

British
Gymnastics

2024
Women's Artistic
Disability Championships

Revised 27/03/2022 – All levels
Revised 21/08/2022 – Competition A Bars diagram
Revised 27/07/2023
Revised 04/01/2024

WOMEN'S ARTISTIC DISABILITY GYMNASTICS CHAMPIONSHIPS RULES 2024

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 15 Code of points. The Women's Artistic programme adapts these basic principles to be able to accommodate the various different aspects of the Women's programme.

The Women's Artistic Disability Competition is about inclusion, a level playing field, fair play philosophies, and is pro-choice. This category must not be deemed to be "lesser" or of a "lower class", and coaches, judges, gymnasts and parents are discouraged from framing it that way.

The overriding aim is to allow Gymnasts with a disability a meaningful competition structure that is ACHIEVABLE. 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.

Gymnasts will be able to compete at the Disability Championships providing the necessary classification forms have been completed and submitted. Gymnasts with classification are also eligible to compete in the mainstream Classic Challenge Championships. The Disability Championship Rules are largely based on the Classic Challenge rules at zinc, copper & bronze level.

Introduction

These new Women's Artistic Disability Rules have been adapted from the Classic Challenge Championship Rules which are largely based on FIG rules and directives, yet they provide much more choice and increased variety for a more personal and suitable choice of a lower number of counting elements and compositional requirements, thereby reducing potential stress and injury. Considering the impacts of Covid-19, every effort has to be made to keep gymnasts in the sport, and so save the clubs. Our hope is that this revised code contributes to those efforts.

Framework

These new rules fall under the new "**Classic Challenge**" heading. An annual review with the WTC will occur to make any necessary changes.

So as to not require a whole new set of judging awards, the judging system is based on current FIG D and E evaluations with the addition of uncoded elements being recognised and counted towards the start value of the exercise. 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. Execution will remain as FIG (unless otherwise stated), encouraging clean, aesthetic work.

Competition Structure

The different levels are called Competition B, Competition A & Open Competition.

Competition B (8+ years) is largely based on Zinc rules, Competition A (9+ years) on Copper rules & Open Competition (10+ years) on Bronze & silver rules. It is hoped that these new levels will enable & encourage regions to include performance gymnasts with a disability within their existing competition structure and allow these gymnasts additional competition opportunities.

The evaluation of exercises is broken down into two main areas:-

D Score & E Score

The D score is the:

Difficulty value of the elements (2 or 3 acro (including the dismount), 2 or 3 dance & 1 or 2 optional elements - depending on competition level)

Composition Requirements (CR's)

Bonus (including any FIG CV)

The E score is the:

Execution score this is the total deductions taken for how the elements and connections are 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.

