

PARA WOMEN'S ARTISTIC GYMNASTICS (PWAG)

WORLD GYMNASTICS

Code of Points

Version October 2026

PARA WOMEN'S ARTISTIC GYMNASTICS (PWAG) CODE OF POINTS V1 2026

Philosophy

Women's artistic gymnastics at whatever level and ability of the competitor is about the pursuit of technical excellence in the elements performed and the composition and connection value of the Cycle 16 (2025-2028) Code of points. The PWAG programme adapts these basic principles, whilst providing opportunities to accommodate the various different aspects of Para sports.

PWAG is about inclusion, a level playing field & fair play philosophies. The overriding aim is to provide gymnasts who have an Eligible Impairment and meet the applicable Minimum Impairment Criteria with a meaningful and achievable competition structure. The new structure will allow gymnasts to fulfil the rules within their ability level and promotes self-value, self-worth and pride in their achievement.

Introduction

The PWAG Code of Points have been adapted from and are largely based on World Gymnastics rules and directives, offering more choice and increased variety with a lower number of counting elements and compositional requirements.

Eligibility & Classification

The PWAG rules have been created to provide opportunities for gymnasts with physical and visual impairments to compete. Eligible Impairment groups for Para gymnastics include gymnasts with physical impairments (including those with limb difference or deficiency, impaired muscle power or range of movement) and visual impairment.

Medical classification will determine which athletes are eligible to compete in Para gymnastics. Classification aims to minimise the impact of the impairment on gymnastics performance so that the sporting excellence determines competition results.
World Gymnastics will put in place a separate classification process for Para gymnastics competitions that determines Eligible Impairments, Minimum Impairment Criteria and will establish which Sport Class athletes will compete in during World Gymnastics events. These classification and eligibility criteria aim to comply with the principles of the International Paralympic Committee (IPC) Classification Code.

Sport classes for World Gymnastics events are:
Upper Limb Impairment (PG-UL1 & PG-UL2)
Lower Limb impairment (PG-LL1 & PG-LL2)
Visual Impairment (PG-VI1 & PG-VI2)

Classification must not create incentives for gymnasts to attempt skills that exceed their safe functional capacity. If an impairment significantly reduces a gymnast's ability to perform a skill safely, that gymnast should not include the skill in a routine.
Sport classes for non-World Gymnastics events are at the discretion of the Local Organising Committee (LOC).

Para gymnastics Development Levels & Competition Structure

All Para gymnastics competitions will be **Individual Apparatus** (there will be no all-around competition).

There are 3 different competition levels offered, Development Level 1 is the starting level and progress through Development Level 2 to Performance Level. Depending on the impact the Eligible Impairment has on each apparatus, gymnasts may compete in different levels for each apparatus.
At each level, a different number of requirements and moves are needed.

Framework

The judging system is based on current World Gymnastics D and E evaluations with additional permitted elements being recognised as an 'A', awarded 0.10 and can be counted towards the D-Score. Gymnasts have a choice of Compositional Requirements (CR) which have also been modified to reflect the difficulty level. It is hoped that by allowing a choice of CR's the gymnasts will be better able to work within their ability. The accuracy of technical execution on all apparatus, including the artistry of the routine on beam & floor will remain as World Gymnastics rules, unless otherwise stated; encouraging clean, aesthetic work.

