



Equipment List				
Levels	Vault	Bars	Beam	Floor
Level 10	Vault Noted On Criteria	FIG Bar Height + Up to 10cm matting	FIG height	12m x 12m sprung Floor
Level 9				
Level 8				
Level 7				
Level 6				
Level 5				
Level 4				
Level 3				
Level 2				
Level 1				



FLOOR	Level 10	Level 9	Level 8	Level 7	Level 6	Level 5	Level 4	Level 3	Level 2	Level 1
A moves = 0.10 B moves = 0.20 C moves = 0.30 D moves = 0.40 E moves = 0.50 F moves = 0.60	All routines must consist of a minimum of 6 moves and no more than 9.									
	A & B Moves	A & B Moves	A,B & C Moves	A,B & C Moves	A,B & C Moves	A,B,C & D Moves	A,B,C & D Moves	A,B,C & D & E Moves	A,B,C & D, E & F Moves	A,B,C,D,E & F Moves
	Max 2 B Moves		Max 2 C Moves	Max 4 C Moves		Max 2 D Moves		Max 4 E Moves	Max 2 F moves	
CR's (0.5 + element value)	Any A Turn, Jump, Leap or Spin	Any B Turn, Jump, Leap or Spin	Any B Strength + Flexibility + Balances Elements	Any B/C Strength + Flexibility + Balances Elements	1/1 Spin leg horizontal	Any flighted element	Any skill connected to a flighted forwards or backwards element	Any twisting somersault Element	Any 1/1+ twisting Element	Any E/F Strength + Flexibility + Balances Elements
	Any A or B Held element	Any B Held element	Handstand Forwards Roll With Bent Arms	Handstand Forwards Roll With Straight Arms	Any Handspring or C Front somersault	Handspring to 1 or 2, run into tuck front (same tumble line)	Handspring to 1, Handspring to 2 feet connected	Handspring, connected to a flighted forwards element	Any tumble with 2 or more elements including a Straight Forwards Somersault	Change Leg Split Leap 1/1 turn (180 degree)
	Any A Backwards Element	Any B Backwards Element	Backwards Walkover	Any Flic To one or two feet	Round off connected to Flic to one or two	Any tumble pass consisting of 3 skills	Any straight somersault	Any 2/1 spin	Change Leg Split Leap 0.5/1 turn (180 degree)	Any E/F Forwards Element
	Any A Sideways Or Forwards Element	Round off	1/1 Spin	Any C Turn, Leap, Jump or Spin	Any C, Leap or Jump containing 180 degree split	Any C, Leap or Jump containing 180 degree split	Any D Turn, Leap, Jump or Spin	Any D/E Strength + Flexibility + Balances Elements	Any E/F Turn, Leap, Jump or Spin	Any E/F Backwards Element
Notes	Skills connected receive no extra score to D score.									
	Backwards roll with straight arms must have locked elbows to count as the skill stated.									
	Round off is a flighted element									
	"Any tumbling pass consisting of 3 skills" must include a round off, handspring.									



