

III. **SPECIFIC COMPOSITIONAL DEDUCTIONS**

NOTE: Composition deductions are NOT applied at LEVEL 6 / 7

0.10	Facing same direction throughout exercise 1. Elements with 1/1 turn will NOT fulfill Change of Direction. 2. Mount / Dismount will NOT fulfill Change of Direction. (LEVEL 9 / 10 only)
each 0.10	Uncharacteristic Elements <u>EXAMPLES:</u> 1. Squat / Stoop on LB, stand with ½ Turn on feet to grasp HB 2. Swing Forward on HB, place feet on LB to stand (with or without a ½ Turn) 3. Climbing / Crawling onto LB (within the exercise)
each 0.10	More than One Squat / Stoop on LB (LEVEL 10 only) with or without Sole Circle, with Jump to grasp HB 1. After a Fall, judging resumes once an element listed in the <i>Junior Olympic Code of Points</i> is performed. 2. Deduct for any additional Cast Squat / Stoop on LB that is performed, if Cast Squat / Stoop on LB was previously performed.
0.10	¾ Giant Circle Forward with or without a grip change 1. Not considered an Element. 2. Will break a Connection. 3. Refer to Execution / Amplitude Deductions-Small Faults for additional insufficient amplitude of backward swing deduction
<u>Deduct</u> 0.00 0.10 0.20	Choice of Elements (applicable to LEVEL 9 / 10 only) <u>Failure to perform Two (2) Elements that fulfill Two (2) out of the Three (3) of the following Requirements (excluding dismounts):</u> 1. One (1) Forward Element (Circle or Release) (minimum of "B") 2. One (1) Element from Groups 3 / 6 / 7 (minimum of "B") 3. One (1) Element with a minimum of 180° LA Turn, with or without flight (minimum of "C") 1. Two (2) out of Three (3) Requirements performed. 2. One (1) out of Three (3) Requirements performed. 3. None (0) of the Three (3) Requirements performed.
up to 0.20	Choice of Release Elements – Not up to the Competitive Level (LEVEL 10 only) 1. See Appendix 15 for Specifics. 2. Apply Compositional Deduction, considering <u>Value of Release Element</u> , <u>AND:</u> ✓ <u>Type</u> of Release element ✓ <u>Direct Connection</u> with Release Elements and / or Elements of Higher Value ✓ <u>Total Number</u> of Release Elements
up to 0.20	Lack of Elements that Achieve (or pass through) Vertical (LEVEL 8 only)
0.20	Lack of Two Bar Changes – See LEVEL 9 Special Requirement #1 (LEVEL 10 only)
up to 0.10	Choice of Dismount – Not up to the Competitive Level. • See Appendix 15 for specifics.

IV. **EXECUTION AND AMPLITUDE DEDUCTIONS**

SMALL FAULTS	each time <u>0.05</u>	Flexed / Sickled Feet on Value Part elements
	<u>0.05</u>	Lands with Feet Hip-width apart or closer, but never joins the Heels
	up to 0.10	Slight Hop, or Small Adjustment of Feet or Feet Staggered on Landing Dismounts
	up to 0.10	Deviation from Straight Direction on Landing
	up to 0.10	Arm Swings on Landing
	up to 0.10	Legs Crossed during Salto Dismounts with Twist
	each up to 0.10	Hesitation during jump to HB or swing to Handstand
	each up to 0.10	Touch / Brush on Apparatus or Mat with Foot / Feet
	each up to 0.10	Under-Rotation of Release / Flight elements
	up to 0.10	Precision of Handstand positions throughout exercise
	each up to 0.10	Insufficient Extension of Glides / Swings into Kips
	each up to 0.10	Poor Rhythm in Elements / Connections
	<u>0.10</u>	Landing Too Close to the Bar on Dismount
	each <u>0.10</u> (max. <u>0.40</u>)	Steps on Landing
	each up to 0.10	Swing Forward or Backward under Horizontal
	<u>0.10</u>	Landing Dismount with Feet wider than Hip-width apart

MEDIUM FAULTS	each up to 0.20	Leg or Knee Separations
	each up to 0.20	Insufficient Exactness of Body Shape: Tuck or Pike position
	each up to 0.20	Insufficient Amplitude of Bar Elements (including Releases) <u>EXCEPTION:</u> Clear Hip Circle (see Large Faults) <u>EXCEPTION:</u> Salto Dismount (see Large Faults)
	up to 0.20	Failure to Maintain Stretched Body Position (Pike down Dismount)
	up to 0.20	Incorrect Body Posture on Landing
	up to 0.20	Incomplete Twist on Twisting Salto Dismounts
	up to 0.20	Additional Trunk Movements to Maintain Balance on Landing of Dismount
	each time up to 0.20	Insufficient Exactness of Stretched Position <ul style="list-style-type: none"> • Arch • Hip Angle (136° – 179°)
	up to 0.20	Insufficient Dynamics throughout – Consider: <ol style="list-style-type: none"> 1) Insufficient Swingful Execution – throughout exercise 2) Energy Not Maintained – throughout exercise 3) Fails to Make Difficult Look Effortless
	<u>0.20</u>	Hit on Apparatus with Foot / Feet
	each <u>0.20</u> (max <u>0.40</u>)	Large Step or Jump on Landing (approximately 3 feet or more)