Content of the Exercise

Each level will require gymnasts to perform elements from the main WGYM CoP with additional elements being permitted and awarded the same as an 'A'.
The number of elements and Composition requirements needed at each level differ. The dismount will always count in the number of elements.
No dismount: - 0.50 from final score (taken as neutral penalty)
Short exercise penalties: - 1.00 for each missing element from final score (taken as neutral penalty)

The evaluation of exercises is broken down into two main areas, D Score & E Score:-

In **Performance Level**:
The D score is the:
Difficulty value of the elements – within the **8** counting elements on beam and floor there must be a minimum of:

- 3 Dance, 3 Acro and 2 optional elements
- 4 Composition Requirements (CR's)
- Bonus (including any WGYM CV)

In **Development Level 2**:
The D score is the:
Difficulty value of the elements – within the **6** counting elements on beam and floor there must be a minimum of:

- 2 Dance, 2 Acro and 2 optional elements
- 3 Composition Requirements (CR's)
- Bonus (including any WGYM CV)

In **Development Level 1**:
The D score is the:
Difficulty value of the elements – within the **5** counting elements on beam and floor there must be a minimum of:

- 2 Dance, 2 Acro and 1 optional element
- 2 Composition Requirements (CR's)
- Bonus (including any WGYM CV)

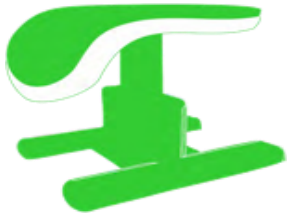
At all levels the E score is the:
Execution score, this is the total deductions taken for how the elements and connections are performed and on beam and floor this includes how the artistry is performed.

It is important to understand that it is not compulsory to fulfil all the composition requirements. The gymnast is encouraged to perform skills within their capabilities with the best technique they can.

Acknowledgements

The PWAG Rules have been modified from World Gymnastics (WGYM) Women's Artistic Gymnastics Code of Points 2025-2028 (Cycle 16) by:
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Vault

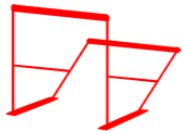


Requirements

- All gymnasts are required to perform 2 vaults.
- The average score will count for qualification to and in apparatus finals.
- In Performance Level these vaults must have a different number but can be from the same group.

	Development Level 1	Development Level 2	Performance Level
Equipment	Piled mats	WGYM Vault table	WGYM Vault table
Height	Choice of height of Piled mats: 60cm or 100cm (+/-10cm)	Choice of vault height 110 & 120cm (+/-5cm)	Vault height 125cm
Vault options	Set Vault from choice of: ½ on to stand **(D 1.20)** Handspring flatback **(D 1.20)** Straight jump on & off 60cm block. **(D 0.60)**	Any World Gymnastics (WGYM) coded vaults from Group 1 (without salto)	Any World Gymnastics (WGYM) coded vaults to maximum D score 4.6
Requirements	2 vaults on the same height of mats must be performed can be same or different.	2 vaults must be performed can be same or different.	2 different vaults must be performed can be from same group but with a different number.
Bonus			**0.20** - for performing 2 different salto vaults they may be from the same group but with different numbers.

Uneven Bars



Compositional Requirements

Development Level 1 & 2

1. An element LB – HB (can be from additional permitted elements)
2. Cast above horizontal
3. An element with minimum 180° turn (including mount but not dismount)
4. Mount from WGYM or permitted uncoded elements
5. Any Close bar circle element.
6. Additional different close bar circle element.

Performance Level

1. An element LB – HB (can be from additional permitted elements)
2. Different grips *(not cast, mount or dismount)*
3. An element with minimum 180° turn (including mount but not dismount)
4. Mount from WGYM CoP
5. Any close bar circle element
6. An additional different close bar circle element
7. A giant circle in any direction