FLOOR					
A (0.1)	B (0.2)	C (0.3)	D (0.4)	E (0.5)	F (0.6)
Strength + Flexibility + Balances Elements					
Dish to arch (both shapes held) (opposite movement is an option)	Straight head stand (held)	Handstand 1/2 pirouette (2 hand movements)	Pike or straddle lever press to handstand (held)	Russian press to handstand (held)	Lift to handstand hold (held) lower to split handstand (held), switch legs to split leg handstand (held)
Back support turn to front support (both shapes held) (opposite movement is an option)	Handstand	Straddle or Pike stand press to handstand (held)	Straddled endo roll to handstand (held) from forwards roll or handstand	Straddled endo roll to handstand (held) from forwards roll or handstand into half pirouette (2 hand movements)	Kick to handstand (held) lower to split handstand (held), switch legs to split leg handstand (held), lower to single leg bridge (held), kick out to stand.
Press up	Arabesque (held)	Handstand (held)	Russian lever (held)	Kick to handstand hold (held) lower to split handstand (held), switch legs to split leg handstand (held)	
Tucked headstand (held)	Japana (held) Swim Through		Handstand 1/1 pirouette (4 hand movements)		
Shoulder stand with arm supported (held)	Pike lever (held)		Straddle or pike press to handstand (held) into 1/2 pirouette (2 hand movements)		
Bridge (held)	Straddle lever (held)		Kick to handstand hold (held) lower to split handstand (held)		
Any splits (held)	Y-Balance (held)		Tic-toc		
Japana (held)					
Pike fold (held)					
Single Leg Squat					
Forwards/Sideways Elements					
Forwards toll to stand	Forwards roll to straddle stand	Handstand forwards roll with straight arms (held)	Front somersault in straight position	Front somersault 0.5/1 shape optional	Front somersault 2/1 shape optional
Side to side cartwheel	Handstand forwards roll	Front somersault tucked or piked (walk out optional)	Free Forwards Walkover	Front somersault 1/1 shape optional	Front somersault 1.5/1 shape optional
Cartwheel with 1/4 turn in or out	One handed cartwheel (hand optional)	Free Cartwheel			Front somersault 2.5/1 shape optional
	Round off	Forwards Walkover			
		Handspring to 1 feet			
		Handspring to 2 feet			
Backwards Elements					
Backwards roll to squat	Any A backwards roll with straight arm	Back somersault tucked or piked	Back somersault in straight position	Backwards somersault 1/1 shape optional	Double back somersault (shape optional)
Backwards roll to pike stand	Backwards roll to handstand with bent arms	Backwards roll to handstand with straight arms	Back somersault 0.5/1 shape optional	Backwards roll to handstand 1/1 turn	Back somersault 2/1 shape optional
Backwards roll to straddle stand	Bridge (held) Kickover (1 foot)	Flic to 2 feet	Backwards roll to handstand 0.5/1 turn		Back somersault 1.5/1 shape optional
Backwards roll to front support	Backwards Walkover	Flic to 1 foot	Whip (mid tumble use only)		
		Valdez			
Turn, Leaps, Jumps & Spins					
0.5/1 Spin	0.5/1 Spin immediate 0.5 Turn on toes	1/1 Spin leg horizontal	2/1 Spin	1/1 Turn Split Jump (180 degree)	Change Leg Split Leap 1/1turn (180 degree)
0.5/1 Turn on toes	1/1 Spin	1/1 Spin, immediate back spin (opposite leg, same direction)	0.5/1 Turn Split Jump (180 degree)	1/1 Turn Wolf Jump	
Straight jump	0.5/1 Squat Spin	1/1 Squat Spin	0.5/1 Turn Wolf Jump	1/1 Turn Straddle Jump	
Tuck jump	Wolf Jump	Split jump (180 degree)	0.5/1 Turn Straddle Jump	Change Leg Split Leap 0.5/1 turn (180 degree)	
Star jump	0.5/1 turn jump	1/1 turn jump	1/1 Turn Tuck		
Cat Leap	Split Leap (120 degree)	0.5/1 Turn Tuck	Change Leg Split Leap (180 degree)		
Scissor Kick	Split jump (120 degree)	Sissone Jump (180 degree)	Ring Leap (180 degree)		
		Split Leap (180 degree)	Side Leap (180 degree)		



Judging Points - Floor					
D Score					
D Scoring	Difficulty score is 0 + the value of each listed skill performed + CR's				
	If a skill is not competed that is stated on the intention sheet or the judge believes the skill is not the performed as it should be the skill value is not rewarded.				
E Scoring		0.1	0.3	0.5	1.0
General Deductions	Prompting by coaches.		0.3		
	Further prompting by coaches.	0.1			
	Missing elements.				1.0 per element
Skill focused	Bent arms or bent knees.	0.1	0.3	0.5	
	Leg or knee separation.	0.1	0.3	0.5	
	Feet not pointed.	0.1			
	Insufficient height.	0.1	0.3		
	Insufficient tuck, pike or straight.	0.1	0.3		
	Brush against apparatus where not stated.		0.3	0.5	
	Instability/adjustment in skill.	0.1	0.3		
	Held elements not held for stated time.			0.5	
	Held elements with no pause.	The gymnast does not receive the D score stated in the skill value + deductions of execution			
	2nd attempt at a held element.			0.5	
	Lack of rotation in turns.	0.1	0.3		
Landings	Steps on landing (deduction per step - up to 0.8 per landing).	0.1	0.3	0.5	
	Landing stability.	0.1	0.3		
	Arm circle on landing to regain balance.	0.1			
	Stepping one foot out of marked floor area (all levels).	0.1			
	Stepping both feet out of marked floor area (all levels).		0.3		
	Falls.				1.0



