

## Skills & Tariff Sheet GfA Two Piece Competition Levels Primary 2 and Primary 1 Boys

### Requirements – Floor

	Primary 2	Primary 1
<b>Specific Information:</b>	<ul style="list-style-type: none"> <li>• Music isn't required</li> <li>• This is a set routine.</li> <li>• Performed on a strip of floor.</li> </ul>	
<b>Difficulty Value:</b> (DV score)	<ul style="list-style-type: none"> <li>• This is a set score of 1.0 for all levels.</li> <li>• Bonus values can be found within the relevant 'Skills – Floor' section.</li> </ul>	
<b>Execution Score:</b> (E score)	<ul style="list-style-type: none"> <li>• Execution of elements scored out of 10.0</li> <li>• An overview of execution deductions is found within the 'Deductions – Floor' section.</li> <li>• Judges will deduct from this value only.</li> </ul>	
<b>Scoring Information:</b>	<ul style="list-style-type: none"> <li>• <b>Difficulty Value + Execution Score = Starting Score</b> Judges may amend this where requirements aren't met.</li> <li>• <b>Starting Score – Judges Execution Deductions = Final Score</b></li> </ul>	

### Deductions – Floor

		0.1	0.3	0.5	1.0
<b>Artistry deduction throughout:</b>	Insufficient flow/ dynamics of routine	X	X	X	
<b>Specific floor deductions:</b>	Touch of hair/ leotard/ clothing	X			
	Missing competition requirements			X	
<b>Execution deductions:</b> (Each time)	Bent arms or bent knees	X	X	X	
	Balance/ flexibility not held for time required	X	X		
	Leg or knee separation	X	X		
	Insufficient height of element	X	X		
	Insufficient tuck, pike or stretch	X	X		
	Feet not pointed/ loose/ body alignment	X			
<b>Landing deductions:</b> (Each time)	Landing from tumblers (step)	X	X		
	Trunk movement to maintain balance	X	X		
	Not landing flat (flatback)		X	X	
	Extra steps up to 0.5	X			
	Very large step or jump		X		
	Deep squat			X	
<b>Falls:</b> (Each skill)	Falls				X

## Skills – Floor

Category:	Primary 2	Primary 1
<b>Routine:</b>	<ul style="list-style-type: none"> <li>• Forwards roll into an immediate star jump,</li> <li>• Jump ¼ turn,</li> <li>• Side to back cartwheel (this is not a round off),</li> <li>• Show handstand back to stand,</li> <li>• Jump ½ turn (to change the direction),</li> <li>• Side leg lift (45°),</li> <li>• Squat down and jump legs forward to back support hold for 3secs,</li> <li>• Turn over to front support hold for 3secs,</li> <li>• One press up,</li> <li>• Jump feet into hands to squat,</li> <li>• Backwards roll to stretch jump to finish.</li> </ul>	<ul style="list-style-type: none"> <li>• Tucked backward roll to front support,</li> <li>• Jump feet into squat to stand,</li> <li>• Handstand forwards roll,</li> <li>• X2 cartwheels linked, the second to feet together (to change the direction),</li> <li>• Swedish fall with a leg raised,</li> <li>• Lower raised leg to finish in front support,</li> <li>• X2 press ups,</li> <li>• Squat feet in, stretch jump to stand,</li> <li>• Skip step into round off,</li> <li>• Star jump (not linked to round off),</li> <li>• Stretch jump ½ turn.</li> </ul>
<b>Bonus:</b>		

## Requirements – Vault

	Primary 2	Primary 1
<b>Specific Information:</b>	<ul style="list-style-type: none"> <li>Warm up vault to suit the group, discussed on the day.</li> <li>Vault heights can be found within the relevant 'Skills – Vault' section</li> <li>Two attempts permitted on vault, best score to count</li> <li>Two attempts permitted.</li> <li>Best scoring attempt to count.</li> <li>Each attempt can be the same or different element.</li> </ul>	
<b>Difficulty Value:</b> (DV score)	<ul style="list-style-type: none"> <li>Elements values can be found within the relevant 'Skills – Vault' section.</li> </ul>	
<b>Execution Score:</b> (E score)	<ul style="list-style-type: none"> <li>Execution of elements scored out of 10.0</li> <li>An overview of execution deductions is found within the 'Deductions – Vault' section.</li> <li>Judges will deduct from this value only.</li> </ul>	
<b>Scoring Information:</b>	<ul style="list-style-type: none"> <li><b>Difficulty Value + Execution Score = Starting Score</b> Judges may amend this where requirements aren't met.</li> <li><b>Starting Score – Judges Execution Deductions = Final Score</b></li> </ul>	

## Deductions – Vault

		0.1	0.3	0.5	1.0
<b>First flight:</b>	Incomplete turn	X	X	X	
	Hip angle	X	X		
	Bend knees	X	X	X	
	Leg separation	X	X		
	Arch	X	X		
	Insufficient layout in squad/ straddle	X	X	X	
<b>Repulsion:</b>	Staggered altered hand placement	X	X		
	Bent arms	X	X	X	
	Shoulder angle	X	X		
	Touch with one hand				X
	Failure to pass through vertical		X		
<b>Second flight:</b>	Lack of height	X	X	X	X
	Incomplete turn	X	X		
	Insufficient length	X	X	X	
	Bent knees	X	X	X	
	Leg separation	X	X		
<b>Landing:</b>	Extra steps (each)	X			
	Large steps (over shoulder width)		X		
	Extra arm swing	X			
	Additional trunk movement	X	X		
	Body posture faults	X			
	Deep Squat			X	
	Deviation from center	X			
	Brush on apparatus			X	
	Fall				X
<b>Additional:</b>	Skill attempted but not completed			X	
	Skill not attempted at all				X
	Support from coach				X

## Skills – Vault

Element:		Equipment:	Primary 2	Primary 1
1	Squat on immediate stretch jump off	Table vault (height optional)	10.0	
2	Handstand flatback	Block and safety mat = 0.8m		10.0