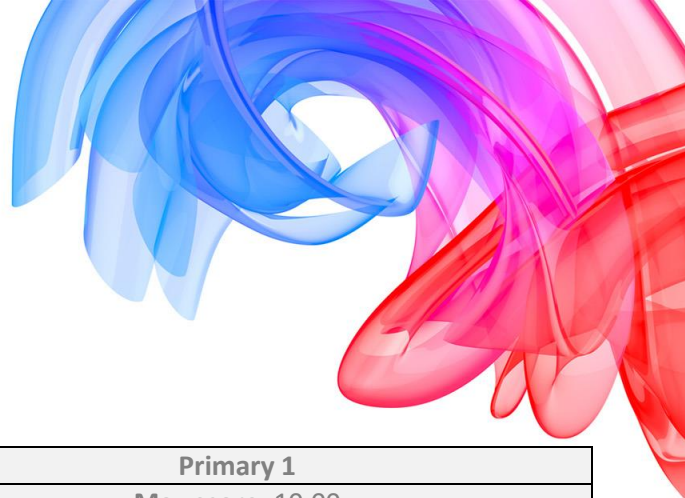




**Gymnastics for All**  
**776 GfA Over 8 Years Competition Girls**  
**Primary 2 and 1**  
**Skills and Tariff sheet**

**Requirements**

	<b>Primary 2</b>	<b>Primary 1</b>
<b>Key information</b>	<ul style="list-style-type: none"> <li>Boys and girls will compete together but will be in separate categories</li> <li>Table vault height optional, but warm up must suit the group</li> <li>Two attempts permitted on vault, best score to count</li> <li>Beam skills can't be repeated (except Primary 2)</li> </ul>	
<b>Floor information</b>	12m x 12m Sprung floor	12m x 12m Sprung floor
<b>Vault information</b>	Table vault (height optional)	Table vault (height optional) or 80cm (block and mat)
<b>Difficulty Value</b> (DV score)	<ul style="list-style-type: none"> <li>This score is stated at the top of each routine/element on the 'Skills section'</li> </ul>	
<b>Compositional Score</b> (C score)	<ul style="list-style-type: none"> <li>This is not required in this competition</li> </ul>	
<b>Execution Score</b> (E score)	<ul style="list-style-type: none"> <li>Scored out of 10.0</li> <li>See deduction table included within this document for guidance of the type of Execution Deductions judges will make</li> </ul>	
<b>Scoring Information</b>	<ul style="list-style-type: none"> <li>Difficulty Value (DV score) + Execution Score (E score) = Starting Score</li> <li>Starting Score – Execution Deductions = Final Score</li> </ul>	

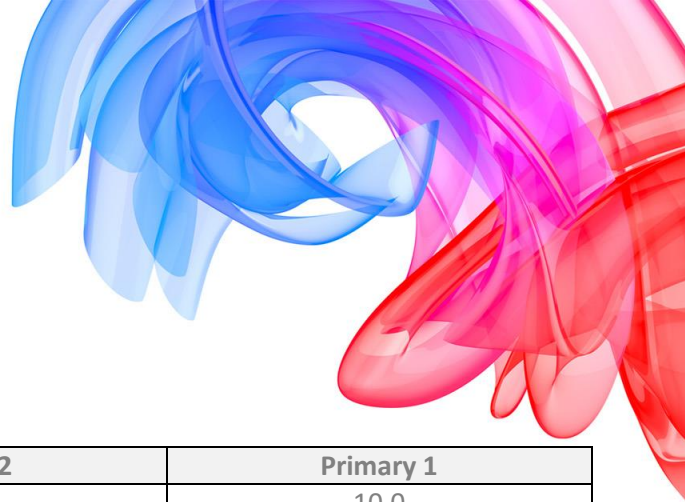


**Skills – Floor**

Primary 2	Primary 1
<b>Max score: 10.00</b>	<b>Max score: 10.00</b>
<ul style="list-style-type: none"> <li>• Forward roll star jump,</li> <li>• Chasse cat leap,</li> <li>• Arabesque,</li> <li>• ½ spin,</li> <li>• Handstand,</li> <li>• Front to back cartwheel,</li> <li>• Squat down to then lie flat on back,</li> <li>• Dish shape 3secs hold (arms by ears or on thighs),</li> <li>• Roll to lie on front,</li> <li>• Arch shape with arms by ears 3secs hold,</li> <li>• Push to front support,</li> <li>• Jump feet to hands,</li> <li>• Stretch jump from the squat position.</li> </ul>	<ul style="list-style-type: none"> <li>• Handstand forward roll (arms may be bent),</li> <li>• Forward roll stretch jump,</li> <li>• Immediate tuck jump,</li> <li>• Chasse cat leap ½ turn,</li> <li>• Backward roll to straddle stand,</li> <li>• ¼ turn to slide to splits (either leg splits are allowed, hands may touch floor to assist the slide but final position must be arms to the side),</li> <li>• From splits, turn to sit in straddle,</li> <li>• Join legs together,</li> <li>• Lie down on back and push to bridge,</li> <li>• Lie down from bridge and rock to stand,</li> <li>• Stretch jump full turn,</li> <li>• From feet together, jump into round off, jump ½ turn step out into a front to side cartwheel.</li> <li>• <b>Bonus 0.5</b> if kick over from the bridge.</li> </ul>

**Deductions – Floor**

	Deductions	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 (Each time)</b>	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 (Each time)</b>	Landing from tumbles (step)	X	X		
	Trunk movement to maintain balance	X	X		
	Extra steps up to 0.5	X			
	Very large step or jump		X		
	Deep squat			X	
<b>Falls (Each skill)</b>	Falls				X



**Skills – Vault**

	<b>Primary 2</b>	<b>Primary 1</b>
Squat on, stretch jump off (table vault)	10.0	10.0
Handstand flatback		10.0

**Deductions – Vault**

	<b>Deductions</b>	<b>0.1</b>	<b>0.3</b>	<b>0.5</b>	<b>1.0</b>
<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	
	Extra steps on top of the vault (per step)	X			
	Shoulder angle	X	X		
	Touch with one hand				X
	Steps to the end of vault	X	X	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 centre	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