BEAM	Level 10	Level 9	Level 8	Level 7	Level 6	Level 5	Level 4	Level 3	Level 2	Level 1
A moves = 0.10 B moves = 0.20 C moves = 0.30 D moves = 0.40 E moves = 0.50 F moves = 0.60	All routines must consist of a minimum of 6 moves and no more than 9.									
	A & B Moves	A & B Moves	A,B & C Moves	A,B & C Moves	A,B & C Moves	A,B,C & D Moves	A,B,C & D Moves	A,B,C & D & E Moves	A,B,C & D, E & F Moves	A,B,C,D,E & F Moves
	Max 2 B Moves		Max 2 C Moves	Max 4 C Moves		Max 2 D Moves		Max 4 E Moves	Max 2 F moves	
CR's (0.5 + element value)	Bird Balance	Arabesque	Any B Strength + Flexibility + Balances Elements	Straddle Lever	Straddle Lever	Jump to Straddle lever, press to stand with straight legs	Jump to Straddle lever, press to stand with straight legs	Straddle lever lift to handstand	Straddle lever lift to handstand	Round off Flic Mount, or Tuck front mount
	1/2 Releve Turn	1/2 Spin	1/2 Spin linked to 1/2 releve turn	Full Spin	Full Spin	Full Spin linked to 1/2 Releve Turn	Full Spin linked to 1/2 Releve Turn	Full spin with leg straight and raised (above horizontal)	Full spin in squat position	1.5 spin in squat position
	Straight jump	Catleap	Catleap linked to a jump	Split Jump Or Split Leap (minimum 150 degree)	Split Jump Or Split Leap (minimum 180 degree)	Split Jump Or Split Leap (minimum 180 degree) linked with A Minimum B Jump	Change leg split leap (150 degree)	Change leg split leap (180 degree)	Change leg split leap (180 degree)	Mixed series to include change leg split leap (180 degree)
	Kick Towards Handstand	Kick Towards Handstand	Any B Acro Element	Mixed Series to include a B Acro Element	C Acro Element	Mixed Series to include C Acro Element + B Jump Or Leap	Mixed Series to include C Acro Element + C Jump Or Leap	Flic to 1 or 2	Mixed series including either a flic to 1 or 2	Acro series including a flic
Notes	Coaches must be present during somersault dismounts									
	Springboards may be used on mounting the apparatus but must be removed by a coach immediately after mount.									
	Dismount matting can have optional matting up to 10cm									



BEAM					
A (0.1)	B (0.2)	C (0.3)	D (0.4)	E (0.5)	F (0.6)
Strength + Flexibility + Balances Elements					
Single leg balance hold (bent leg spin position)	Tuck lever hold	Pike lever hold	Straddle lever hold lift to stand	Elephant lift to handstand	
Squat on position hold	Japana hold	Straddle lever hold	Russian lever	Pike lift to handstand	
Sitting pike position hold	Single leg balance (any position)	Splits hold (any direction)	Bridge hold		
	Single leg balance hold (straight leg horizontal infront)	Pistol squat			
	Arabesque hold	Single leg balance hold (straight leg horizontal sideways)	Single leg balance hold (straight leg horizontal sideways) 3x calf raises		
	Y balance hold	Single leg balance hold (straight leg horizontal in front)	Pistol squat in calf raise		
Acro Elements					
Needle kick	Split handstand	Cartwheel	Forwards Walkover	Flic to one	Tuck back
Kick towards handstand	Handstand	Handstand forwards roll	Valdez	Flic to two	Free cartwheel
	Forwards roll	Backwards roll		Roundoff	Free walkover
	Backwards roll (over one shoulder)	Backwards Walkover			Layout
Travelling, Leaps Jumps + Spins					
Walking forwards (3 steps on toes)	Star jump	Split jump (180 degree)	Sheep jump	Change leg (180 degree)	Change leg side leap
Walking sideways (3 steps on toes)	1/2 turn jump	Sissone	1/1 turn jump	Side leap	Change leg half leap
Walking backwards (3 steps on toes)	1/2 spin	Straddle jump	1/2 turn split jump	Ring leap	2/1 spin
Straight jump	Catleap	1/2 turn tuck jump	1/1 spin with leg straight and raised (above horizontal)	Sheep jump	
Tuck jump	Split Jump (above 150 degree)	1/1 spin	Change leg (150 degree)	1/1 spin squat position	
1/2Releve turn	Split Leap (above 150 degree)	Split leap (180 degree)			
		Wolf jump			
Mounts					
Jump to front support lift leg over	Squat on	Jump to straddle lever	1/2 turn jump on	Jump to splits	Flic mount
	Straddle on slide to japana	3/4 turn to single leg lever	Elephant lift to handstand	Straddle lever to handstand	Roundoff flic
	Swing leg over (1/2 turn) to sitting	Lift to handstand on forearms	Pike lift to handstand	Split leap onto end of beam	Tuck front
			Cartwheel to hips	Cartwheel to forearms	
			Forwards roll on end	Forwards walkover on end	
			Jump to Straddle lever, press to stand with straight legs		
Dismounts					
Straight jump forwards (standing or from a run)	Roundoff	Tuck front (standing or from a run)	Tuck back	Straight front (standing or from a run)	Straight front 1/1 (standing or from a run)
Straight jump backwards	Handspring	Pike front (standing or from a run)	Pike back	Straight back	Straight back 1/2
Tuck jump forwards (standing or from a run)	Straddle jump forwards (standing or from a run)			Arabian	Straight back 1/1
Star jump forwards (standing or from a run)	1/2 turn jump			Straight front 1/2 (standing or from a run)	Double back
	Run to two footed jump off				