	Development Level 1		Development Level 2	Performance Level
Equipment	**WGYM Bar regulations with:** A safety mat (depth 20cm) or a jersey style mat (depth 10cm), can be moved/placed as needed, but must not block the judges' view.			
Number of elements	**5 elements**		**6 elements**	**8 elements**
Number of CR's	**2 CRS**		**3 CRS**	**4 CRS**
Short Exercise	If less than 4 elements deduct 1.00 penalty per missing element		If less than 5 elements deduct 1.00 penalty per missing element	If less than 6 elements deduct 1.00 penalty per missing element
Additional Permitted elements *(will be recognised as 'A' and receive 0.10 DV)*	Jump to FS on LB (from block) Float swing (from board, back to board) Chin up circle over mount Cast Squat onto low bar *(There will be no penalty for performing a jump from LB to HB)* ¾ Giant from LB to HB	**Dismounts:** Counterswing (HB) Straddle, pike or clear undershoot Squat on LB jump forwards to land Cast circle forwards LB release to stand Cast push off LB to stand	Float swing (from board or floor, back to board or floor) Circle over to front support mount Cast above horizontal Squat onto low bar *(There will be no penalty for performing a jump from LB to HB)* ¾ Giant from LB to HB ¾ Giant on HB Straddle, pike or clear undershoot dismount	Squat onto low bar *(There will be no penalty for performing a jump from LB to HB)* ¾ Giant from LB to HB
Allowed elements	A elements **only**		A & B elements **only**	A – D elements **only**
Bonus *(In additional to any WGYM CV)*				**0.2** – Dismount B or more
Additional	**Coach must be present between the bars if gymnast is using the HB or 1.00 penalty**		**Coaches are encouraged to be present throughout the routine**	**Coaches are encouraged to be present throughout the routine**

Balance Beam



Composition Requirements

Development Level 1 & 2

1. One connection of at least 2 different Dance elements, no split required
2. Turn (Grp 3 or permitted uncoded) *or* Roll / Flairs
3. Acro element forwards / sideways on the beam
4. Acro element backwards on the beam
5. 1 x acrobatic series, with minimum 2 elements with or without flight *(elements may be the same)*
6. Mixed Series, with minimum 2 elements (Minimum 2 element – acro element may be with or without flight) may include mount

Performance Level

1. One connection of at least 2 different Dance elements, 1 being a Leap or jump with 180° split (cross or side) or straddle position
2. Turn (Grp 3) *or* Roll / Flairs
3. Acro elements in different directions (forwards / sideways & backwards) on the beam
4. 1 x acrobatic series, with minimum 2 elements with or without flight *(elements may be the same)*
5. Mixed Series, with minimum 2 elements (Minimum 2 element – acro element may be with or without flight) may include mount

	Development Level 1		Development Level 2	Performance Level
Equipment	As WGYM with an additional safety mat (depth 20cm) under the complete length of the beam (optional). Additional safety mat (depth 10cm) is allowed for dismounts (optional).		As WGYM	As WGYM
Number of elements	**5 elements** 2 Dance 2 Acro (including dismount) 1 Optional		**6 elements** 2 Dance 2 Acro (including dismount) 2 Optional	**8 elements** 3 Dance 3 Acro (including dismount) 2 Optional
Number of CR's	**2 CR's**		**3 CR's**	**4 CR's**
Short Exercise	If less than 5 elements deduct 1.00 penalty per missing element		If less than 6 elements deduct 1.00 penalty per missing element	If less than 7 elements deduct 1.00 penalty per missing element
Allowed Elements	'A' Acro elements **only** 'A' & 'B' Dance elements		A -C elements **only**	A-D Acro elements **only** A -E Dance elements
Additional permitted elements *(will be recognised as 'A' and receive 0.10 DV)*	Any mount Tuck jump Stretched / arched jump + with ½ Stretched jump ½ Changement/beat jump Stag leap ½ spin on one foot (will fulfil CR 2) Relevé ½ turn Handstand (no hold required) Arabesque (H. 2 sec)	Forward roll with hand support Backward shoulder roll **Dismounts:** Cartwheel rebounding straight jump Roundoff Handspring Cartwheel to handstand drop down (side of beam) Run rebound 2 feet straight jump	Tuck jump Changement/beat jump Stretched jump *Forward roll with hand support* (will fulfil CR 2) ½ turn on one foot (will **NOT** fulfil CR 2) ½ turn on one foot immediate ½ turn (will fulfil CR 2) Cartwheel rebounding straight jump dismount Round off or handspring dismount	Tuck jump Changement/beat jump
Bonus *(In additional to any WGYM CV)*			**0.2** – Dismount A salto directly connected to an acro skill	**0.2** – Dismount B or more
Additional	**Coaches must remount the podium and be present for any salto dismount or 1.00 penalty.**			**Coaches are permitted to remount the podium and be present for dismounts**