WAG DISABILITY GYMNASTICS CHAMPIONSHIPS 2024

BG WTC
Updated 04/01/2024

COMPETITION B – 8 Years+

Uncoded = 0.10 A = 0.10 B* = 0.20 Moves of higher value are not permitted <i>*Dance elements only</i>	Elements will be given Difficulty Value according to Rules & Regulations FIG Cycle 15 Code of Points [2022] Rules and Regulations are as FIG Cycle 15 Code of Points, unless stated otherwise. FIG Execution and Artistry Penalties will be applied. BARS/BEAM/FLOOR – 6 highest elements including dismount BEAM/FLOOR – 2 acrobatic + 2 dance + 2 optional FLOOR No acro lines required Elements higher than a B* are not allowed and no Difficulty Value, CR or bonus will be given if they are performed. Un-coded elements as listed below will be recognised and awarded 0.10 each unless stated otherwise Same element can only count once EXCEPT on Bars where any FIG Coded element may be repeated once for Difficulty Value IMPORTANT At all levels, coaches and gymnasts should concentrate their efforts towards the accuracy of technical execution.						
Short Exercises	On Beam & Floor, an exercise with 5 elements or less will be deducted 1.00 for each missing element. On Bars, an exercise with less than 4 elements will be deducted 1.00 for each missing element.						
	Vault	Bars		Beam	Floor		
Apparatus	Piled mats to height of 60cm, 90cm or 120cm 1 x springboard	FIG Bars Regulations with: A safety mat (depth 20cm), and/or a jersey style mat (depth 10cm), can be moved/placed as needed, but must not block the judges' view.		A FIG Beam Regulations with: Additional safety mat (depth 20cm) under the complete length of the beam may be used without penalty. A jersey style mat (depth 10cm) is allowed for dismounts (optional).	FIG Floor Regulations except acro lines where no acro line are required. A routine with no acro lines will not incur dismount deductions.		
Requirements	DV 3.00 ½ on to stand Or DV 2.50 Handspring Flat Back Both onto Pile of Safety Mattresses at a 60cm, 90cm or 120cm to suit the gymnast. Or DV 1.00	A Gymnast should fulfil 3 of the 5 CR's (Maximum awarded 1.5): <ul style="list-style-type: none"> ▪ A Float element on LB (uncoded OK) ▪ Close bar circle element [non flight] allowed ▪ Cast to minimum horizontal ▪ Any bar change LB – HB ▪ A dismount coded or listed uncoded A elements only allowed B/C/D or more – no DV or CR <p style="text-align: center;">Maximum D Score 2.50</p>		A Gymnast should fulfill 4 of the 5 CR's (Maximum awarded 2.00): <ul style="list-style-type: none"> ▪ ½ spin on one foot ▪ Connection 2 Dance elements (can be same or different) ▪ Leap or jump with 180° split (cross or side) or straddle ▪ Acro element backwards (must be performed on the beam) ▪ Acro element forwards / sideways (must be performed on the beam) A elements only allowed with the exception of B dance elements B*/C/D or more – no DV or CR <p style="text-align: center;">Maximum D Score 3.00</p>	A Gymnast should fulfill 4 of the 5 CR's (Maximum awarded 2.00): <ul style="list-style-type: none"> ▪ Acro line with min 2 elements (non-flighted allowed) ▪ Mixed series minimum 2 directly connected elements ▪ A dance passage of 2 different leaps / hops – No split required ▪ Acro elements forwards / sideways & backwards (non-flighted allowed) ▪ Flighted Acro element A elements only allowed with the exception of B dance elements B*/C/D or more – no DV or CR <p style="text-align: center;">Maximum D Score 3.00</p>		
Uncoded Permitted Elements (receive 0.1 DV)	Straight jump on & off 60cm block 2.00 penalty for coach support. Applies to each vault.	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	Any mount Tuck jump Stretched or arched jump Stretched jump ½ Changement Stag leap & Stag jump ½ spin on one foot Handstand (not held) Arabesque (2 sec) Releve ½ turn Forward roll	Backward roll Cartwheel rebounding straight jump dismount Roundoff Dismount Handspring dismount Cartwheel to handstand drop down dismount (side of beam) Run rebound 2 feet straight jump dismount	Cat leap ½ Star jump Tuck jump Tuck jump ½ Straight jump ½ W Jump or hop with ½ Changement Stag leap Teddy bear roll	Backward walkover Forward walkover Tic-toc Forward roll Handstand forward roll Backward roll with optional exit Backward roll to front support and / or handstand Cartwheel
Notes	No other vaults are permitted at this level.	If using both bars, coach must be present for transition from LB to HB		Any mount may be used and be given value 'A' Coaches must be present for any salto dismount	No Acro line required A cat leap & a scissor kick can both be used and given value		
GBR Bonus (in addition to FIG)		0.3 – Upstart performed without a stop (awarded once) 0.3 – Cast above 45° 0.3 – Using both bars 0.1 – Stuck dismount		0.2 – Connection 2 different dance elements one with 180° split leap or jump	0.1 – Dance passage with 180° split 0.2 – Acro line minimum 2 connected flighted elements 0.2 each – Salto backwards & forwards		

Additional Clarifications for Competition B

Element recognition and deductions are as per FIG CoP unless the rules specifically state otherwise.

