FLOOR EXERCISE: Base Score 9.5 Max. Bonus Allowed: .5 Available Bonus: .7

		EXERCISE. Dase Score 9.5		Available Bollu	
Part	Skill	Description	Performance Criteria	Bonus	Award
1	Round Off Back Handspring		Missing back handspring5		
2	Tucked Back Salto		Landings & Height per FIG	Salto Stretched	0.1
	Bent arm back extension roll to HS				
3	Lower to prone		HS Angle per FIG	Straight Arms	0.1
	1/2 turn to pike sit				
4	Roll back to candlestick		Hips above chest		
4	Roll forward to straddle stand		Show control as athlete stands		
			Straddle roll to stand with straight legs		
			Momentary Hold	Straight Arm Press or Endo HS	0.1
5	Bent arm press to Handstand		No momentary hold2	Hold 2 sec.	0.1
			Press from jump2		
_	Don to French Ooks Treeled		Landings & Height per FIG	Pike Salto	
6	Run to Front Salto Tucked		controled landing	controled landing	0.1
7	Step to handstand w 1/1 pirouette		5 or less hand placements		
	Tucked forward roll		Straight arm forward roll		
8	Step to Lunge - Scale	Scale leg horizontal	Show control as athlete stands		
	One step forward and turn 180*		2 second hold on Scale		
			Scale back leg level w/floor		
9	Run Front Handspring			Front / Front (any Salto position)	0.1
10	Bounder rebound to stand	Bounder rebound to stand No rebound deduct 0.2 and loss of Stick Bonus	Landings & Height per FIG	Replaces #9 & 10 Front tuck Replaces #10	0.1
			•	Stick	0.1

Additional Performa	nce Criteria
All Height & Landings Per FIG	No Additional Matting Allowed

Arm Criteria on ALL Transitions	Lunge Criteria	Scale Criteria	Stick Bonus Criteria
Arms level or above	Back Leg Straight	Legs Straight	A flag/arm raised for all sticks awarded
Good Ryhthm	back foot turned out with heel down	Back Leg horizontal or above	The NCAA Stick bonus rules will apply
Deduct 0.1 per skill	Arms level or above	Arms level or above	

Holds - 2 Second and Momentary

- 1. All holds per FIG
- 2. Momentary holds are defined as holds that show a definite stop or control of the final finish position and are held less than or up to one second. Momentary holds that do not show a definite stop or control of the final finish position, **receive a medium deduction**.
- 3. In the case of awarding bonus, if the gymnast shows control of the final position he will be awarded a bonus. If the gymnast clearly does not show control of the final finish position he will receive a single medium deduction for failing to meet the required hold criteria and therefore not receive a bonus for the skill. If a Specified Bonus skill is executed (50% or greater rule) but incurs a single large deduction or fall, the gymnast receives credit for the numbered skill part even though bonus is not awarded.

Added Holds on Floor

- 1. Where continuous rhythm is required, any added pauses greater than 2 seconds will be treated as rhythm errors and result in a small deduction (-0.1) each time.
- 2. Added holds are to be deducted as rhythm errors and not as added parts.

Steps:

- 1. There is no requirement specifying the number of steps in the run prior to tumbling sequences in floor exercise routines.
- 2. If a run is specified then at least one step must be taken prior to the hurdle otherwise a small deduction of 0.1 will be taken.
- 3. A gymnast may take as many or as few steps as is necessary to execute the routine within the defined limits of the floor exercise mat.

Floor Patterns:

All tumbling passes can be performed on a 40' x 40' Floor Exercise mat or on a tumbling strip up to 60 feet in length.

