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### FLOOR EXERCISE

Maximum Score	10.00
Specified Bonus	0.60
Base Score	9.40





	Skills	Descriptions	Performance Criteria	Specified Bonus
1	Round Off	Run, Hurdle, Round Off		
	Flip-Flop A-B	Flip-Flop		
2	Back Salto Tuck		Salto head height	Above head height
				with kick out +0.1
3	Back Extension Roll	Back extension roll to handstand,	Bent arms allowed on	
	Prone Support	lower to prone support, 1/2 turn to	back extenson roll	
	Rear Support	rear support and roll back to		
	Candlestick	candlestick		
4	Straddle Stand	Roll to straddle stand, or roll to	Jump to handstand	Straight Arm Press +0.1
	Press to Handstand	straddle L to support on hands	-0.3	Stalder Press +0.2
		to straddle stand, bent arm		2 Sec. Handstand +0.1
		press to handstand		
5	180* Step Turn	Step down with either foot, step		
		through with other foot with turn		
		of 180-degrees backward, legs		
		together		
6	Front Salto Tuck	Run, tuck front salto, forward	Salto shoulder height with	Salto head height
	Forward Roll B-A	roll	controlled landing	0.1
7	Jump to Handstand	Jump pike or tuck, press through	Straight arms	
	(tuck or pike)	handstand with full pirouette	No more then 5 steps	
	360* Pirouette			
8	Roll out	Roll out to stand, step with	Front Scale 2 sec. hold	135 degree split in
	Lunge	either leg, lunge to, scale		Scale <b>+0.1</b>
	Scale			
9	180* Step Turn	Step Forward with 180-degree		
		turn backward, legs together		
10	Front Handspring	Run, front handspring, two-foot	Front handspring	Handspring to bounder
	Bounder	take off handspring (bounder)	stretched & good rhythm	stretched & good rhythm
	Rebound A-B	rebound to stand		0.1
				Handspring Front
				(in place of Handspring-Bounder
				0.1
				Handspring-Bounder-Front
				(in place of Handspring-Bounder
				0.2

### **POMMEL HORSE**





#### Ths routine may be reversed as a whole.

	Skills	Descriptions	Performance Criteria	Specified Bonus
1	Loop Circle	Facing the end of horse, one Loop circle		135 degree extension in Loop <b>+0.1</b>
2	Loop around	3/4 loop circle with 1/4 turn to rear support with left hand on pommel		135 degree extension in Loop <b>+0.1</b>
3	Right Leg Cut Left Leg Cut	Right Leg cut backward, left leg cut backward	45 degree straddle on all leg work	
4	Right Leg Cut Simple Travel Up	Right Leg cut forward, simple travel up to front support on pommels	45 degree straddle on all leg work	
5	Right Leg Cut Left False Scissor Left Front Scissor	Cut right leg forward to left front false scissor, cut right leg forward to left front scissor	45 degree straddle on all leg work	90 degree straddle on false scissor <b>+0.1</b> 90 degree straddle on scissor <b>+0.1</b>
6	Left Leg Cut Right False Scissor Right Front Scissor	Cut left leg forward to right front false scissor, cut left leg forward to right front scissor	45 degree straddle on all leg work	90 degree straddle on false scissor <b>+0.1</b> 90 degree straddle on scissor <b>+0.1</b>
7	Left Leg Cut Double Leg Circle	Cut left leg forward to 1 double leg circle on pommels	45 degree straddle on all leg work	135 degree extension in Circle <b>+0.1</b>
8	1/2 Circle	1/2 double leg circle while moving the right hand to the left pommel		135 degree extension in Circle <b>+0.1</b>
9	Travel Circle	Double leg travel circle to rear support on the end of the horse	If the travel prior to the dismount is done on the leather a <b>-0.3</b> deduction will be taken	135 degree extension in Circle <b>+0.1</b>
10	1/2 Circle with Turn	1/2 double leg circle over the pommel with 90 degree turn to the right, land in side stand crossways (flank dismount)		135 degree extension in Circle <b>+0.1</b> Additional double leg circle before flank dismount <b>0.1</b>