An element can be utilised to fulfil more than one CR (unless otherwise stated).

Listed uncoded elements can be used for DV, CR & Bonus and will be recognised with the same value as 'A' elements.

Maximum Bonus (including any FIG bonus) 1.00. Bonus can only be awarded if performed without a fall.

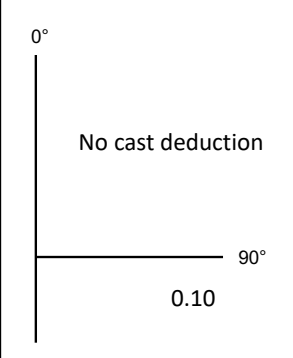
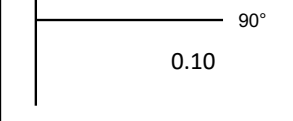
Maximum D score includes any bonus awarded.

Vault:

- Only the specified vaults may be performed. If performing 2 vaults, the same vault / vault height should be performed for both.
- For All Around ranking, the first vault performed will count towards the all around score.
- To be eligible for apparatus ranking, 2 vaults must be performed and the score will be averaged.
- Additional modified 4 & 5 coil springboards will be available

Bars:

- Deductions as per FIG unless stated otherwise
- 4 elements only are required
- A routine with less than 4 elements will be deducted 1.00 for each missing element
- There is no penalty for using only the low bar and no requirement to use both bars.
- **A float swing from board back to board does NOT carry a fall penalty if the gymnast releases the bar**
- Gymnasts using only the low bar, may start their exercise between the bars and dismount away from the bars.
- If using both bars, the coach must stand between the bars and be present for the transition between the bars (or 1.00 penalty)
- There is no penalty for bent legs in a sole circle
- There is no penalty for performing a jump from LB to HB either from a sole circle or from a squat / stoop / straddle on
- A safety mat (depth 20cm), and/or a jersey style mat (depth 10cm), can be moved/placed as needed, but must not block the judges' view.

	Handstand (0°) to 90° No cast deduction With value (D Panel)
	Below 90° 0.10 cast deduction With value (D Panel)

Beam:

- **6** elements only are required - 1.00 penalty for each missing element
- Any mount can be used and will be given an 'A' value.
- A backward roll on one shoulder will class as a backwards element at this level.
- A forward roll will count as a forwards element for CR.
- Additional 20cm safety mat under the entire length of the beam and / or a jersey style mat (depth 10cm) is allowed for dismounts (optional).
- Coaches must be present for any salto dismount (or 1.00 penalty).

Floor:

- **6** elements only are required - 1.00 penalty for each missing element
- An acro element may be repeated without DV for purposes of fulfilling a mixed series.
- Backward and forward rolls can be performed with optional exit.