Pommel Horse Base Score 9.5

Max. Bonus Allowed: .5 Available Bonus: .7

*This routine is written for an athlete that	t ewinge circles in a cleckwise	direction it can be reversed	in its ontiroty
"This routine is written for an athlete that	i swings circles in a clockwise	direction, it can be reversed	in its entirety

Part	Skills	Description	Performance Criteria	Bonus	Award
1	Front Loop	From stand, cross support circle facing forward	As per FIG (see below)	Additional Loop(s)	0.1
2	3/4 Loop	3/4 Loop with 1/4 turn to rear support with left hand on handle, right leg cut back	As per FIG (see below); No minimum height on leg cut		
3	Leg cut back, leg cut forward	Left leg cut back, right leg cut forward	Minimum height on leg cuts = elbow		
4	Straddle travel	Simple straddle travel up to front support	No minimum height on legs during simple travel		
5	False Scissor; Scissor	Cut right leg to false scissor; Cut right leg to Scissor	Minimum height on leg cuts = Foot at elbow	Head height or better for both skills	0.1
6	False Scissor; Scissor	With left leg already in front, continue to false scissor; Cut left leg to scissor	Minimum height on leg cuts = Foot at elbow	Head height or better on both skills	0.1
7	Leg cut, pick up	With right leg already in front, cut left leg to 1/2 circle pick up to front support	As per FIG (see below)	Additional Circle(s)	0.1
8	Travel down to Rear support	1/2 circle to rear support, then 1/2 circle to front support while traveling sideways and moving the right hand to the left handle, 1/2 circle to rear support on left end of the horse	As per FIG (see below); Hand on Leather =3	Additional Circle(s)	0.1
9	1/2 circle with 90 degree turn	1/2 circle over the handles with 90 degree turn to the right, land facing cross support	As per FIG (see below); Additional hand placement on handle during 1/2 circle with 90 degree turn = -0.3	1/2 circle with 90 turn to wende dismount (no angle deduction)	0.1
		•	•	Stick	0.1

Additional Performance Criteria	Stick Bonus Criteria
The routine can be reversed in its entirety	A flag/arm raised for all sticks awarded
The pommel horse can be lowered to any height below FIG	The NCAA Stick bonus rules will apply
A panel mat can be used to mount the pommel horse	
When circles/loops are required or performed for bonus, any	

Amplitude for scissor work

Height is measured from the foot at the top of the swing

additional circles/loops will not incur a Composition error deduction.

Lack of amplitude deductions:

Foot at elbow line = no deduction

Foot between elbow and above horizontal line = -0.1

Foot below horizontal line = -0.2

Circle criteria

All circle criteria is per FIG: Ideally circles must be performed with complete extension. Lack of amplitude in body position is deducted as an individual deduction for each element. Circles with a slightly hollow position are permitted. Hip breaks during individual elements in an exercise should be deducted as separate technical errors on each circle.

Hip breaks during circles = (-0.1 small), or (-0.2 medium)
Lack of body extension in circles. Each element = (-0.1 small)

Wende

NO ANGLE DEDUCTION FOR WENDE

Rin	gs: Base Score 9.5	Max. Bonus Allowed: .5	Available Bonu	ıs: 1.0
Part	Skill	Performance Criteria	Bonus	Award
1	Pull with straight arms and piked body to inverted hang		Pull straight arm and straight body	0.1
2	Lower to inverted pike and Cast		Add one or more straight body inlocates Max. bonus of +0.1	0.1
3	Swing to straight arm back uprise	See Below	Add back uprise hand w momentary hold	0.2
4	L-sit hold	2 second hold		
5	Tuck planche hold	2 Second Hold; (See Below)	A tuck planche performed w/o a deduction will receive bonus	0.1
6	L-sit hold	2 second hold		
7	Press to shoulder stand hold	2 second hold, See Below	Bent Arm Press HS w momentary hold or Straight Arm Press HS w momentary hold Press Handstand held for 2 seconds	0.1 0.2 0.1
8	Roll back to piked inverted hang	Bent Arms allowed on roll down		
9	One or More Dislocates	Straight Arms; Continuous Rhythm	Shoulders above bottom of rings Max. bonus of +0.1	0.1
10	Salto back stretched	Hips At Ring Height		
	Additional Perfo	rmance Criteria	Stick	0.1
	Straight Body Inlocate	Shoulder stand Criteria	Stick Bonus Criteria	•
	Straight body required	Straight body; Rings turned out;	A flag/arm raised for all sticks awarded	d
	for Bonus	Arms free of straps	The NCAA Stick bonus rules will apply	У
Wh	en an Inlocate is required for bonus,	Press Handstand Criteria		
а	II additional Inlocates will not incur	Bent or Straight arms allowed		
	a Composition Error deduction	Momentary Hold required		
	Must Show Continuous Rhythm	for NO deduction		
	Back Up Rise Criteria	Touching straps with feet/legs1		
	Rings turned out,	Balancing with feet/legs3		
	Arms Free of Straps	Attempting the press will satisfy		
	Feet 45* below horizontal	the shoulderstand requirement		
	Straight Arms Required	Pike or Straddle Allowed		
	Back uprise Handstand Criteria	Max Bonus is .3		
	straight or bent arms	Dislocate Criteria		
	Momentary Hold	Straight Arms; Continous Rhythm		
	Tuck Planche Criteria	When a dislocate is required or used		
	Arms Straight, Rings turned out,	for bonus, all additional dislocates will		
	Arms free of straps	not incur a Composition Error		
	Hips level with shoulders,	deduction		
	Legs tucked, 2 second hold			