Floor



Composition Requirements

Development Level 1 & 2	Performance Level
1. A Dance passage composed of 2 different leaps or hops (from the code) connected directly or indirectly (with running steps, small leaps, hops, chassé, chainé turns), no split is required 2. Salto bwd or salto fwd (not an aerial). 3. Acro elements in different directions (forwards / sideways & backwards) 4. Mixed series (dance & acro elements) consisting of 2 different directly connected elements 5. A turn on one foot (min 360°)	1. A Dance passage composed of 2 different leaps or hops (from the code) connected directly or indirectly (with running steps, small leaps, hops, chassé, chainé turns), one of them with 180° split (cross or side) or straddle. 2. Salto with LA turn (min 180°) 3. Salto with double BA 4. Salto bwd & salto fwd (no aerials) in the same or different acro line. 5. Acro line with minimum 2 saltos 6. Mixed series (dance & acro elements) consisting of 3 different directly connected elements

	Development Level 1	Development Level 2	Performance Level
Equipment	As WGYM	As WGYM	As WGYM
Number of elements	**5 elements** 2 Dance 2 Acro (including dismount) 1 Optional	**6 elements** 2 Dance 2 Acro (including dismount) 2 Optional	**8 elements** 3 Dance 3 Acro (including dismount) 2 Optional
Number of CR's	**2 CR's**	**3 CR's**	**4 CR's**
Short Exercise	*If less than 5 elements deduct 1.00 penalty per missing element*	*If less than 6 elements deduct 1.00 penalty per missing element*	*If less than 7 elements deduct 1.00 penalty per missing element*
Allowed Elements	'A' Acro elements **only** 'A' & 'B' Dance elements	A-C elements **only**	A-D Acro elements **Only** A-E Dance elements
Additional permitted elements ***(will be recognised as 'A' and receive 0.10 DV)***	Cat leap ½ Star jump Tuck jump Tuck jump ½ Straight jump ½ Changement/Beat jump Stag leap Backward walkover Forward walkover Tic-toc Forward roll Backward roll with optional exit Cartwheel	Tuck jump Backward walkover Forward walkover Tic-toc Cartwheel Backward roll to handstand	
Bonus ***(In additional to any WGYM CV)***			**0.2 –** Dismount B or more
Additional	No acro lines line are required at this level. **A routine with no acro line will not incur dismount penalty.** A cat leap and a scissor kick will be recognised as different elements therefore both can be used and awarded value.	At this level an acro line is 2 or more directly connected flighted elements (no salto required) or a single travelling forwards salto. **A routine with only 1 acro line will incur a "no dismount" penalty -0.50.**	At this level an acro line is 2 or more directly connected flighted elements one being a salto or a single travelling forwards salto. **A routine with only 1 acro line will incur a penalty -1.00.**

