EAST MIDLANDS OUT OF AGE LEVEL 4 2020

Difficulty Value	Execution penalties as per FIG code of points cycle 14 (2017 -2020) will be applied			
Accepted uncoded =	BARRED elements are not allowed and will have no Difficulty Value if they are performed.			
0.10	BARS/BEAM/FLOOR 8 Highest elements including dismount. BEAM/FLOOR 3 acro (min) + 3 dance (min)			
Other moves as per	ALTHOUGH DISMOUNTS ARE NOT A CR - A DISMOUNT IS STILL NEEDED TO AVOID FIG PENALTIES FOR FAILURE TO ATTEMPT DISMOUNT			
FIG code of points	FLOOR maximum 4 Acro lines			
cycle 14 (2017 -2020)	Same element can only count once EXCEPT on Bars where an element may repeated ONCE for Difficulty Value			
SHORT	FIG rules apply for beam and floor			
EXERCISE	On bars an exercise with less than 5 elements will be deducted 1.0 for each missing element			
APPARATUS	VAULT	BARS	BEAM	FLOOR
ATTAIATOS	Height – 1.10 or above	FIG Bars regulations	FIG beam regulations	FIG Floor regulations
		HB 2.50 – LB 1.70	1.25 from floor	
Deduct 0.5 for each missing CR	Min Difficulty Value of 2.0 Best score of 2 performed vaults	The gymnast will receive 0.5 bonus CR as long as she performs a routine with Coded elements on both bars Upstart LB - HB An A or uncoded dismount	 Connection of minimum 2 different dance elements (1X leap/jump/hop with 180 cross split) Turn from group 3 1X acro series with min 2 elements 1 with flight (salto not required) Acro elements in different direction (fwd/swd & bkd) ALLOWED UNCODED ELEMENTS MAY FULFIL CR AND BONUS 	 Dance passage of 2X different leaps or hops(min) one with 180 split. 2X Acro lines 1 with 2 different saltos 2X saltos in different directions (fwd & bkd) Dismount A or B salto
Uncoded permitted elements – Value 0.1 each	Tsuk prep to stand and fall back 2.60 Yurchenko prep to stand and fall back. 2.60 DEDUCTIONS AS PER COMP 3 VAULT HEIGHT OPTION AS PER IN AGE 3 & 4 SET UPS	Cast above 45 – see EM angle of completion guidelines for assessing this **giant from LB – HB* Squat on to LB to catch HB Straddle or stoop undershoot Backaway not from handstand	Forward roll Tuck jump Stretch Jump	Cartwheel Backward walkover Forward walkover Valdez Backward roll to handstand Handstand forward roll Tuck jump
Barred Elements	Any vault with higher DV than 3.5	Dismount with Higher DV than A value Upward circle mount (if performed 0.5 PENALTY)	Any salto apart from dismount	All saltos above B in difficulty value
EMGA Bonus		0.5 Back giant without a fall (given once only)0.5 Routine with all CR given and no stops (if back hip circle included in routine no bonus will be given)	0.2 mixed series A+B (any order) 0.3 series bonus of 3 elements (MAX 1 UNCODED) 0.5 Routine with all CR's given and no falls	0.5 1/1 twist back salto 0.5 Routine with all CR's given and no falls
Variation from FIG apparatus deductions	No deduction for false run will be taken.	Jump from LB - HB		
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