



# Gymnastics for All Southern Region Floor and Vault Competition Tariff Sheet

Requirements – Floor

	White	Blue	Red					
Key information	<ul> <li>5 skills per routine</li> <li>Skills valued at 1.0</li> <li>'A' skills only</li> <li>Performed on a strip floor</li> <li>Music/choreography will incur a 0.5 deduction</li> </ul>	<ul> <li>7 skills per routine</li> <li>Skills valued at 0.75</li> <li>'A' skills only</li> <li>Performed on a strip floor</li> <li>Music/choreography will incur a 0.5 deduction</li> </ul>	<ul> <li>10 skills per routine</li> <li>Skills valued at 0.5</li> <li>'A' and 'B' skills only</li> <li>Minimum 4 x 'B' skills</li> <li>Performed on a strip floor</li> <li>Music/choreography will incur a 0.5 deduction</li> </ul>					
Compositional Requirements 0.5 each	There are no set boundaries of skills. Please use appropriate skills from the skills list	<ul> <li>Balance (B) held for two seconds</li> <li>Strength (S)</li> <li>Acro series: Two linked acrobatic skills</li> <li>Mixed series: Skill and jump or leap</li> <li>Gym series: Two jumps, leaps, spin (continuous steps/chasses permitted) or second acro series</li> </ul>	<ul> <li>Balance (B) held for two seconds</li> <li>Strength (S) or flexibility (F)</li> <li>Acro series: Two linked acrobatic skills</li> <li>Mixed series: Skill and jump or leap</li> <li>Gym series: Two jumps, leaps, spin (continuous steps/chasses permitted) or second acro series</li> </ul>					
Notes	<ul> <li>'A' skills can't replace 'B' skills</li> <li>Each skill can only be valued once, however if a move is repeated it will incur deductions for execution</li> <li>Two series can't be linked</li> <li>Incorrect clothing will incur a 0.5 deduction</li> </ul>							





## Skills – Floor

SKIIIS - FIOOI							
'A' skills	'B' skills						
Acro, n	nixed, and gym series skills						
Forwards roll tucked to stand	Forwards roll to straddle stand						
Teddy bear roll 360°	Backwards roll – Tucked						
From front support, jump in and up	Backwards roll – Piked to stand						
Bunny hop	Backwards roll to front support (held)						
Straight jump	Handstand						
Tuck jump	Cartwheel						
Star jump	Catleap						
Two footed turn	½ turn jump						
	½ spin						
	Scissor leap						
Strength (S) skills							
Dish hold	Frog balance						
Arch hold	½ lever – Pike						
	½ lever – Straddle						
	Flexibility (F) skills						
	Bridge – From and lower to floor						
	Pike fold						
Balance (B) skills							
One footed balance	V-sit with hand support						
Front support	Shoulder stand with arm support						
Back support	Arabesque						

### **Deductions – Floor**

	Deductions	0.1	0.3	0.5	1.0
	Insufficient flow of routine	Χ	Χ	X	
Artistry deduction throughout	Lack of range of moves/ skills within the routine	Χ	Χ	Χ	
	Lack of dynamics throughout the routine	Χ	Χ	Χ	
	Missing A or B skills			Χ	
	B skills in white or blue			Χ	
Specific floor deductions	Touch of hair/leotard/clothing	Χ			
	Missing competition requirements			Χ	
	The use of music			Χ	
	Bent arms or bent knees	Χ	Χ	Χ	
	Balance /flexibility not held for 2 seconds	Χ	Χ		
For entire deductions (Forth	Leg or knee separation	Χ	Χ		
Execution deductions (Each time)	Insufficient height of element	Χ	Χ		
time)	Insufficient tuck, pike or stretch	Χ	Χ		
	Body alignment	Χ			
	Feet not pointed/ loose	Χ			
	Landing from tumbles (step)	Χ	Χ		
	Trunk movement to maintain balance	Χ	Χ		
Landing deductions (Each time)	Extra steps up to 0.5	Χ			
	Very large step or jump		X		
	Deep squat			Χ	
Falls (Each skill)	Falls				Х

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Skills and set up - Vault

		White	Blue	Red
	U8	Coaching block 60cm	Soft module 95cm	
	U10	Soft module 95cm	Soft module 95cm	Cross 100cm
Apparatus set up	U12	Cross 110cm	Cross 110cm	Cross 110cm
	U14	Cross 110cm	Cross 110cm	Cross 110cm
	15+	Cross 120cm	Cross 120cm	Cross 120cm
		Skills and tariff		
Two footed straight jump		10	10	
Two footed tuck or star jump		10.3	10.3	
Two footed straddle or pike jump		10.5	10.5	10.5
Two footed ½ turn jump in straight		10.5	10.5	10.5
Two footed 1/1 turn jump in straight shape		11	11	11
Squat/straddle on, straight jump off		11.5	11.5	11.5
Squat/straddle on, tuck/star jump off		12	12	12
Squat/straddle through			12.5	12.5
Handstand flat back				13

### **Deductions – Floor**

	Deductions	0.1	0.3	0.5	1.0
	Incomplete turn	Χ	Χ	Х	
	Hip angle	Χ	Χ		
First flight	Bend knees	Χ	Χ	Х	
First flight	Leg separation	Χ	Χ		
	Arch	Χ	Х		
	Insufficient layout in squad/ straddle	Χ	Х	Χ	
	Staggered altered hand placement	Χ	Х		
	Bent arms	Χ	Х	Χ	
Repulsion	Shoulder angle	Χ	Х		
	Touch with one hand				Χ
	Failure to pass through vertical		Х		
	Lack of height	Χ	Х	Х	Χ
	Incomplete turn	Χ	Х		
Second flight	Insufficient length	Χ	Х	Χ	
	Bent knees	Χ	Х	Χ	
	Leg separation	Χ	Х		
	Extra steps (each)	Χ			
	Large steps (over shoulder width)		Х		
	Extra arm swing	Χ			
	Additional trunk movement	Χ	Χ		
Landing	Body posture faults	Χ			
	Deep Squat			Χ	
	Deviation from centre	Χ			
	Brush on apparatus			Χ	
	Fall				Χ
	Run approach with touch of springboard/ vault	0			
Additional	Failure to complete vault	0			
	Support from coach	3.00			

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### Tariff sheet – Floor and Vault

Gymnast na	me:									
Category:	White	U8		U10	U12		U14		15+	
	Blue	U8		U10	U12		U14		15+	
	Red			U10	U12		U14		15+	
Appa	ratus:				Flo	or				
	Skill	name			Specify – Balance, Strength, Flexibility, Acro/Mixed/Gym series					
Apparatus:			Va	ult						
Vault one										
Vault two										

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