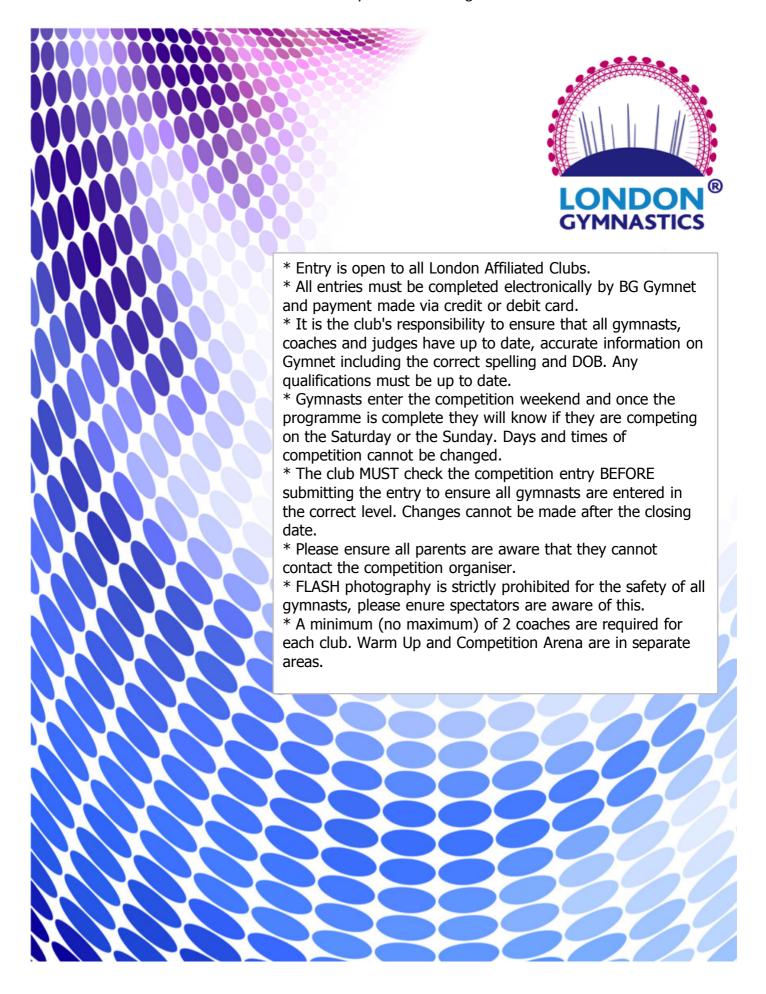


February 2015 Rule changes

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LEVEL A			
Acrobatic Moves			
Backward roll piked to stand		S	
Backward roll to front support (H)		S	
Backward roll to straddle stand with flat back (H)		S	
Backward roll tucked			
Cartwheel front to back (¼ turn)			
Cartwheel (side to side)			
Circle or Teddy bear roll -360°			
Forward roll straddled to stand			
Forward roll tucked to stand			
From front support, jump in and Straight Jump up			
Handstand forward roll			
One handed cartwheel (arm optional)			
Strength, Balance & Flexibility			
All moves with (H) must be held for a minimum of 2 seconds (0.30 deduction	on for le	ss)	
Arabesque (H)			В
Back support turn to front support or Vice Versa		S	
Dead Man - drop to front support		S	
Dish to arch OR arch to dish		S	
Frog balance (H)			В
Bridge – entry and exit optional (H)	F		
Front or back support lower push up (press up or tricep dip)		S	
Handstand (H)		S	В
Headstand – controlled exit (H)			В
One Foot Stand (free leg to knee horizontal forwards) (H)			В
Shoulder stand with arm support (H)			В
Splits side or box (without hand support) (H)	F		
V sit with hand support (H)			В
Group Three - Jumps, leaps and spins			
Cat Leap			
Half Spin on Toes			
Star Jump			
Straight Jump - Extended			
Straight Jump 1/2 Turn			
Tuck Jump			
	. <u></u>		