Recording Sheet - PWAG Development Level 1

UB Notes	CR - Choose 2	Beam Notes	CR - Choose 2	Floor Notes	CR - Choose 2
'A' or 'U' elements only	LB▶HB	Additional 20cm safety mat permitted under the entire length of the beam	2 different Dance - No split required	No acro lines are required	2 different Dance - No split required
5 elements to count	Cast above Horizontal	'A' or 'U' Acro elements only 'A/U' or 'B' Dance elements	Turn (Gr. 3 or uncoded) or Roll / Flairs	'A' or 'U' Acro elements only 'A/U' or 'B' Dance elements	Salto bwd or salto fwd (no aerial)
If less than 4 elements - 1.00 penalty for each missing element	Non-flight with 180° turn (MT but not dismount)	5 elements to count 2 Dance, 2 Acro, 1 Opt	Acro Direction ***(fwd/swd)***	5 elements to count 2 Dance, 2 Acro, 1 Opt	Acro elements in different directions (forwards/sideways & backwards)
		2 CR's		2 CR's	
	Mount from CoP / 'U'	If less than 5 elements - 1.00 penalty for each missing element	Acro Direction (bwd)	If less than 5 elements - 1.00 penalty for each missing element	Mixed series (of 2 different direct elements)
		Any mount permitted			A turn on one foot (min 360°)
	Close bar circle ele.	***Poor body posture (head, shoulders, trunk) 0.1 / 0.2***		***Poor body posture (head, shoulders, trunk) 0.1 / 0.2***	
		Insufficient amplitude of the movements 0,1		***Poor foot work (feet not pointed/relaxed/turned in) 0,1***	
		Insufficient involvement of the body parts 0.1		***Insufficient amplitude of the movements 0,1***	***Lack of sync. Between movement and***
Hang on HB, feet on LB, grasp LB 0,5		***Insufficient amplitude of leg swings or kicks 0.1***	***Acro series 2 ele***	***Insufficient involvement of the body parts 0,1***	***musical beat at the end of exercise 0,1***
More than 2 of same element into DMT 0,1	2nd close bar circle ele (must be diff)	***Feet not pointed/relaxed/turned in & poor work in releve ea. 0.1***	with / without flight	***Poor expressive engagement***	***Poor editing of the music 0,1***
		Insufficient variation in rhythm & tempo (lack of fluency) 0,1	***(ele may be the same)***	***according to the style of the music 0.1 / 0.2 / 0.3***	***Poor choreography in the corner 0,1***
		Lack of movements sideways (no DV) 0,1		***Lack of connectivity of the music to the exercise***	
		Missing combination of movements/elements close to Beam 0,1	***Mix series - min 2 elements***	***in part or throughout 0.1 / 0.2 / 0.3***	***Missing movement touching floor 0,1***
		More than one ½ turn on 2 feet with straight legs throughout 0,1	***May include mount***		

Gymnast 1

b. p.	amp	invol	kick	feet	rel	rhyt	MT	≁	≠	☹

b. p.	feet	amp	invol	compl	expr	♫/ex	end	edit	L	≠

	UB	Dance	Total	
	Acro			DV
				CR
				CV
.2 B				**D - Score**
				E - Score
.1 A/U				**FINAL**

EXE | ART

Gymnast 2

b. p.	amp	invol	kick	feet	rel	rhyt	MT	≁	≠	☹

b. p.	feet	amp	invol	compl	expr	♫/ex	end	edit	L	≠

	UB	Dance	Total	
	Acro			DV
				CR
				CV
.2 B				**D - Score**
				E - Score
.1 A/U				**FINAL**

EXE | ART

Gymnast 3

b. p.	amp	invol	kick	feet	rel	rhyt	MT	≁	≠	☹

b. p.	feet	amp	invol	compl	expr	♫/ex	end	edit	L	≠

	UB	Dance	Total	
	Acro			DV
				CR
				CV
.2 B				**D - Score**
				E - Score
.1 A/U				**FINAL**

