### East Midlands National Preperation Grade 5 (no national final)

## **General**

PASS MARK 50.00

#### MIN 9 YEAR OLDS

THIS EAST MIDLANDS GRADE IS DESIGNED FOR GYMNASTS WHO MAY HAVE COMPETED AT COMPULSARY 5 BUT ARE NOT CAPABLE OF COMP 4, BUT ARE TOO GOOD FOR CLUB GRADE 6 & 5, TO BRIDGE THE GAP ACROSS TO THE NATIONAL GRADES PATHWAY

Omission of an element = VM +2.00

Specific deductions are listed on each apparatus.

All other deductions taken from Table of General Faults in COP 2022 - 2024

## **VAULT**

D Score 4.0

APPARATUS - VAULT TABLE AT 110CM WITH SAFETY MATS TO SAME HEIGHT WITH ROLLER MAT OVER

HANDSPRING FLAT BACK

Deductions as per BG Regional Grade 4 Vault.

### BARS - D Score 4.0

#### APPARATUS – METAL POLISHED BAR GYMNAST WEARING GLOVES AND LOOPS

Element	VM	Faults	Deductions
From hang, trolley	0.5		Additional swing
swing long upstart			before upstart 0.5
			empty swing
Cast to 45°	0.5	Body alignment in cast	0.1/0.3
straight or straddled legs		Height in cast >45°	No deduction
allowed		Height in cast:	
and push away into a		between 45° and 90°	0.1/0.3
forward swing		Cast below horizontal	VM +0.3
1 <sup>st</sup> Swing bkd & fwd	0.5	Lack of dish - back and fwd swing	0.1/ 0.3
		Insufficient 'open' position under bar	0.1
		Performance of Back Giant	1.0
2 <sup>nd</sup> Swing bkd & fwd	0.5	As 1 <sup>st</sup> Swing	
3 <sup>rd</sup> Swing bkd & fwd	0.5	As 1 <sup>st</sup> Swing	
and continue over the			
bar into			
Back Giant	0.5	As 1 <sup>st</sup> Swing	
		Failure to complete giant (over bar)	VM + 1.00 (fall)

COACH TO STOP GYMNAST AFTER GIANT

### BEAM – D Score 4.0

#### APPARATUS – FIG REGULATION HEIGHT BEAM NO ADDITIONAL SAFETY MATS

#### **CAN BE PERFORMED IN ANY ORDER**

#### FIG ARTISTRY DEDUCTIONS APPLY

Element	VM	Faults	Deductions
Jump to clear straddle hold	0.5	Brushing beam with feet	0.3
(2 seconds)		Not held for 2 secs	0.3
Dance series:			
Split Jump	0.5	Deductions as per FIG- dance elements	0.1/0.3/0.5
		Series Break	0.3
Tuck Jump	0.5		
Sissone	0.5	Deductions as per FIG – dance elements	0.1/0.3/0.5
Split Handstand (2 Sec)	0.5		
Optional finish		Not held for 2 secs	0.3
Cartwheel	0.5		
½ spin	0.5		
½ turn on toes, stretch jump	0.5	Series break	0.3
Fwd salto dismount	0.5	Take off 1 foot	VM

### FLOOR – D Score 4.0

#### **CAN BE PERFORMED IN ANY ORDER**

#### **MUSIC OPTIONAL MAX 1MIN 30SECS**

#### FIG ARTISTRY DEDUCTIONS APPLY

Element	VM	Faults	Deductions
Back roll to front support	0.5	Failure to finish in front support	VM
(straight arms)		Bent arms	0.1/0.3
Hurdle step from 2 feet:			
Round-off 2 flics	0.5	Running steps into tumble	0.3
	0.5	Stop in acro line (tumble not continuous)	1.0
	0.5		
Handspring to one, immediate	0.5	Series Break	0.3
Handstand rebound,	0.5	Lack of rebound before roll	VM
forward roll out – roll out		Bent legs on roll out	0.1 / 0.3 / 0.5
should be with straight legs and			
hand support throughout			
allowed			
Full spin	0.5	As per FIG – dance elements	0.1/0.3/0.5
Stretch jump with ½ turn	0.5	As per FIG – dance elements	0.1/0.3/0.5
Split leap chasse split leap	0.5	As per FIG - dance elements	0.1/0.3/0.5
	0.5	Series Break	0.3

# **RANGE and CONDITIONING – D Score 4.0**

### Missing any hold (2 seconds) – 0.3 each

Element	VM	Faults	Deductions
Kick to Handstand HOLD	0.5	Hand movements during handstand	0.1 ea (max 0.5)
Lower to pike fold HOLD	0.5	Insufficient pike	0.1/ 0.3
Forward roll to straddle lever (feet above hips)	0.5	Feet below hips	0.1
Lower to sit, stretch up and	0.5	Resting legs on arms Chest not close to floor	0.3 0.1/ 0.3
lower chest to floor (JAPANA) HOLD			
Swim legs through to lie flat, push up to front support HOLD	0.5	Lack of dish shape in hold	0.1/0.3
Swing 1 leg to splits (optional leg) HOLD	0.5	Touching floor with hands in splits Lack of split	0.3 0.1/0.3/0.5
Turn to other leg splits (hand placement allowed in transition)  HOLD	0.5	Touching floor with hands in splits Lack of split	0.3 0.1/0.3/0.5
Bring leg round, stretch up to pike fold flat HOLD	0.5	Insufficient pike	0.1/ 0.3
Return to lie flat, push to bridge HOLD	0.5	Insufficient shoulder extension	0.1/ 0.3
Lift one leg, kick through split handstand to stand	0.5	Failure to kick over to stand	1.00 (fall)