LEVEL B					
Acrobatic Moves					
Back Flip Step Out					
Back Flip to Two Feet					
Backward Walkover	F				
Backward Roll Handstand		S			
Backward Roll to Front Support- Straight Arms (H)		S			
Forward Walkover	F				
Forward walkover to Backward Walkover (Tic-Toc)	F				
Forward roll Piked to Stand	F	S			
Forward Roll to Straddle Sit – Swim Through	F				
Handspring to Two					
Handstand through Bridge to stand	F	S			
Round off					
Tinsica	F				
Gainer Flick					
Strength, Balance & Flexibility					
All moves with (H) must be held for a minimum of 2 seconds (0.30 dedu	uction 1	for less)			
From front support, straddle or pike cut to rear support		S			
Handstand 1/2 turn		S			
Japana, flat back, chest to floor, legs at max of 90° (H)	F				
Pike Fold (H)	F				
Shoulder stand (straight arms behind head) (H)		S	В		
Swedish Fall with one leg raised		S			
V sit without hand support (H)		S	В		
Y balance (H)	F		В		
Elbow stand (legs together and straight)		S	В		
Group Three - Jumps, leaps and spins					
Catleap ½					
Full Spin on Toes					
Jump 1/1 Turn					
Jump Backward 1/2 Turn to Front Support					
Scissor Kick (Both Legs above Horizontal)					
Shoushonova tucked					
Sissone (min. 120° split)					
Split Leap / Jump or side leap (180° separation)					
Stag leap or jump (back leg straight)					
Straddle Jump					
Tuck Jump 1/2					
W Jump or Hop					
w Jump of Hop					

LEVEL C			
Acrobatic Moves			
Arabian Somersault (Tucked or Piked)			
Backward Somersault (any shape) with 1/2 twist			
Backward somersault layout to one foot (lunge)			
Backward Somersault tucked, straight or piked			
Backward Roll to Handstand with straight arms		S	
Backward Roll to Handstand with 1/2 turn		S	
Dive Forward roll or Hecht Roll (must show flight))	
Flyspring			
Free Cartwheel	F		
Forward Elbow Walkover to Splits	F		
Front somersault (any shape) with 1/2 twist	'		
Front somersault - tucked, straight or piked			
Handspring to one (must show flight phase)	F		
Handstand forward roll piked to stand	,	S	
Healy turn		S	
Jump Backward with 1/2 turn to Handspring forward	F	Ü	
One handed walkover	F		
Side somersault tucked or piked			
Valdez	F		
Whip Salto Backward			
Strength, Balance & Flexibility			
All moves with (H) must be held for a minimum of 2 seconds (0.30 de	duction	for less	5)
From splits or straddle press to handstand (H)	F	S	В
From standing elephant lift to handstand (H)		S	В
From straight leg headstand press to handstand (H)		S	В
Handstand pirouette (1/1 turn)		S	
			D
Pike lever (H)		S	В
Straddle half lever (H)		S S	В
Straddle half lever (H) Tucked top planche (H)		S S	
Straddle half lever (H)		S S S	В
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H)		S S S	B B B
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H) Chest roll to handstand		S S S	B B B
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H) Chest roll to handstand Group Three - Jumps, leaps and spins		S S S	B B B
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H) Chest roll to handstand Group Three - Jumps, leaps and spins Catleap 1/1		S S S	B B B
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H) Chest roll to handstand Group Three - Jumps, leaps and spins Catleap 1/1 Double Spin		S S S	B B B
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H) Chest roll to handstand Group Three - Jumps, leaps and spins Catleap 1/1 Double Spin Full Spin with free leg above horizontal throughout turn		S S S	B B B
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H) Chest roll to handstand Group Three - Jumps, leaps and spins Catleap 1/1 Double Spin Full Spin with free leg above horizontal throughout turn Piked jump (feet hip height)		S S S	B B B
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H) Chest roll to handstand Group Three - Jumps, leaps and spins Catleap 1/1 Double Spin Full Spin with free leg above horizontal throughout turn Piked jump (feet hip height) Ring Leap or Jump		S S S	B B B
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H) Chest roll to handstand Group Three - Jumps, leaps and spins Catleap 1/1 Double Spin Full Spin with free leg above horizontal throughout turn Piked jump (feet hip height) Ring Leap or Jump Shoushonova straddled (feet hip height)		S S S	B B B
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H) Chest roll to handstand Group Three - Jumps, leaps and spins Catleap 1/1 Double Spin Full Spin with free leg above horizontal throughout turn Piked jump (feet hip height) Ring Leap or Jump Shoushonova straddled (feet hip height) Split leap change		S S S	B B B
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H) Chest roll to handstand Group Three - Jumps, leaps and spins Catleap 1/1 Double Spin Full Spin with free leg above horizontal throughout turn Piked jump (feet hip height) Ring Leap or Jump Shoushonova straddled (feet hip height) Split leap change Straight Jump 1 1/2		S S S	B B B
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H) Chest roll to handstand Group Three - Jumps, leaps and spins Catleap 1/1 Double Spin Full Spin with free leg above horizontal throughout turn Piked jump (feet hip height) Ring Leap or Jump Shoushonova straddled (feet hip height) Split leap change Straight Jump 1 1/2 Straddle Jump 1/2		S S S	B B B
Straddle half lever (H) Tucked top planche (H) Wide arm handstand, hands greater than shoulder width (H) Chest stand (H) Chest roll to handstand Group Three - Jumps, leaps and spins Catleap 1/1 Double Spin Full Spin with free leg above horizontal throughout turn Piked jump (feet hip height) Ring Leap or Jump Shoushonova straddled (feet hip height) Split leap change Straight Jump 1 1/2		S S S	B B B

