acro flight series w/out C-salto and Only 1 “D/E” acro flight
<u>0.20</u>	No acro flight series/flight series w/o salto/aerial No additional min. C-salto/aerial OR performs only isolated C-salto or less

CHOICE OF BEAM ACRO ELEMENTS	
Routines with “D/E” in Acro Flight Series	
No ded.	2-ele. acro flight series w/ min. of 1 “D/E” flight and 1 “D/E” acro flight (w/ or w/o hand support)
<u>0.05</u>	Acro flight series with “D/E”, and 1 additional C-salto
<u>0.10</u>	Acro flight series w/ “D/E” and 1 additional “B” or “C” flight ele. w/ hand support
<u>0.15</u>	Acro flight series w/ “D/E”-salto and No additional acro flight elements OR No acro flight series Only 1 “D/E” acro flight element
<u>0.20</u>	No acro flight series/flight series w/o salto/aerial No additional min. C salto/aerial OR performs only isolated C-salto or less

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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	
No ded.	“B” salto in each pass OR “B” salto in 2 passes and “A” + “A” Direct in 1 pass
<u>0.05</u>	“B” “B” “A” + “A” Indirect
<u>0.10</u>	“B” “A” + “A” Direct “A” OR “B” “B” “A”
<u>0.15</u>	“B” “A” “A”
<u>0.20</u>	No “B” saltos

CHOICE OF FX ACRO (SALTO) ELEMENTS	
2-Acro Pass Routines - In any order	
No ded.	2 Directly connected saltos (one a “B”) in both passes
<u>0.05</u>	Each pass w/ 2 saltos (min. 1 “B” per pass), one a Direct & one an Indirect connection
<u>0.10</u>	2 Indirectly-connected saltos (one a “B”) in both passes OR “B” + “B” Indirect “A”+“A” Direct
<u>0.15</u>	“B” “A” + “A” Indirect or less difficult
<u>0.20</u>	No “B” saltos

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CHOICE OF BEAM DANCE ELEMENTS	
No ded.	Minimum of 3 “C’s” OR 2 “D/E’s”
	0.05 2 “C” + 1 “B” OR 1 “C” + 1 “D/E”
<u>0.10</u>	2 “C” OR 1 “B” + 1 “D/E”
<u>0.15</u>	1 “C” + 1 “B” OR 1 “D/E”

CHOICE OF BEAM DISMOUNT	
No ded.	Minimum of “B” acro flight or “C” dance directly connected to “C” dismount OR Any “D/E” dismount
<u>0.05</u>	“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
<u>0.10</u>	Isolated “C” (or less difficult) dismount OR “C” acro flight or dance connected to “B” dismount (or less difficult)

CHOICE OF FX DANCE ELEMENTS	
No ded.	Min. of 2 “B’s” + 1 “A”
<u>0.05</u>	2 “B’s”
<u>0.10</u>	1 “B” + 2 “A’s”
<u>0.15</u>	1 “B” + 1 “A”
<u>0.20</u>	Only “A’s”

VALUE OF LAST SALTO/SALTO CONNECTION	
No ded.	“B” salto
<u>0.05</u>	“A” + “A” Direct/Indirect
<u>0.10</u>	Isolated “A” salto OR Non-salto acro flight

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	
No ded.	“C” salto in each pass OR “C” salto in 2 passes and min. of “B” + “B” bonus in 1 pass
<u>0.05</u>	“C” “C” “B” + “A” Direct
<u>0.10</u>	“C” “B” + “B” Direct “B” + “B” Direct OR “C” “B” (or “B” + “A” Indirect)
<u>0.15</u>	“C” “B” + B” Direct “B”
<u>0.20</u>	No “C” saltos

CHOICE OF FX ACRO (SALTO) ELEMENTS 2-Acro Pass Routines - In any order	
No ded.	“C” salto acro bonus connection in both passes
<u>0.05</u>	“C” “C” acro bonus connection
<u>0.10</u>	“C” “C” + “B” Indirect
<u>0.15</u>	“C” “C” + “A” Indirect
<u>0.20</u>	No “C” saltos

CHOICE OF FX DANCE ELEMENTS	
No ded.	Minimum of 2 “C’s”
<u>0.05</u>	1 “C” + 1 “B”
<u>0.10</u>	1 “C”
<u>0.15</u>	2 “B’s”
<u>0.20</u>	1 “B”

VALUE OF LAST SALTO/SALTO CONNECTION	
No ded.	“C” salto OR “B” + “B” Direct
<u>0.05</u>	“B” + “B” Indirect OR “B” + “A” Direct
<u>0.10</u>	“B” + “A” Indirect (or less difficult connection) OR Isolated “B” salto (or less difficult)

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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	
No ded.	“D/E” salto in each pass OR “D/E” salto in 2 passes and min. of “B”+“C” bonus in 1 pass
<u>0.05</u>	“D/E” “D/E” “C”+“A” bonus
<u>0.10</u>	“D/E” “C” + “A/B” bonus “C”+“B” bonus OR “D/E” “D/E” “C” (or less difficult)
<u>0.15</u>	“D/E” “C”+“A/B” bonus “C”+“B” Indirect OR “D/E” “C”+“B” bonus “C” (or less difficult)
<u>0.20</u>	No “D” or “E” saltos

CHOICE OF FX ACRO (SALTO) ELEMENTS 2-Acro Pass Routines - In any order	
No ded.	“E” salto in both passes OR “E” salto in 1 pass; a 2nd pass with 2 directly connected saltos, 1 a “D”
<u>0.05</u>	“D” salto in both passes, each pass w/ 2 saltos (Direct or Indirect) OR 1 pass w/ “E” salto; a 2nd pass w/ 2 Indirectly connected saltos, 1 a “D”
<u>0.10</u>	1 pass w/ 2 saltos, 1 a “D”; a 2nd pass w/ 1 “D” salto OR 1 pass w/ “E” salto; a 2nd pass w/ 2 saltos, 1 a “C” salto in bonus connection
<u>0.15</u>	1 pass w/ “D” salto; a 2nd pass w/ 2 saltos, min. “C”+ “C” or “C”+“B” bonus OR 1 pass w/ 2 saltos, 1 a “D”; a 2nd pass w/ “C” salto OR 1 pass w/ “E” salto; a 2nd pass w/ 1 or 2 saltos, “B”+“B” or less difficult
<u>0.20</u>	1 pass w/ “D” salto; a 2nd pass w/ 2 saltos w/out bonus

CHOICE OF FX DANCE ELEMENTS	
No ded.	Minimum of 3 “C’s” OR 2 “D/E”
<u>0.05</u>	2 “C’s” + 1 “B” OR 1 “C” + 1 “D/E”
<u>0.10</u>	2 “C’s” OR 1 “B” + 1 “D/E”
<u>0.15</u>	1 “C” + 1 “B” OR 1 “D/E”
<u>0.20</u>	1 “C” OR 2 “B’s”

VALUE OF LAST SALTO/SALTO CONNECTION	
No ded.	“D” or “E” salto OR “C”+“B” Direct (or more difficult)
<u>0.05</u>	“C”+“B” Indirect OR “C”+“A” Direct
<u>0.10</u>	“C”+“A” Indirect (or less difficult connection) OR Isolated “C” salto (or less difficult)

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