



Gymnastics for All
East Midlands Over 8 Years Competition Boys
Primary 2 and 1
Skills and Tariff sheet

Requirements

		Primary 2	Primary 1				
Key information		 Boys and girls will compete together but will be in separate categories Bare feet or gym shoes, leotards preferred if not shorts and correct size T-shirt Matching gymnastic shorts may be worn but not cycling shorts Hair neat and tidy, tied back from the face No jewellery, not even ear studs, this is a BG rule for insurance purpose and must be adhered to Table vault height optional, but warm up must suit the group 					
	Floor	5mins	5mins				
Warm	Vault	2mins	2mins				
up	H bars	1 min	1 min				
	P bars	1 min	1 min				
Floor set	t up	12m x 12m New College – Sprung floor Chesterfield – Matted floor	12m x 12m New College – Sprung floor Chesterfield – Matted floor				
Vault set up		Table vault (height optional)	Table vault (height optional) or 80cm (block and mat)				
High bar set up		Can be adjusted by coach to suit the gymnast	Can be adjusted by coach to suit the gymnast				
Parallel bars set up		Can be adjusted by coach to suit the gymnast	Can be adjusted by coach to suit the gymnast				





Skills - Floor

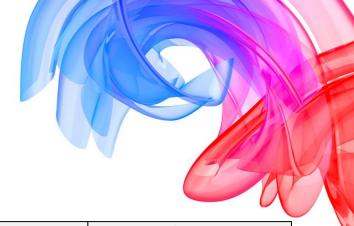
	Primary 2	Primary 1			
	Max score: 10.00		Max score: 10.00		
•	Forward roll into an immediate star jump,	•	Tucked backward roll to front support,		
•	Jump ¼ turn,	•	Jump feet into squat to stand,		
•	One side to back cartwheel (this is not a round	•	Arabesque,		
	off),	•	Two continuous cartwheels, second cartwheel		
•	Show handstand back to stand,		one handed with a ¼ inwards to finish in lunge		
•	Jump ½ turn (to change the direction),		(to change the direction),		
•	Side leg lift (45 degrees),	•	Step feet together,		
•	Squat down and jump legs forward to back	•	Stretch jump ½ turn, (to change the direction),		
	support hold for 3secs,	•	Handstand forward roll,		
•	Turn over to front support hold for 3secs,	•	Perform a Swedish fall with leg raised,		
•	One press up,	•	Lower raised leg to finish in front support,		
•	Jump feet into hands to squat,	•	Two press ups,		
•	Backwards roll to stretch jump to finish.	•	Squat feet in,		
		•	Stretch jump to stand,		
		•	Skip step into round off,		
		•	Jump half turn jump to land,		
		•	Forward roll,		
		•	Star jump to finish.		

Deductions – Floor

	Deductions	0.1	0.3	0.5	1.0
Artistry deduction throughout	Insufficient flow/dynamics of routine	Х	Х	Х	
Specific floor doductions	Touch of hair/leotard/clothing	Χ			
Specific floor deductions	Missing competition requirements			Χ	
Bent arms or bent knees Balance/flexibility not held for time		Χ	Χ	Χ	
E and the deal attention (Early	Balance/flexibility not held for time required	Х	Х		
Execution deductions (Each	Leg or knee separation	Х	Χ		
time)	Insufficient height of element	Χ	Χ		
	Insufficient tuck, pike or stretch	Х	Χ		
	Feet not pointed/loose/body alignment	Χ			
	Landing from tumbles (step)	Х	Χ		
Landina daduatiana (Fada	Trunk movement to maintain balance	Х	Χ		
Landing deductions (Each	Extra steps up to 0.5	Χ			
time)	Very large step or jump		Χ		
	Deep squat			Χ	
Falls (Each skill)	Falls				Χ

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Skills – Vault

	Primary 2	Primary 1		
Squat on	10.0	10.0		
Handstand flatback		10.0		

Deductions – Vault

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





Skills – High bar

	Primary 2		Primary 1		
	Max score: 10.00	Max score: 10.00			
•	Three swings,	•	Coach assist jump to high bar,		
•	Dish shape hold 3secs,	•	One chin up,		
•	Arch shape hold 3secs,	•	Upward circle,		
•	Trolley swing to initiate the 3 swings,	•	Cast,		
•	Dismount on third swing	•	Forward circle down,		
		•	Three swings,		
		•	Dismount at back of third swing.		

Note: TeamGym, Women's Artistic, and General Gymnastics coaches can't enter boys four-piece competitions as parallel bars aren't covered within their syllabus.

Deductions – High bar

	Deductions	0.1	0.3	0.5	1.0
	Legs apart		Χ		
	Lack of swing or pause	Χ	Χ		
	Low amplitude on flight elements	Χ	Χ		
	Deviation from plane of movement	Χ	Χ		
	Layaway on the back swing		Χ		
	Bent arms	Χ	Χ		
General	Bent knees (each time)	Χ	Χ		
General	Elements not continuing in their intended			Х	
	direction				
	Body alignment	Χ	Χ		
	Bent arms	Χ	Χ		
	Bent legs	Χ	Χ		
	Landing	Χ	Χ	Χ	
	Fall				Χ
	Skill attempted but not completed			Х	
Additional	Skill not attempted at all				Χ
	Support from coach				Χ





Skills - Parallel bars

Primary 2		Primary 1		
Max score: 10.00		Max score: 10.00		
•	One dip,	•	Two dips,	
•	½ lever 2secs,	•	½ lever 2secs,	
•	Three swings,	•	Three swings,	
•	Dismount at back of third swing through middle	•	Flank off at back to side of bar.	
	of bars.			

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Deductions – Parallel bars

	Deductions	0.1	0.3	0.5	1.0
	One leg step or swing on mount		Χ		
	Layaway on the back swing		Χ		
	Excessive hand separation/body deviation (each)			Χ	
	Hand adjustments (each)	Χ			
General	Lack of extension	Χ	Χ		
	Uncontrolled re-grasping		Χ	Χ	
	Depth of the dip	Χ	Χ		
	Height of the lever	Χ	Χ		
	Body shape within swings	Χ	Χ		
	Landing	Χ	Χ	Χ	
	Skill attempted but not completed			Χ	
Additional	Skill not attempted at all				Χ
	Support from coach				Χ