February 2015 Rule changes

LEVEL D			
Acrobatic Moves			
Backward Somersault (any shape) with full twist			
Free Walkover			
Front Somersault with full twist			
Front Somersault walk out			
1 Handed Valdez	F		
Strength, Balance & Flexibility			
All moves with (H) must be held for a minimum of 2 seconds (0.30 dedu	uction fo	or less)	
Manna		S	В
Handstand pirouette 1 ½		S	
Straddle Lever to Handstand		S	В
Illusion Turn	F		В
Russian Lever	F	S	В
Group Three - Jumps, leaps and spins			
1 ½ Spin free leg held above horizontal			
Straight Jump Double			
Straddle Shoushonova 1/2 turn			
W Jump Full turn or hop			
Needle Stand (No Hands)			
Tuck Jump 1 1/2			
Catleap 1 1/2			
Triple Spin			
Change Leg Ring			
Straddle Jump 1/1			

			Floor Requir	rements					
Performed o	Performed on Strip of mats Performed on Full size SPRUNG floor (45 - 70 secs - music with no vocals for girls)								
6m x 2m 12m x 12m									
Minimum of EIGHT moves in each routine (0.50 per move: 4.0)									
White	Blue	Bronze	Silver	Gold					
	** NEW OPTIONAL BONUS FOR FLOOR (Can only be used once in a routine) **								
NO BONUS	NO BONUS	B + B series 0.30 bonus	C + B or B + C series 0.30 bonus	See Additional Rules for bonus					
A moves only	2 x B moves may be used but are NOT required	A & B moves only 4 x B moves	1 x C move	A, B & C moves 5 x B moves 3 x C moves					
				lace B moves, D Moves may replace C moves (Silver & Gold Level)					
		Composition	Requirements (CR's	- 0.50 per requirement: 2.00)					
White	Blue	Bronze	Silver	Gold (all levels)					
	1. Balance (B) (he	d) must show for 2	seconds OR Strength	n (S) OR flexibility (F) move (ONE ONLY)					
	2. Acro series -2 lii	nked GROUP 1 acro	batic moves (At leas	t 1 acro must be flighted in Silver and Gold) *					
None	3. Mixed series - A	group 1 move and	group 3 move (in eith	er order) directly linked					
	4. Gym series - 2 (Group 3 moves linke	d (can be linked by c	ontinuous steps or chassés) OR					
	Second different a	cro series (At least	1 acro must be flighte	d in Silver/Gold)					
	Al	Acro & Mixed Serie	es MUST be directly li	inked without additional steps or jumps					
			apart from the exc						
	*For Acro series with flight: Round off, immediate jump 1/2 turn to 1 directly into cartwheel will count as 2 moves								

Additional Rules

A 'C' move CAN replace a 'B' move in SILVER & GOLD Level

Each move can only be counted once for value but can still incur deductions

Two series cannot be linked. Two moves must be separately connected per series.

