

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