WAG DISABILITY GYMNASTICS CHAMPIONSHIPS 2023

COMPETITION A – 9 Years+

<p>Uncoded = 0.10 A = 0.10 B = 0.20 Moves of higher value are not permitted* *See specific bars clarification</p>	<p>Elements will be given Difficulty Value according to Rules & Regulations FIG Cycle 15 Code of Points [2022] Rules and Regulations are as FIG Cycle 15 Code of Points, unless stated otherwise. FIG Execution and Artistry Penalties will be applied. BARS/BEAM/FLOOR – 6 highest elements including dismount BEAM/FLOOR – 2 acrobatic + 2 dance + 2 optional FLOOR - 1 acro line only required BARS/BEAM/FLOOR The dismount must be included in the counting elements Elements higher than a C are not allowed and no Difficulty Value, CR or bonus will be given if they are performed. On Bars, Beam & Floor, 'A' or listed uncoded dismounts only permitted. Dismount of 'B' are not allowed and no DV, CV, CR or bonus will be given if they are performed. Un-coded elements as listed below will be recognised and awarded 0.10 each unless stated otherwise Same element can only count once EXCEPT on Bars where an FIG Coded element may be repeated once for Difficulty Value IMPORTANT At all levels, coaches and gymnasts should concentrate their efforts towards the accuracy of technical execution.</p>			
<p>Short Exercises</p>	<p>On Beam & Floor, an exercise with 5 elements or less will be deducted 1.00 for each missing element. On Bars, an exercise with less than 5 elements will be deducted 1.00 for each missing element.</p>			
	<p>Vault</p>	<p>Bars</p>	<p>Beam</p>	<p>Floor</p>
<p>Apparatus</p>	<p>FIG Vault table with: A jersey style mat (depth 10cm) is allowed in addition to the standard 30cm with no deductions, and landing mats turned soft side uppermost when possible.</p>	<p>FIG Bars Regulations with: A safety mat (depth 20cm), and/or a jersey style mat (depth 10cm), can be moved/placed as needed, but must not block the judges' view. 1.00 penalty for not using both bars.</p>	<p>A FIG Beam Regulations with: Additional safety mat (depth 20cm) under the complete length of the beam may be used without penalty. A jersey style mat (depth 10cm) is allowed for dismounts (optional).</p>	<p>FIG Floor Regulations except acro lines where an acro line will be considered to be 2 x directly connected flighted elements no salto required. A routine with only 1 acro line will not incur dismount deductions.</p>
<p>Requirements</p>	<p>Any vault without a salto from the new vault table</p> <p>Height of vault 105, 110, 115, 120 or 125cm 1 x springboard</p> <p>Execution deductions of 0.1, 0.3, 0.5 & 0.8 for height will apply</p> <p>Or</p> <p>DV 1.00 Handspring Flat Back from Table onto Pile of Safety Mattresses</p> <p>Or</p> <p>DV 0.70 Vault table - Squat through / Straddle over</p>	<p>A Gymnast should fulfil 4 of the 5 CR's (Maximum awarded 2.0):</p> <ul style="list-style-type: none"> ▪ FIG coded mount on LB ▪ Close bar circle element (back hip circle allowed) ▪ Any bar change LB to HB ▪ Cast to within 45° handstand ▪ An additional different close bar element <p>A/B elements only allowed C* or more – no DV *Any close bar that achieves handstand will only receive credit as a 'B'</p> <p>Maximum D Score 3.00</p>	<p>A Gymnast should fulfill 4 of the 5 CR's (Maximum awarded 2.0):</p> <ul style="list-style-type: none"> ▪ ½ spin immediate ½ turn or 1/1 spin ▪ Connection 2 different dance elements (no split required) ▪ Leap or jump with 180° split (cross or side) or straddle ▪ 1 x acrobatic element on the beam - Non flighted OK ▪ Mixed Series (Minimum 2 element – no flight required on acro element) <p>A/B elements only allowed C or more – no DV Maximum D Score 3.00</p>	<p>A Gymnast should fulfill 4 of the 5 CR's (Maximum awarded 2.0):</p> <ul style="list-style-type: none"> ▪ Acro line with a backward salto ▪ Forward salto (in or out of an acro line) ▪ A dance passage of 2 different leaps / hops - 1 with 180° split (cross or side) or straddle ▪ Additional leap, hop or jump ▪ Mixed series minimum 2 directly connected elements <p>A/B elements only allowed C or more – no DV Maximum D Score 3.00</p>
<p>Uncoded (U) Permitted Elements (receive 0.1 DV)</p>		<p>Float swing (from board, back to board) Chin up circle over mount Cast to within 45° handstand Squat onto low bar (<i>There will be no penalty for performing a jump from LB to HB</i>) ¾ Giant from LB to HB ¾ Giant on HB Straddle, pike or clear undershoot dismount</p>	<p>Any mount Tuck jump Stretched or arched jump & Stretched jump ½ Changement Forward roll Backward roll ½ spin on one foot ½ spin immediate ½ turn Cartwheel rebounding straight jump dismount Round off dismount</p>	<p>Tuck jump Changement Stag leap</p> <p>Backward walkover Forward walkover Tic-toc Backward roll to front support and / or handstand Cartwheel</p>
<p>Notes</p>	<p>2.00 penalty for coach support. Applies to each vault.</p>	<p>The sole circle (5.108) may be performed with bent legs without incurring execution penalty)</p>	<p>Any mount may be used and be given value 'A' Coaches are encouraged to be present for dismounts</p>	
<p>GBR Bonus (in addition to FIG)</p>		<p>0.3 – 2 x upstarts in routine 0.3 – Close Bar (not back / fwd hip circle)</p>	<p>0.2 – 1 x acrobatic series with 2 elements [minimum] Flight not necessary 0.2 – Acro elements in different directions [fwd/swd & bwd] (not including mount) 0.2 – Dismount A salto directly connected to an acro skill</p>	<p>0.2 – Straight salto backwards 0.2 – A routine with 2 FIG Acro lines</p>