In order to make the Gold Plus competitions progressive, the following new rules have been put in place for the floor. Please note that some of these moves are not part of the GfA coaching award. Clubs must ensure that anyone training /competing these moves has the appropriate coaching qualifications

GOLD

Gold – requirements on previous sheet. However a 'D' move will receive a 0.3 bonus. This can be in or out of a series. Series 'C' + 'C' = 0.3 bonus.

Only one bonus can be achieved

GOLD + 1

Gold+1 - requirements of 8 moves @ 0.5 each.

C' + C' = 0.3 bonus & C' + D' (D' + C') = 0.3 bonus

Two 0.3 bonus can be achieved, they must be different.

Eg 0.6 can be achieved with a C+C and a C+D bonus. Two C+C bonuses would only receive 0.3 as they are the same bonus.

GOLD + 2

Gold+2 - requirements of 8 moves @ 0.5 each.

 $^{\circ}$ C' + $^{\circ}$ C' = 0.3 bonus & $^{\circ}$ C' + $^{\circ}$ D' ($^{\circ}$ D'+ $^{\circ}$ C') = 0.3 bonus & $^{\circ}$ D' + $^{\circ}$ D' = 0.3 bonus

Two 0.3 bonus can be achieved

Eg 0.6 can be achieved with a C+C and a C+D bonus. Two C+C bonuses would only receive 0.3 as they are the same bonus.

GOLD + 3

Gold+3 – requirements of 8 moves @ 0.5 each.

(C' + C' = 0.3 bonus & (C' + D') (D' + C') = 0.3 bonus & (D' + D') = 0.3 bonus

Three 0.3 bonus can be acheived

Eg 0.9 can be achieved with a C+C, a C+D and a D+D bonus. Three C+C bonuses would only receive 0.3 as they are the same bonus.

PLATINUM

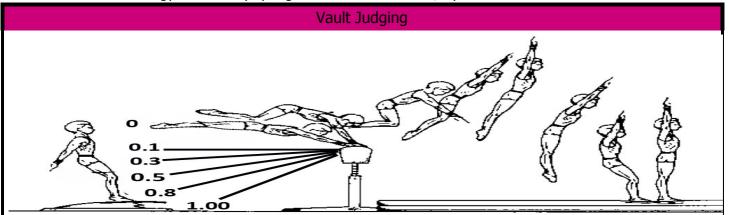
Platinum – requirements of 8 moves @ 0.5 each.

 $^{\circ}$ C' + $^{\circ}$ C' = 0.3 bonus & $^{\circ}$ C' + $^{\circ}$ D' ($^{\circ}$ D' + $^{\circ}$ C') = 0.3 bonus & $^{\circ}$ D' + $^{\circ}$ D' = 0.3 bonus No limit on bonuses achieved

ALL PLATINUM GYMNASTS WILL BE GROUPED TOGETHER REGARDLESS OF AGE
There will be no platinum pin at this stage.