1. All holds per FIG

Holds - 2 Second and Momentary

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- 3. In the case of awarding bonus, if the gymnast shows control of the final position he will be awarded a bonus. If the gymnast clearly does not show control of the final finish position he will receive a single medium deduction for failing to meet the required hold criteria and therefore not receive a bonus for the skill. If a Specified Bonus skill is executed (50% or greater rule) but incurs a single large deduction or fall, the gymnast receives creditfor the numbered skill part even though bonus is not awarded.

Texas High School - VAULT Compulsory

VAULT - FRONT HANDSPRING

Base Score	9.70
Rise	0.10
Stretch	0.10
Stick	0.10

Max. Score 10.00

Vault: Special Rules

- (1) a. The THSGCA program will not give a zero score for any attempted vault. The minimum score for any attempted vault will be 1.00.
- (2) b. A balked attempt or incomplete vault may be repeated once (with safety in mind and at the judge's discretion) with a deduction of 1.00 from the score of the second attempt. No third attempt is allowed.

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	
piked	_			

Second (Post) Flight Deductions

Lack of distinct lift or rise from blocking surface Body position too arched or piked 0.1 0.2 0.3	Repulsion not within 0* - 15* of vertical	0.1	0.2	0.3
		0.1	0.2	0.3
<u> </u>	Body position too arched or piked	0.1	0.2	0.3

Landing Deductions - All landing deductions $per\ FIG$

Bonus

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

Parallel Bars Base Score: 9.5 Max. Bonus Allowed: .5 Available Bonus: 1.0

	u			Available Bollas		
Part	Skills	Description	Performance Criteria	Bonus	Award	
	Glide Kip to support -	From stand or short run,	Body horizontal and stretched at			
1	swing backward	glide kip to support and	completion of the back swing	Swing Hand	0.1	
		swing backward				
2	Cast to upper arm hang	Cast to upper arm hang	Early or late drop allowed			
	Cast to upper annihilang	Cast to upper arm hang	Hips at bar height on catch			
2	Dook uprice	Dook uprice to	Arms Straight at completion of skill	45* above horizontal	0.1	
3	Back uprise	Back uprise to	Body horizontal at completion of skill	Back uprise to Hand	0.2	
4	Loit	Laitw 2 second hold	2 cocond hold 00* his angle	V-sit (2 seconds)	0.4	
4	L-sit	L-sit w 2 second hold 2 second hold, 90* hip angle	2 second floid, 90" hip angle	All angles/holds per FIG	0.1	
5	Bent arm press to handstand	Piked or straddled bent-arm	2 second hold	Straight Arm Press - hold 2 sec	0.1	
5	bent ann press to nanustand	press to Handstand (hold)	ress to Handstand (hold)	Straight Ami Fress - Hold 2 sec	0.1	
	Swing Forward,	Swing forward and	Fwd-Hips horizontal, body stretched	Stutz (immediate layaway)	0.1	
6	Swing Backward to handstand	swing backward to handstand	Bkwd - Handstand per FIG	Hop to handstand	0.1	
			No momentary hold needed	(no hold required)	0.1	
7	Layaway front uprise and		Hips above bar at completion			
8	Swing bkwd to horizontal and		Hips horizontal, body stretched	Swing Hand	0.1	
0	Swing forward then		Hips horizontal, body stretched	Swilly Hallu	0.1	
9	Swing backward and		Good rhythm (no pause)			
9	Wende Dismount		Dismount Bonus			
	Back Salto Bonus - Performed after #8 (swing forward and ba		er #8 (swing forward and back salto)	0.1		
			Front Salto Bonus - Performed after	#9 (swing backward and front salto)	0.1	
			Any distinct body position all	owed (tuck,pike,stretch)		
	Stick on Dismount 0					

