## British Vets 2014 Tumbling

## Entry Instructions

All entries are to be made via a BG registered club using the Online Entry System on the GymNet Portal. Only Club Secretaries and Coaches who have been granted the correct entry permissions will be able to submit an entry. An Online Entry Guide can be found on the British Gymnastics website: www.british-gymnastics.org under Fans/British Championships/Vets.

## Age Bonus

All competitors will be given a bonus of 0.1 per two years over 20 years of age. For example, a 27 year-old competitor will be awarded an age bonus of 0.3 and a 55 year-old competitor will be awarded an age bonus of 1.7.

A competitors' age will be calculated using their age as of January $1^{\text {st }}$ in the year of competition. The age bonus will be added to the total score.

Please note: 18, 19 \& 20 year olds will not receive an age bonus.

## Scoring

Run $1+$ Run $2+$ age bonus $=$ total score

## Run Composition

Skills are to be picked from the Tariff Overview table below to compose each run. Choose only those skills listed underneath your ability level (Novice or Pro). Somersaults must not be performed in Novice.

## Teams

- A minimum of three gymnasts per team (no maximum)
- The highest three individual scores + plus age bonus' = final team score
- All gymnasts within the team must be members of the same club
- Non-British citizens competing as Guests can form part of a team but the team will not be eligible to rank in the official competition results
- Team members must all be the same gender
- Mixed abilities are encouraged
- Competitors can only represent one team

For support or assistance with your entry please contact Lyn Fowler on 08451297129 ext. 2521 or lyn.fowlerabritish-gymnastics.org

## Code of Points

| Tumbling |
| :---: |
| Routines are marked out of 10 for execution plus the tariff (difficulty) and age bonus to calculate the total score |
| All competitors are expected to perform two runs |
| Each run should include a minimum of FIVE and a maximum of EIGHT acrobatic elements |
| All runs must finish on the landing area |

## Tariff overview

| NOVICE |  |  |
| :---: | :---: | :---: |
| Skill | Difficulty Value |  |
| Straight Jump | 0.1 |  |
| Tuck Jump | 0.1 |  |
| Pike Jump | 0.1 |  |
| Straddle Jump | 0.1 |  |
| Half Twist Jump | 0.1 |  |
| Full Twist Jump | 0.2 |  |
| Forward Roll | 0.1 |  |
| Handstand Forward Roll | 0.1 |  |
| Dive Forward Roll | 0.2 |  |
| Backward Roll | 0.1 |  |
| Backward Roll Handstand | 0.2 |  |
| Cartwheel | 0.1 |  |
| 1-Handed Cartwheel | 0.1 |  |
| Walkover | 0.1 |  |
| Round-off | 0.2 |  |
| Handspring | 0.2 |  |
| Flyspring | 0.2 |  |
| Flic | 0.2 |  |
| Whipback (Tempo Somersault) | 0.3 |  |
| PRO |  |  |
| Skill | Shape | Difficulty Value |
| Back Somersault | Tucked | 0.5 |
| Back Somersault | Piked | 0.6 |
| BackSomersault | Straight | 0.6 |
| FrontSomersault | Tucked | 0.5 |
| FrontSomersault | Piked | 0.6 |
| Side Somersault | Tucked | 0.5 |
| Side Somersault | Piked | 0.6 |


| Back Somersault with $1 / 2$ Twist | Tucked | 0.6 |
| :--- | :--- | :--- |
| Barani | Any shape | 0.6 |
| Back Somersault with Full Twist |  | 0.7 |
| Back Somersault with 112 Twist |  | 0.9 |
| Back Somersault with Double Twist |  | 1.1 |
| Double Back Somersault | Tucked | 2.0 |
| Double Back Somersault | Piked | 2.2 |
| Double Back Somersault | Straight | 2.4 |
| Double Front Somersault | Tucked | 2.0 |
| Double Front Somersault | Piked | 2.2 |
| Double Side Somersault | Tucked | 2.0 |
| Double Side Somersault | Piked | 2.2 |
| Halfin("Arabian") | Tucked | 2.2 |
| Halfin("Arabian") | Piked | 2.4 |
| Halfout (backwards) | Tucked | 2.2 |
| Halfout (backwards) | Piked | 2.4 |
| Halfout (backwards) | Straight | 2.6 |
| Halfout (forward) | Tucked | 2.2 |
| Halfout (forward) | Piked | 2.4 |
| Halfout (forward) | Straight | 2.6 |

## Multiple Somersaults

In Double Somersaults the value of the element including any twist, will be doubled. The bonus for Pike or Straight is then added to give the total value of the element.

In Triple Somersaults the value of the element including any twist, will be trebled. The bonus for Pike or Straight is then added to give the total value of the element.

Please note: Only elements landing on the feet will be judged. If more than five acrobatic elements are performed, the difficulty score is likely to increase but these elements will still be open to execution deductions.

## Tariff Sheet