EXE | ART

Recording Sheet - PWAG Development Level 2

UB Notes	CR - Choose 3	Beam Notes	CV 0.2	CR - Choose 3	Floor Notes	CR - Choose 3
'A/U' or 'B' elements only	LB▶HB	'A/U' to 'C' elements only	Dismount 'A' salto directly connected to an acro skill	2 different Dance - No split required	An acro line is 2 or more directly connected flighted elements or a single travelling forwards salto	2 different Dance - No split required
6 elements to count	Cast above Horizontal	6 elements to count 2 Dance, 2 Acro, 2 Opt		Turn (Gr. 3 or uncoded) or Roll / Flairs	2 acro lines required - or apply no dmt penalty 0.50	Salto bwd or salto fwd (no aerial)
If less than 5 elements - 1.00 penalty for each missing element	Non-flight with 180° turn (MT but not dismount)	3 CR's		Acro Direction ***(fwd/swd)***	'A/U' to 'C' elements only	Acro elements in different directions (forwards/sideways & backwards)
	Mount from CoP / 'U'	If less than 6 elements - 1.00 penalty for each missing	MT without DV 0.1	Acro Direction (bwd)	6 elements to count 2 Dance, 2 Acro, 2 Opt	Mixed series (of 2 different direct elements)
	Close bar circle ele.	***Poor body posture (head, shoulders, trunk) 0.1 / 0.2*** ***Insufficient amplitude of the movements 0,1*** ***Insufficient involvement of the body parts 0.1***			3 CR's If less than 6 elements - 1.00 penalty for each missing element	A turn on one foot (min 360°)
Hang on HB, feet on LB, grasp LB 0,5 ***More than 2 of same element into DMT 0,1***	2nd close bar circle ele (must be diff)	***Insufficient amplitude of leg swings or kicks 0.1*** ***Feet not pointed/relaxed/turned in & poor work in releve ea. 0.1*** ***Insufficient variation in rhythm & tempo (lack of fluency) 0,1*** ***Lack of movements sideways (no DV) 0,1*** ***Missing combination of movements/elements close to Beam 0,1*** ***More than one ½ turn on 2 feet with straight legs throughout 0,1***		***Acro series 2 ele*** with / without flight ***(ele may be the same)*** ***Mix series - min 2 elements May include mount***	***Poor body posture (head, shoulders, trunk) 0.1 / 0.2*** ***Poor foot work (feet not pointed/relaxed/turned in) 0,1*** ***Insufficient amplitude of the movements 0,1*** ***Insufficient involvement of the body parts 0,1*** ***Poor expressive engagement according to the style of the music 0.1 / 0.2 / 0.3*** ***Lack of connectivity of the music to the exercise in part or throughout 0.1 / 0.2 / 0.3***	***Lack of sync. Between movement and musical beat at the end of exercise 0,1*** ***Poor editing of the music 0,1*** ***Poor choreography in the corner 0,1*** ***Missing movement touching floor 0,1***

		b. p.	amp	invol	kick	feet	rel	rhyt	MT				b. p.	feet	amp	invol	compl	expr	♫/ex	end	edit	L	≠

	UB			DV	
	Acro	Dance	Total		
				CR	
.3 C				CV	
.2 B				**D - Score**	
				E - Score	
EXE / ART .1 A/U				**FINAL**	

		b. p.	amp	invol	kick	feet	rel	rhyt	MT				b. p.	feet	amp	invol	compl	expr	♫/ex	end	edit	L	≠

	UB			DV	
	Acro	Dance	Total		
				CR	
.3 C				CV	
.2 B				**D - Score**	
				E - Score	
EXE / ART .1 A/U				**FINAL**	

		b. p.	amp	invol	kick	feet	rel	rhyt	MT				b. p.	feet	amp	invol	compl	expr	♫/ex	end	edit	L	≠

	UB			DV	
	Acro	Dance	Total		
				CR	
.3 C				CV	
.2 B				**D - Score**	
				E - Score	
EXE / ART .1 A/U				**FINAL**	

Recording Sheet - PWAG Performance Level

UB Notes	CR - Choose 4
'A/U' to 'D' elements only	LB → HB
8 elements to count	2 different Grips *(No cast, MT, DMT)*
If less than 6 elements - 1.00 penalty for each missing element	Non-flight with 180° turn *(MT not DMT)*
Hang on HB, feet on LB, grasp LB ***0,5***	Mount from CoP
More than 2 of same element into DMT 0,1	
	Close bar circle ele.
CV 0.2	2nd close bar circle ele (must be diff)
Dismount B or more	Giant circle (any dir)