Additional Performance Criteria

All angles and holds per FIG unless specifically amended

L-sit, V-sit hold criteria	Salto Dismount criteria	
All angles and holds per FIG	Any position allowed	
Stutz criteria	All Height & Landings Per FIG	ļ
Straight arm catch	All Swing Hand Criteria]
Body above bars	No momentary hold required	
Front uprise criteria	No deduction for holding	
Hips above bar at completion	Arms Straight	
Support Swing criteria	Press criteria	i
unless specifically amended use:	Bent arms allowed	
Front Swing: Hips Horizontal, body stretched	2 second hold required	
Back Swing: Hips Horizontal, body stretched	Pike or straddled allowed	
Arms Straight	Cast to Hang criteria	ĺ
Hop to Handstand criteria	Hips at bar height on catch	
No hold required	Early or late drop allowed	
Hands must show clearance		
Angle per FIG		
No deduction for holding		
Arms Straight		

Holds - 2 Second and Momentary

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Horizontal Bar	Base Score: 9.5	Max. Bonus Allowed: .5	Available Bonus: .9
HOLIZOLIJAI DAL	pase score. 3.5	wax. bonus Anowed: .5	Available bollus9

Part	Skills	Description	Performance Criteria	Bonus	Award
	Up to 5 swings are allowed	ed prior to the Kip/Stem			
	Kip to support	From a swing, still, or 1/2 turn any	Bent arms allowed,	Mix grip kip	0.1
1	change to undergrip	kip to support, pause and change to undergrip	pause allowed	Mix grip kip immediate cast (replaces part 1 & 2)	0.2
2	Cast to	Undergrip cast	No angle deduction	Under/Mix grip Stem (replaces part 1 & 2)	0.1
3	One or more undergrip giants		Additional giants allowed		
4	Pirouette		No angle deduction for pirouette	45* or above	0.1
+	riiouette		No angle deduction for phodette	Handstand	0.2
5	One or more overgrip giants		Additional giants allowed		
6	Swing 1/2 turn or	Swing forward and change both hands to	No angle deduction	45* or above	0.1
0	hop 1/2 turn	overgrip	No angle deduction	Handstand	0.2
7	Swing forward to			Add one or more giants	0.1
8	Salto backward dismount		Any distinct body position allowed (tuck,pike,stretch) Hips at bar height	Above Bar Height	0.1
	•		•	stick landing	0.1

Additional Performance Criteria

Kip criteria	Giant criteria	
Bent arms allowed	Arms straight	
Mixed grip allowed	Body straight in handstand	
1/2 turn allowed prior to kip	When giants are required or performed for	Γ
Cast criteria	bonus, any additional giants will not incur a	
Pause allowed	Composition error deduction.	
No angle deduction	Swing 1/2 or Hop 1/2 criteria	
Pirouette criteria	No angle deduction	
No angle deduction	Arms and body straight	
Arms and body straight	Aligned axis in turn	
Aligned axis in turn	Additional hand movement allowed prior to 1/2 turn	
Stem criteria	Salto backward Dismount Criteria	
No angle deduction	Any distinct body position allowed	1
Straight arms at completion	(tuck,pike,stretch)	
Mix grip or Undergrip allowed	Hips at bar height	