Gymnastics For All - Rule Clarifications Girls Routines Jan 2018 A If skill attempted but not completed = 0.5 deduction from final score If skill not attempted at all = 1.0 deduction from final score			
		Skills cannot be repeated in	a Beam routine – exception is Primary 2
		Height of Table Vault optional but please warm up and compete in Vault height order within Group	
PRIMARY 2	PRIMARY 1		
Squat On, Stretch Jump Off – Table Vault Steps may be taken to end of Vault to dismount but they will be deductible	Squat On – Table Vault Steps may be taken to end of Vault to dismount but they will be deductible OR Handstand Flatback – 80cm (Block height + safety mat)		
Swings x 3 - Trolley swing to initiate the 3 swings. Dismount on 3 rd swing	2 Part Routine – <u>BOTH PARTS MUST BE COMPETED</u> LOW BAR Upward Circle Cast Cast Dismount HIGH BAR – <u>COACH ASSIST JUMP TO HIGH BAR</u> Chin x 1 Leg Lift x 1 Fish Swing x 3 – release to land		
 Mount- Squat on or Jump to Front Support Leap Series – 2 leaps/jumps linked Single Leg Balance 2 leaps/jumps/hops/turns/spins (Do not have to be linked) Dismount – Stretch, Tuck or Star Jump 	 Mount – Squat on Leap Series – 2 skills linked and 1 must be a leap e.g cat leap/tuck jump 1 Acro Skill 2 leaps/jumps/spins (Do not have to be linked) Single Leg Balance Dismount – Round Off 		
 Forward roll star jump Chasse Cat Leap Arabesque ½ Spin Handstand Front to back Cartwheel Squat down to then lie flat on back Dish shape – 3 sec hold. Arms by ears or on thighs Roll to lie on front Arch Shape with arms by ears – 3 sec hold Push to front support Jump feet to hands Stretch Jump from the squat position 	 Handstand forward roll – arms may be bent Forward Roll Stretch Jump immediate Tuck Jump Chasse Cat leap ½ turn Backward roll to Straddle stand, ¼ to slide to splits – either leg splits is allowed, hands may touch floor to assist the slide but final position must be arms to the side From splits, turn to sit in straddle Lie down on back and push to Bridge Lie down from Bridge and rock to stand Stretch Jump Full Turn From feet together, jump into Round Off Jump ½ turn step out into a front to side cartwheel 		
	If skill attempted but not con If skill not attempted at Skills cannot be repeated in <u>Height of Table Vault optional but please w</u> PRIMARY 2 Squat On, Stretch Jump Off – Table Vault Steps may be taken to end of Vault to dismount but they will be deductible Swings x 3 - Trolley swing to initiate the 3 swings. Dismount on 3 rd swing - Mount- Squat on or Jump to Front Support - Leap Series – 2 leaps/jumps linked - Single Leg Balance - 2 leaps/jumps/hops/turns/spins (Do not have to be linked) - Dismount – Stretch, Tuck or Star Jump - Forward roll star jump - Chasse Cat Leap - Arabesque - ½ Spin - Handstand - Front to back Cartwheel - Squat down to then lie flat on back - Dish shape – 3 sec hold. Arms by ears or on thighs - Roll to lie on front - Arch Shape with arms by ears – 3 sec hold - Push to front support		