Additional Clarifications for Competition A

Element recognition and deductions are as per FIG CoP unless the rules specifically state otherwise.

An element can be utilised to fulfil more than one CR (unless otherwise stated).

Listed uncoded elements can be used for DV, CR & Bonus and will be recognised with the same value as 'A' elements.

Maximum Bonus (including any FIG bonus) 1.00. Bonus can only be awarded if performed without a fall.

Maximum D score includes any bonus awarded.

Vault:

- 2 different vaults may be performed
- For All Around ranking, the first vault performed will count towards the all around score.
- To be eligible for apparatus ranking, 2 vaults must be performed and the score will be averaged.
- Additional modified 4 & 5 coil springboards will be available

Bars:

- Deductions as per FIG unless stated otherwise
- 5 elements only are required
- A routine with less than 5 elements will be deducted 1.00 for each missing element
- The coach is encouraged to stand between the bars and be present for the transition between the bars without deduction.
- An additional 20cm mat can be placed underneath through-out the bars without deduction.
- A safety mat (depth 20cm), and/or a jersey style mat (depth 10cm), can be moved/placed as needed, but must not block the judges' view.

	Handstand / Close bar No deduction (0°) to 45°	
	>45° to 90° Handstand Close Bar	0.10 deduction No Value (D Panel) D Panel still recognise
	Below 90° Handstand Close Bar	0.30 deduction No value (D panel) D Panel still recognise

Beam:

- 6 elements only are required - 1.00 penalty for each missing element
- Any mount can be used.
- Forward and backward rolls can be used as DV, CR & bonus unless the backward roll goes over one shoulder and therefore will not class as a backwards element at this level and not receive no value, CR or bonus.
- Additional 20cm safety mat under the entire length of the beam and / or a jersey style mat (depth 10cm) is allowed for dismounts (optional).

Floor:

- 6 elements only are required - 1.00 penalty for each missing element
- An acro element may be repeated without DV for purposes of fulfilling a mixed series
- A routine with only 1 acro line will not incur dismount deductions.
- A routine with no acro lines will incur a 1.00 penalty.

