

# Balance Beam Artistry - Check List



## BB - Artistry & Composition Deductions (CoP - Sec. 12.5)

Competition	Subdivision	Rotation
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Judge #	Judge's signature
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Bib	Name	NF	ARTISTRY OF PERFORMANCE						COMPOSITION				Total deductions
			Poor body posture (head, shoulders, trunk) <b>b. p.</b> 0.1   0.2	Insufficient amplitude of movements <b>amp</b> 0.1	Insufficient involvement of the body parts <b>invol</b> 0.1	Insufficient amplitude of leg swings or kicks <b>kick</b> 0.1	Poor foot work Feet not pointed / relaxed / turned in <b>feet</b> 0.1		Poor work in relevé <b>rel</b> 0.1	Insufficient variation in rhythm & tempo; disconnected elements & movements (lack of fluency) <b>rhyt</b> 0.1   0.2	Mount without DV <b>MT</b> 0.1	Lack of movements sideways (no DV)  0.1	Missing combination of movements / elements close to beam with a part of the torso touching the beam <b>≠</b> 0.1



# Floor Exercise Artistry - Check List



**FX - Artistry & Composition Deductions**  
(CoP - Sec. 13.5)

Competition			Subdivision
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Judge #	Judge's signature
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Bib	Name	NF						MUSICALITY			MUSIC			Total deductions
			Poor body posture (head, shoulders, trunk) <b>b. p.</b> 0.1   0.2	Poor foot work (Feet not pointed / relaxed / turned in) <b>feet</b> 0.1	Insufficient amplitude of movements <b>amp</b> 0.1	Insufficient involvement of the body parts <b>Invol</b> 0.1	Insufficient complexity of movements <b>compl</b> 0.1	Poor expressive engagement according to the style of the music <b>expr</b> 0.1   0.2   0.3	Lack of connectivity of the music to the exercise in part or throughout <b>ex</b> 0.1   0.2   0.3	Lack of synchronisation between movement and musical beat at the end of exercise <b>end</b> 0.1	Poor editing of the music <b>edit</b> 0.1	Poor choreography in the corner / lack of variety <b>L</b> 0.1	Missing movement touching floor <b>≠</b> 0.1	ART