Beam Notes	CV 0.2	CR - Choose 4
'A/U' to 'D' Acro elements 'A' to 'E' Dance Elements only	Dismount 'B' or more	2 different Dance - 1 with 180° split / straddle
8 elements to count 3 Dance, 3 Acro, 2 Opt		Turn (Gr. 3) or Roll / Flairs
4 CR's		Acro Direction (fwd/swd & bwd)
If less than 7 elements - 1.00 penalty for each missing element	MT without DV 0.1	***Acro series 2 ele*** with / without flight (ele may be the same)
Poor body posture (head, shoulders, trunk) ***0.1 / 0.2***		Mix series - min 2 elements ***May include mount***
Insufficient amplitude of the movements ***0,1***		
Insufficient involvement of the body parts ***0.1***		
Insufficient amplitude of leg swings or kicks ***0.1***		
Feet not pointed/relaxed/turned in & poor work in releve ***ea. 0.1***		
Insufficient variation in rhythm & tempo (lack of fluency) ***0,1***		
Lack of movements sideways (no DV) ***0,1***		
Missing combination of movements/elements close to Beam ***0,1***		
More than one ½ turn on 2 feet with straight legs throughout ***0,1***		

Floor Notes		CR - Choose 4
An acro line is 2 or more directly connected flighted elements one being a salto or a single travelling fwd salto		Dance Passage - 1 with 180° split / straddle
2 acro lines required - or apply penalty 1.00		Salto with LA turn (min. 180°)
'A' to 'E' Dance Elements, 'A' to 'D' Acro Elements		Salto with Double BA
8 elements to count 3 Dance, 3 Acro, 2 Opt	4 CR's	Salto bwd & fwd within same or diff acro line
If less than 7 elements - 1.00 penalty for each missing element		Acro line with min 2 saltos
CV 0.2		Mixed series (of 3 different direct elements)
Dismount B or more		
Poor body posture (head, shoulders, trunk) ***0.1 / 0.2***		***Lack of sync. Between movement and musical beat at the end of exercise*** ***0,1***
Poor foot work (feet not pointed/relaxed/turned in) ***0,1***		***Poor editing of the music*** ***0,1***
Insufficient amplitude of the movements ***0,1***		***Poor choreography in the corner*** ***0,1***
Insufficient involvement of the body parts ***0,1***		***Missing movement touching floor*** ***0,1***
Poor expressive engagement according to the style of the music ***0.1 / 0.2 / 0.3***		
Lack of connectivity of the music to the exercise in part or throughout ***0.1 / 0.2 / 0.3***		

Beam: b. p.	amp	invol	kick	feet	rel	rhyt	MT	~	≠	☺

Floor: b. p.	feet	amp	invol	compl	expr	♫/ex	end	edit	L	≠

	UB			DV
	Acro	Dance	Total	
.5 E				CR
.4 D				CV
.3 C				**D - Score**
.2 B				**E - Score**
EXE / ART .1 A/U				**FINAL**

Beam: b. p. | amp | invol | kick | feet | rel | rhyt | MT | ~ | ≠ | ☺

Floor: b. p. | feet | amp | invol | compl | expr | ♫/ex | end | edit | L | ≠

UB | | | DV

Acro | Dance | Total

.5 E | CR

.4 D | CV

.3 C | D - Score

.2 B | E - Score

EXE | ART | .1 A/U | FINAL

Beam: b. p. | amp | invol | kick | feet | rel | rhyt | MT | ~ | ≠ | ☺

Floor: b. p. | feet | amp | invol | compl | expr | ♫/ex | end | edit | L | ≠

UB | | | DV

Acro | Dance | Total

.5 E | CR

.4 D | CV

.3 C | D - Score

.2 B | E - Score

EXE | ART | .1 A/U | FINAL