WAG DISABILITY GYMNASTICS CHAMPIONSHIPS 2024

OPEN COMPETITION – 10 years+

<p>Uncoded = 0.10 A = 0.10 B = 0.20 C = 0.30 D = 0.40 E = 0.50 F, G, H = 0.50</p>	<p>Elements will be given Difficulty Value according to Rules & Regulations FIG Cycle 15 Code of Points [2017] Rules and Regulations are as FIG Cycle 15 Code of Points, unless stated otherwise. FIG Execution and Artistry Penalties will be applied. BARS/BEAM/FLOOR – 8 highest elements including dismount BEAM/FLOOR – 3 acrobatic + 3 dance + 2 optional BARS/BEAM/FLOOR The dismount must be included in the counting elements Un-coded elements as listed below will be recognised and awarded 0.10 each unless stated otherwise Same element can only count once EXCEPT on Bars where an FIG Coded element may be repeated once for Difficulty Value IMPORTANT At all levels, coaches and gymnasts should concentrate their efforts towards the accuracy of technical execution.</p>			
<p>Short Exercises</p>	<p>On Beam & Floor, if less than 7 elements are performed, FIG Penalties apply. On Bars, an exercise with less than 5 elements will be deducted 1.00 for each missing element.</p>			
	Vault	Bars	Beam	Floor
<p>Apparatus</p>	<p>FIG Vault table with: A jersey style mat (depth 10cm) is allowed in addition to the standard 30cm with no deductions, and landing mats turned soft side uppermost when possible.</p>	<p>FIG Bars 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.</p>	<p>A FIG Beam Regulations with: A jersey style mat (depth 10cm) is allowed for dismounts (optional).</p>	<p>FIG Floor Regulations with: for D+ Saltos, a jersey mat (depth 10cm) is allowed, no restrictions or deductions (2 jersey mats available, & can be moved). The mat(s) must be removed once no longer needed.</p>
<p>Requirements</p>	<p>Any vault from the new vault table</p> <p>Height of vault 115, 120 or 125cm 1 x springboard</p> <p>Execution deductions of 0.1, 0.3, 0.5 & 0.8 for height will apply</p>	<p>A Gymnast should fulfil 4 of the 5 CR's (Maximum awarded 2.00):</p> <ul style="list-style-type: none"> ▪ FIG Coded mount ▪ Close bar circle element ▪ A different close bar element min B ▪ An element LB to HB (uncoded OK) ▪ A giant circle in any direction ▪ An element with min 180° turn (including mount & dismount) <p>Dismount must be included in counting elements Maximum D Score 4.00</p>	<p>A Gymnast should fulfil 4 of the 5 CR's (Maximum awarded 2.00):</p> <ul style="list-style-type: none"> ▪ Turn (Grp 3) or Roll / Flairs ▪ Connection of minimum 2 different Dance elements to include one Leap or jump with 180° split (cross or side) or straddle ▪ 1 x acrobatic series with 2 elements [minimum] Non flighted OK ▪ Mixed Series (Minimum 2 element – no flight required on acro element) may include mount ▪ Acro elements in different directions (fwd/swd & bwd) on the beam <p>Maximum D Score 4.00</p>	<p>A Gymnast should fulfil 4 of the 5 CR's (Maximum awarded 2.00):</p> <ul style="list-style-type: none"> ▪ Acro line with min 2 saltos ▪ A dance passage of 2 different leaps / hops – 1 with 180° split (cross or side) or straddle ▪ Mixed series minimum 3 directly connected elements (any order) ▪ Saltos in different directions (no aerials). Acro line not necessary, no stationary skills. ▪ Salto with LA Turn (min 180) (must be in acro line) <p>Maximum D Score 4.00</p>
<p>Uncoded (U) Permitted Elements (receive 0.1 DV)</p>		<p>Squat onto low bar (There will be no penalty for performing a jump from LB to HB) ¾ Giant from LB to HB ¾ sole circle forwards (no penalty for cast deduction before the element or adjusted grip)</p>	<p>Tuck jump Stretched jump ½ Changement</p>	
<p>Notes</p>	<p>All Around Score: First vault score from Any FIG Coded Vault</p> <p>Apparatus Ranking: Average of 2 different FIG coded vaults.</p>	<p>The sole circle (5.108) may be performed with bent legs without incurring execution penalty) Stopping to adjust handguards on the bar – penalty 0.50 (intermediate swing)</p>	<p>No C/D dismounts are permitted.</p>	<p>Minimum 2 FIG acro lines must be performed. Penalty 1.00 if less than 2 FIG acro lines are performed. Any travelling isolated salto may be performed at any point in the routine and be credited.</p>
<p>GBR Bonus (in addition to FIG)</p>		<p>0.3 – Flighted element LB to HB 0.1 – 2 x Close bar in routine to minimum 45° from handstand 0.1 – 'B' value Dismount 0.2 – 'Back away (any shape)</p>	<p>0.1 – Dance series B+B or more (elements must be different) 0.1 – Mixed series B+A or more any order 0.1 – Spin B Value or more 0.2 – Spin C Value or more 0.2 – Acro series with minimum 1 flighted element 0.2 – Acro elements in different directions [fwd/swd & bwd] (not including mount) 0.1 – Dismount A from acro flight OR 0.2 – Dismount B value or more from acro flight</p>	<p>0.1 – 2 different directly connected saltos 0.1 – B spin or more (any position) 0.2 – C salto - acro line not necessary 0.2 – Minimum 3 leaps or jumps 'B' or more throughout routine 0.2 – Dismount (last acro line) B or more</p>

