

**SPECIFIC ERRORS FOR EXECUTION**

Specific Mistakes for Group A	0.1	0.2	0.3	0.5
Shoulder is not in line with the upper arm	0.1	0.2		
Direction of the elbow in lateral and frontal is incorrect in "Split ending position"		0.2		
Both hands landing on one side of the body one hand on the floor and the other hand in the air both hands in the air	0.1		0.3	0.5
"Wenson shape" not been shown immediately at the landing or leg not supported		0.2		
"Wenson shape" – Leg lower than upper triceps /not supported		0.2		
The hips are not lifted during the extension phase for leg circles and flairs		0.2		
Helicopter does not finish facing the same direction as the starting position	0.1	0.2		
In Helicopter, finishing with extended arms)		0.2		
In High V support elements, back not parallel to the floor		0.2		
Elements without airborne phase		0.2		
Any other body part(s) touching the floor				0.3

Specific Mistakes for Group B	0.1	0.2	0.3	0.5
Hands not flat on the floor	0.1			
Incorrect Straddle, L, V Position		0.2		
Not to show the precise (clear) ending position		0.2		
Any body parts touching the floor				0.5
In horizontal support families the body/legs are not parallel to the floor	0.1		0.3	
The skill is not held for at least 2 seconds				0.5

Specific Mistakes for Group C	0.1	0.2	0.3	0.5
Knees not at the waist level in Tuck	0.1	0.2	0.3	
Legs not parallel to the floor in Straddle, Pike, Cossack, Split families	0.1	0.2	0.3	
Leading leg not parallel to the floor in Scissors Kick elements	0.1	0.2	0.3	
In Split families legs less than 180°	0.1	0.2	0.3	
"Wenson shape" not been shown immediately at the landing or leg not supported		0.2		
Legs and hand(s) are not landing to the floor at the same time			0.3	
Butterfly jump: body and legs under the horizontal	0.1		0.3	

Specific Mistakes for Group D	0.1	0.2	0.3	0.5
Free foot touching the floor (each time)			0.3	
Leg position not horizontal		0.2		
Inability to complete the rotation in the vertical plane with the split leg (Illusion)		0.2		
Vertical split out of vertical line	0.1		0.3	
Loss of balance		0.1	0.3	
Lack of continuity (flow) in turns & illusion	0.1	0.2		
Slide or hopstep during Illusion and turn		0.2		
Extra turn during the Illusion		0.2		
Incomplete rotation / turns	0.1	0.2	0.3	
Turn not on the ball of the foot		0.2		
One hand touching the floor finishing in free vertical split position			0.3	
For Illusion and turns to vertical split, the foot is off the floor in the vertical split				0.5

**GENERAL ERRORS FOR EXECUTION**

General Errors	small	medium	large
incorrect body alignment (1 part / 2parts / 3parts)	0.1	0.2	0.3
incorrect body form	0.1	0.2	0.3
Legs not parallel to the floor (-10° / -15° / -20°)	0.1	0.2	0.3
Legs too bend or apart	0.1	0.2	
Uncontrolled arms	0.1	0.2	
Uncontrolled/incorrect landings	0.1	0.2	
incomplete rotation (turn < 45° / 45°-90° / > 90°)	0.1	0.2	0.3
incorrect technique	0.1	0.2	0.3
Touching the floor (Group A & D)			0.3
Incorrect "Wenson Shape"		0.2	

Deductions for Difficulty / Acrobatic elements				
small	medium	large	unacceptable	fall
0.1	0.2	0.3	0.5	0.5

Maximum deductions for an element: 0.5 points

Deductions for Choreographic			
Deviation from perfection	small	medium	fall
AMP (each sequence)	0.1	0.2	0.5
Transition & Links (each time)	0.1	0.2	0.5
Life & Physical Interaction, Formation (each time)	0.1	0.2	0.5

Deductions for Synchronization	
Each time	0.1
Whole routine	maximum 2.0 points