

Eclipse Gymnastics Centre Classic Challenge Adapted Rules 2022

Brass – 6 Years+

Uncoded Moves = 0.10 A Coded Moves = 0.10 Moves of a higher value will not be permitted	Elements will be given Difficulty Value (DV) according to Rules & Regulations as per FIG Cycle 15 Code of Points (2022) Rules and Regulations are as FIG Cycle 15 Code of Points (2022) , unless stated otherwise FIG Artistry & Execution Penalties will apply BARS – Set Routine BEAM – 5 Highest elements to count including Dismount FLOOR – 5 Highest elements to count Any B elements or higher are not allowed and no Difficulty Value, CR or bonus will be awarded IMPORTANT AT ALL LEVELS – coaches and gymnasts should their efforts towards the accuracy of technical execution			
	Vault	Bars	Beam	Floor
Apparatus	Blocks and mats piled at 60cm or 90cm 1x springboard	Low bar, FIG Asymmetric bars with 20cm landing mat	Gymnova beam set at 120cm 20cm mat underneath	10m x 12x Gymnova sprung floor
Requirements	Squat on to block, Handstand Flat Back DV 2.0 Straight Jumps onto block, Handstand flatback DV 2.5	1. Pull up (hold 2 seconds) 2. Upwards circle 3. Cast to horizontal 4. Cast to horizontal into back hip circle 5. Straddle undershoot DV 2.5	Gymnasts should fulfil 4 of the 6 CR's <ul style="list-style-type: none"> Squat on or straddle on Connection of 2 dance elements (may be the same skill performed or different) Leap or jump at 130 split ½ spin Any acro skill (A coded or uncoded) ½ spin Run, hurdle step, dismount CODED A OR UNCODED MOVES ONLY NO B MOVES OR ABOVE PERMITTED DV 2.5	Gymnasts should fulfil 4 of the 6 CR's <ul style="list-style-type: none"> Connection of 2 dance elements (may be the same skill performed or different) Leap or jump at 130 split ½ spin Acro element with flight Connection of two acro skill Balance (held for 2 seconds) DV 2.5
Uncoded/Permitted Elements	Only a vault listed above may be performed (two of the same vaults or one of each)	No other elements permitted except those listed above or bonuses	Tuck Jump Straight Jump ½ spin on one foot Forwards Roll Backwards Roll Straight jump dismount Tuck jump dismount Round Off Dismount Handspring Dismount Cartwheel to handstand drop down dismount (side of beam)	Backwards walkover Forwards walkover Handstand forwards roll Backwards roll to front support Backwards roll to handstand Cat leap Cap leap ½ turn Scissor kick Straight jump ½ turn W jump with ½ turn
Notes	2 vaults to be performed, best score to go forward	0.5 deductions for any missing element 1.0 deduction for coach support	0.5 deduction for each CR missing less that the required 4 1.0 deduction for fall 1.0 deduction for coach support	No acro line is required 0.3 deduction for each second the balance not held 0.5 deduction for each CR missing less that the required 4
Bonus (only awarded is performed without a fall)		0.3 bonus for cast above horizontal 0.3 bonus for upstart mount	0.3 bonus if acro skills is performed connected without fall 0.5 bonus if slip hits 180	0.3 bonus for round off flic 0.5 bonus if slip hits 180