### RINGS

Maximum Score	10.00
Specified Bonus	0.60
Base Score	9.40



	Skills	Descriptions	Performance Criteria	Specified Bonus
1	Inverted Hang Piked Inverted Hang	Lift body to straight body inverted hang lower to pike inverted hang and cast forward to		
2	Inlocate	Straight body inlocate	Rise in shoulders	Shoulders at bottom of rings <b>+0.1</b>
3	Inlocate	Straight body inlocate	Rise in shoulders	Shoulders at bottom of rings <b>+0.1</b>
4	Back Uprise L Support	Back uprise to L support	Straight Arms and feet 45* below horizontal 2 second hold	Back uprise 45* above horizontal, bent arms OK <b>0.1</b> Back uprise to handstand bent arms OK <b>0.2</b>
5	Tuck Planche	Press to tuck planche or straight body planche	Momentary Hold Straight Arms, Rings turned out, back parallel to floor	2 second Hold <b>0.1</b>
6	L support Shoulderstand	L support (hold), press to shoulderstand (hold)	2 second hold on L and shoulderstand If handstand is performed shoulderstand is omitted	Bent arm press to hand (Piked or Straddled) 0.1 Straight arm press to hand (Piked or Straddled) 0.2 2 second Handstand 0.1
7	Piked Inverted hang	Lower down and roll around to pike inverted hang and		
8	Dislocate	Dislocate	Rise in shoulders	Shoulders at bottom of rings <b>+0.1</b>
9	Dislocate	Dislocate	Rise in shoulders	Shoulders at bottom of rings +0.1
10	Layout Salto	Swing forward to layout back salto	Salto at ring height	Layout Salto with hips above top of rings <b>0.1</b>

# 2012-2016 THSGCA Men's Compulsory Routines VAULT - FRONT HANDSPRING

Maximum Score	10.00
Stretch	0.10
Rise	0.10
Stick	0.10
Base Score	9.70

1. An incomplete vault may be repeated once (with safety in mind and at the judge's discretion) with a deduction of -1.00 from the final score of the second attempt. No third attempts will be allowed. The minimum score for any attempted vault will be 1.00.

### Table of Specific Errors and Deductions for Vault

Error	Small	Medium	Large				
	First (Pre) Flight Deductions:						
Diving or insufficient rotation to the blocking surface	0.1	0.2	0.3				
Body position too arched or piked	0.1	0.2	0.3				
All other deductions per FIG	0.1	0.2	0.3				
	Second (Pos	t) Flight Deductions:					
Repulsion not within 0* - 15* of vertical	0.1	0.2	0.3				
Lack of distinct lift or rise from blocking surface	0.1	0.2	0.3				
Body position too arched or piked	0.1	0.2	0.3				
		g Deductions: deductions per FIG.					

Bonus			
Stick	0.1		
Rise: Vertical take off with conspicuos rise	0.1		
Stretch: Head back and not dropping the chin to the chest	0.1		

### PARALLEL BARS



Maximum Score	10.00
Specified Bonus	0.60
Base Score	9.40

Skills	Descriptions	Performance Criteria	Specified Bonus
1 Glide Kip	From stand or short run, glide	Body horizontal and	Swing to Handstand
Support Swing	kip to support swing backward	stretched at completion	0.1
		of back swing	
2 Drop Cast	Swing forward, drop and cast	Early drop allowed	Hips above bar height
	to upper arms		on catch of cast
			0.1
3 Back Uprise	Back uprise to	Body horizontal at	45* above horizontal
		completion of back	0.1
		uprise	Back uprise to Hand
			0.2
4 L Support	L support (hold)	2 second hold	
5 Bent arm Press	Bent arm press to handstand	2 second hold	Straight arm Press to
	(hold)	Pike or straddle press	handstand +0.1
		allowed	
6 Swing Forward	Swing forward and swing back-	Swings stretched, hips	Stutz above rails
Swing Backward	ward to handstand	above horizontal	0.1
			Stutz 45* above rails
			0.2
			Stutz replaces back swing
7 Layaway	Layaway, front uprise		
Front Uprise			
8 Swing Backward	Swing backward to horizontal		Swing to handstand
			0.1
9 Swing Forward		Swings stretched, hips	
		above horizontal	
10 Swing Backward	Swing backward to Wendy		Back Salto in any distinct
Wendy Dismount	dismount		body position +0.1
			Front Salto in any distinct
			body position +0.1

### HORIZONTAL BAR





	Skills	Descriptions	Performance Criteria	Specified Bonus
1	Pullover	From hang in under grip, pullover to support		Stem to Giant <b>0.1</b>
2	Cast	Cast to nominal handstand forward to		
3	Under Grip Giant			
4	Under Grip Giant			
5	Hop to Over Grip Swing Forward Kip Cast	On 3rd giant, hop to over grip, swing forward, kip, cast		Hop to handstand <b>+0.1</b> Kip to handstand <b>+0.1</b> Pirouette 45* (3rd giant) <b>0.1</b> Pirouette to Handstand (3rd giant) <b>0.2</b> (Pirouette replaces hop)
6	Over Grip Giant			
7	Over Grip Giant			
8	Swing 1/2 turn	Swing 1/2 turn to horizontal		45* above horizontal 0.1 Nominal handstand (15*) 0.2
9	Swing Forward	Change both hands to over grip and swing forward to		Over grip giant after grip change <b>0.1</b>
10	Flyaway	Flyaway in any position	Center of gravity at bar height	Above bar height <b>0.1</b>