Clarifications for Open Competition

Element recognition and deductions are as per FIG CoP unless the rules specifically state otherwise.

An element can be utilised to fulfil more than one CR (unless otherwise stated).

Listed uncoded elements can be used for DV, CR & Bonus and will be recognised with the same value as 'A' elements.

Maximum Bonus (including any FIG bonus) 1.00. Bonus can only be awarded if performed without a fall.

Maximum D score includes any bonus awarded.

Vault:

- Additional modified 4 & 5 coil springboards will be available
- For All Around ranking, the first vault performed will count towards the all around score.
- To be eligible for apparatus ranking, 2 different vaults must be performed. These can be from the same or different group but must have different numbers.

Bars:

- A minimum of 5 and a maximum of 8 elements only are required
- A routine with less than 5 elements will be deducted 1.00 for each missing element
- 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.
- A sole circle can count as CR2
- **¾ sole circle forwards can be performed and will count as CR2. No cast deductions are to be applied to enter the element**
- No D dismounts are permitted. If performed no DV, CV, CR can be awarded.

Beam:

- 8 elements are required – 3 dance, 3 acro and 2 optional
- Short exercise penalties - A routine with 6 elements or less will be deducted 1.00 penalty for each missing element
- CR 2 & 3 must be performed on the beam, CR 1 & 4 can include mount and / or on the beam
- A jersey style mat (depth 10cm) is allowed for dismounts (optional).
- No D dismounts are permitted. If performed no DV, CV, CR can be awarded.

Floor:

- 8 elements are required – 3 dance, 3 acro and 2 optional
- Short exercise penalties - A routine with 6 elements or less will be deducted 1.00 penalty for each missing element
- Minimum 2 acro lines to be performed (penalty 1.00)
- An acro element may be repeated without DV for purposes of fulfilling a mixed series
- For D+ Saltos, a jersey mat (depth 10cm) is allowed, no restrictions or deductions (2 jersey mats available, & can be moved). The mat(s) must be removed once no longer needed.

Classic Challenge Championships

GROUP I
HANDSPRING / YAMASHITA
with or without LA turn
(no salto in second flight)

	D Score
1.10 Handspring	1.60
1.01 Handspring with ¼	2.00
1.10 Yamashita	2.00
1.11 Yamashita with ¼	2.40
1.20 ¼ - ½ turn on & repulsion off	1.60
1.21 ¼ on ¼ off or ¼ on ¾ off	2.40
1.22 ¼ on 1/1 or ¼ on 1¼ off	2.60
1.23 ¼ on 1½ or ¼ on 1¾ off	3.20
1.24 ¼ on 2/1 off or ¼ on 2¼ off	3.60
1.02 Handspring with 1/1 turn	2.60
1.03 Handspring with 1½ turns	3.20
1.12 Yamashita with 1/1 turn	2.80
1.04 Handspring with 2/1	3.60
1.05 Handspring with 2½	4.00
1.30 H/Y 1/1 on H/Y off	3.20
1.301 H/Y 1/1 on H/Y ½ off	3.40
1.31 H/Y 1/1 on H/Y 1/1 off	3.60
1.311 H/Y 1/1 on 1¼ off	4.00