Vault Tariffs and Levels							
	WHITE	BLUE	BRONZE	SILVER	GOLD		
Straight Jump onto block	10.50	Х	Х	Х	Χ		
Squat / straddle on, immediate Straight/Star or Tuck Jump off	10.50	10.50	Х	Х	Х		
Layout Squat Over	11.50	11.50	11.50	11.50	X		
Layout Straddle Over	11.50	11.50	11.50	11.50	Χ		
Handspring Flatback	Χ	11.80	11.80	11.80	Χ		
Handspring	Χ	Х	12.40	12.40	12.40		
Handspring 1/2 on, straight off	Χ	Х	Х	12.60	12.60		
Handspring on, 1/2 off	Χ	Х	Х	12.80	12.80		
Yamashita	Χ	Х	Х	Х	12.80		
Handspring 1/2 on, 1/2 off	Χ	Х	Х	Х	13.00		
Handspring 1/1 off	Χ	Х	Х	Х	13.20		
Handspring 1/2 on, 1/1 off	Χ	Х	Х	Х	13.40		
Vaul	t Equipme	ent					
	WHITE	BLUE	BRONZE	SILVER	GOLD		
Block Height (Tracks 2000)	60cm	Х	Х	Х	Χ		
Vault Height (Gymnova)	90 ,	/ 110 cm	10	0 / 110 / 1	20		
Table Height (Gymnova)	100	/ 110cm	100 / 110 / 120		20		
Flatback (mats piled up)	X	60 / 100 cm	60 / 100 cm		Х		
Springboards	Gymno	va 2150	Option of Gymnova 2150 , 2194 (so OR				
	High El	asticity	Gym	Gymnova 2193 (hard)			

A gymnova baby springboard is available for 6/7 year olds. REF 0018

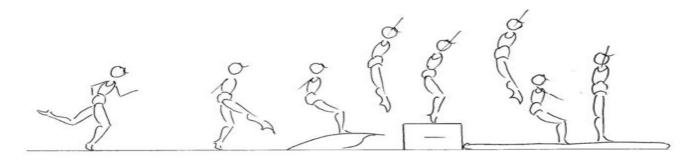


The image shows the deductions that will be taken if a full layout is not achieved. Gymnasts will only be allowed 2 practice vaults during the apparatus warm up. Gymnasts will perform 2 competition vaults (the same or different).

The best scoring vault will count.

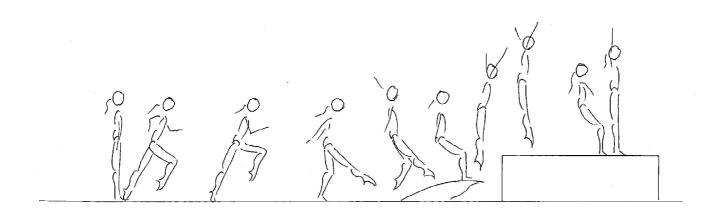
Straight Jump to Block BOYS

For the boys they should jump on with an immediate rebound off the block.



Straight Jump to Block GIRLS

For the girls they jump onto the block and demonstrate a controlled landing.



For boys and girls judges wil be looking for a short fast run.

Pin Thresholds								
	White	Blue	Bronze	Silver	Gold	Gold +1	Gold +2	Gold +3
Minimum Floor Score Required	12.50	14.00	14.00	14.00	14.00	N/A	N/A	N/A
Maximum Floor Score Possible	14.00	16.00	16.30	16.30	16.30	16.30	16.60	16.90
Execution (out of 10.0) Moves	(out of 4.0) CR's (out	t of 2.00 - e	except for v	white level)		
Minimum Vault Score Required	9.00	9.50	10.25	10.75	11.50	N/A	N/A	N/A
Maximum Vault Score Possible	As Tariff							
MINIMUM TOTAL SCORE REQUIRED	N/A	N/A	N/A	N/A	N/A	26.50	27.50	28.30

Gymnasts of the appropriate age can enter at any Level (except Gold+1, +2, and +3). A pin is not required to move up. They must move up a level after being awarded a pin and cannot move down a level.

Entry to Gold + competitions is only open to clubs entering additional levels during the weekend & to gymnasts who have a gold pin.

Gold + pins must be won in chronological order

There is no pin for platinum level

Music (for Girls Only)

It is the coaches responsibility to ensure that music used is licensed for use in the UK. For Clarification please search and ensure the title appears on the repertoire section of the PPL UK site http://bit.ly/PPLMusicSearch

Music can use voice as an instrument eg humming but no vocals. Music with words or Unlicensed music will incur a ZERO score

Choreography (and music choice) should be suitable for the age of the gymnast.

Age Groups

Gymnast must be born in 2009 or earlier to compete in our 2016 competitions

Gymnasts must be born 2008 or earlier to compete at bronze unless they have previously competed & gained white & blue pins

Age groups may be split or combined dependant on entries per year group.

Sportsmanship Rules

(Failure to follow these rules can lead to a 0.30-1.0 deduction or disqualification)

Gymnasts may not leave the arena without permission from the Competition Organiser / Head Judge or Senior Marshall

Coaches are responsible for the welfare of the gymnasts from their club at all times

Coaches must be appropriately dressed in Tracksuit bottoms or leggings, t shirt or a polo shirt.

Hair should be tied back and jewellery removed.

Mobile phones may only be used by coaches in the arena to access scores on gymdata. No other use of mobile phones is permitted. Videoing or photography may only be done from behind the audience seating area.

Gymnasts & Coaches must obey the Warm Up Marshalls and specific times for warm up

All Gymnasts must be at Presentation and dressed appropriately in either Competition Attire or Full Club Tracksuit. They should be instructed by coaches to sit sensibly.

Gymnasts & Coaches must treat Competition Officials (Marshalls, Judges, other coaches etc) with respect at all times

Clothing (No jewellery as per BG jewellery policy, Long hair MUST be tied up & Clear of face)

In the event of a gymnast being inappropriately attired, the Competition Welfare Officer can direct the performance to be halted

Girls: Appropriately fitting, long or sleveless leotard, tight fitting shorts can be worn, gymnastics shoes may be worn

Boys: Appropriately fitting Sleeveless leotard and gymnastics shorts, gymnastics shoes may be worn.

Gymnasts should NOT be wearing make up unless they are Secondary school age.

It should then be minimal if used.

Incorrect clothing: 0.50 deduction from total score

Can a gymnast compete WAG / MAG / Acro / tumbling at the same time as GfA?

Yes, they can, it's great competition experience. The chart below shows the MINIMUM level they must start at if they compete in another discipline.

Can a gymnast compete GfA if they have previously competed WAG/MAG/Acro or TUM at a higher level?

In many circumstances they can. The ethos for GfA is to keep people involved in the sport. We ask that you email the competition organiser with name and DOB of gymnast, previous year of competition results and the reason why they wish to compete. We will then speak to the relevant chair to discuss an appropriate action for the gymnast.

Failure to request this before entry will mean the gymnasts entry will be void.

Discipline	Present Level	White	Blue	Bronze	Silver	Gold
·	Club Grades 6 & 5		Start			
\\\A_C	Regional Grades 4 & 3			Start		
WAG -	Voluntary Level 5			Start		
	Regional Grades 2 & 1				art Irt Start Start Start Start Art Start Art Start Start Start	
	Grade 1 & 2	Start				
Acro	Grade 3			Start		
ACIO	Grade 4				Start	
	Grade 5					Start
	Club Level 1		Start			
	Club Level 2		Start			
MAG	Club Level 3		Start			
IVIAG	Club Level 4			Start		
	Club Level 5				Start	
	Club Level 6				Start	
	Club Grade 1	Start				
	Club Grade 2		Start			
TUM	Club Grade 3			Start		
	National Grade 1				Start	
	National Grade 2					Start

Team Shield Competitions White/Blue/Bronze Levels White Level Auntie June Shield

Blue Level
Bronze Level

Silver Level

Gold Level

Auntie June Shield

John Ransley Commemorative Shield

Silver Level Shield

Gold Level Shield

How to Nominate a Team

We have changed this year to make the process easier

No Team names will be handed in. The top AA scores from a level will be taken per club to give the team total.

What is a 'Team'

For White/Blue Level EIGHT gymnasts make a team (ANY AGE GROUP)

For Bronze / Silver Level SIX gymnasts make a team (ANY AGE GROUP)

For Gold (not plus) Level FOUR gymnasts make a team (ANY AGE GROUP)

How is the winning team decided?

The highest AA totals will make the team score.

The winning team will have the highest score

It will be the 'Club' that wins the trophy not the individual team. Names of gymnasts in the winning team (who contributed scores) will not be published or printed anywhere

So if the team from Gymsters Gym has the highest total at Blue Level then all of the Blue Level gymnasts from Gymsters are awarded the trophy