GROUP II
HANDSPRING
with or without LA turn and
SALTO FORWARD/BACKWARD

	D Score
2.10 Handspring FWD Salto Tuck	3.60
2.11 Handspring FWD Salto Tuck ¼	3.80
2.11 Handspring ¼ BWD Salto Tuck (Cuervo Tuck)	3.80
2.20 Handspring FWD Salto Pike	3.80
2.21 Handspring FWD Salto Pike ¼	4.00
2.21 Handspring ¼ BWD Salto Pike (Cuervo Pike)	4.00

GROUP III
TSUKAHARA or KASAMATSU
SALTO with or without turn
All Group 3 Vaults - allow a 90° to 180° LA turn in first flight

	D Score
3.10 Tsukahara Tuck	3.20
3.20 Tsukahara Pike	3.40
3.11 Tsukahara Tuck ¼	3.40
3.12 Tsukahara Tuck 1/1 (Kasamatsu Tucked)	3.80
3.30 Tsukahara Straight	3.80
3.31 Tsukahara Straight ¼	4.00
3.32 Tsukahara Straight with 1/1 (Kasamatsu)	4.40

All FIG deductions apply
but for Height take 0.10, 0.30, 0.50 or 0.80
to create a greater spread between the majority of vaults performed

GROUP IV
YURCHENKO: R/O Flic on with/without
SALTO BWD with/without LA turn
or R/O Flic on LA turn & SALTO FWD
with or without LA turn

	D Score
1.40 RO, Flic with Repulsion	2.00
1.401 RO, Flic with Repulsion ¼	2.20
1.402 RO, Flic with Repulsion 1/1	2.50
1.403 RO, Flic with Repulsion 1½	2.70
4.10 RO, Flic Salto Tuck	3.00
4.11 RO, Flic Salto Tuck ¼	3.20
4.12 RO, Flic Salto Tuck 1/1	3.60
4.205 RO, Flic Salto Pike	3.20
4.30 RO, Flic Salto Straight	3.60
4.31 RO, Flic Straight ¼	3.80
4.32 RO, Flic Straight 1/1	4.20

GROUP V
R/O Flic with ¼ turn on, Handspring off
with/without SALTO FWD
with/without LA turn

	D Score
1.50 RO, Flic w ¼ turn, Handspring off	2.20
1.51 RO, Flic w ¼ turn, Handspring ¼ off	2.60
1.52 RO, Flic w ¼ turn, Handspring 1/1	3.00
1.53 RO, Flic w ¼ turn, Handspring 1½	3.40
5.10 RO, Flic w ¼ turn, Salto Tuck	3.80
5.11 RO, Flic w ¼ turn, Salto Tuck ¼	4.00
5.20 RO, Flic w ¼ turn, Salto Pike	4.00
5.21 RO, Flic w ¼ turn, Salto Pike ¼	4.20

GROUP VI
R/O Flic with 1/1 turn on with/without SALTO BWD
Vaults performed with 1/1 on allow for tolerance of ¼ (270°) to 1/1 (360°)

	D Score
1.60 RO, Flic w ¼ + with Repulsion	2.40
1.61 RO, Flic w ¼ + with Repulsion ¼	2.80
1.62 RO, Flic w ¼ + with Repulsion 1/1	3.20
4.40 RO, Flic w ¼ + Salto Tuck	3.60
4.50 RO, Flic w ¼ + Salto Pike	3.80
4.51 RO, Flic w ¼ + Salto Straight	4.20