Judging Points - Beam					
D Score					
D Scoring	Difficulty score is 0 + the value of each listed skill performed + CR's				
	If a skill is not competed that is stated on the intention sheet or the judge believes the skill is not the performed as it should be the skill value is not rewarded.				
E Scoring		0.1	0.3	0.5	1.0
General Deductions	Prompting by coaches.		0.3		
	Further prompting by coaches.	0.1			
	Missing elements.	Value of skill taken from D Score			
Skill focused	Bent arms or bent knees.	0.1	0.3	0.5	
	Leg or knee separation.	0.1	0.3	0.5	
	Feet not pointed.	0.1			
	Insufficient height.	0.1	0.3		
	Insufficient tuck, pike or straight.	0.1	0.3		
	Brush against apparatus where not stated.		0.3	0.5	
	Instability/adjustment in skill.	0.1	0.3		
	Held elements not held for stated time.			0.5	
	Held elements with no pause.	The gymnast does not receive the D score stated in the skill value + deductions of execution			
	2nd attempt at a held element.			0.5	
	Lack of rotation in turns.	0.1	0.3		
	Lack of split in leaps/jumps where stated.	0.1	0.3		
	Brushing/Touching the side of beam with foot (all levels).		0.3	0.5	
	Brushing/Touching bottom of beam with foot/hands (all levels).		0.3	0.5	
Landings	Steps on landing (deduction per step - up to 0.8 per landing).	0.1	0.3	0.5	
	Landing stability.	0.1	0.3		
	Arm circle on landing to regain balance.	0.1			
	Falls.				1.0



VAULT	Level 10	Level 9	Level 8	Level 7	Level 6	Level 5	Level 4	Level 3	Level 2	Level 1
Squat on straight jump off on 60cm (block)	1.00									
Squat on kick to handstand flat back 60cm (block & mat stack)	1.50	1.50								
Straight jump on kick to handstand flat back 60cm (block & mat stack)	1.50	1.50								
Handstand flat back on 60cm, 90cm or 120cm (mat stack)		2.00	2.00							
Tsukahara straight prep to feet on 60cm, 90cm (mat stack)			2.50							
Yurchenko straight prep to feet on 60cm, 90cm (mat stack)			3.00							
Handspring to feet on 60cm, 90cm (mat stack)			3.00							
Handspring flat back to level mats on 100cm, 110cm table				3.00						
Tsukahara to feet to level mats on 100cm, 110cm table				3.50	3.50					
Yurchenko to feet to level mats on 100cm, 110cm table				3.50	3.50					
Handspring to feet to level mats on 100cm, 110cm table				3.50	3.50					
Tuck/Pike front onto 60cm (+10cm) mats into front lay - feet to land after tuck front					3.50					
Roundoff to feet, immediate tuck/pike somersault to feet to jump back to 60cm (+10cm) mats into back lay					3.50	3.50				
Straight front onto 60cm (+10cm) mats into front lay - feet to land after straight front					4.00	4.00				
Roundoff to feet, immediate straight back somersault to feet to jump back to 60cm (+10cm) mats into back lay					4.00	4.00				
Handspring over 120cm or 125cm table						4.50				
1/2 on 1/2 off over 120cm or 125cm table						5.00	5.00			
Tsukahara prep to back over 120cm or 125cm table						5.00	5.00	5.00		
Yurchenko prep to back over 120cm or 125cm table						5.00	5.00	5.00		
Tsukahara or Yurchenko tucked over 125cm table								5.50	5.50	
Tsukahara or Yurchenko piked over 125cm table								5.50	5.50	
Handspring tucked front somersault over 125cm table								5.50	5.50	
Handspring piked front somersault over 125cm table									6.00	6.00
Tsukahara or Yurchenko Straight over 125cm table									6.00	6.00
Kazamatsu tucked over 125cm table										6.50
Tsukahara or Yurchenko full twist in tucked shape 125cm table										6.50
Notes	Vault height may be increased but cannot be lowered from the stated amount.									
	Flat back landing shape is to the coaches discretion but will be deducted for lack of tension.									
	Tsukahara scoop to back landing shape must be dished and land shoulders first.									
	Squat on jump off table can incur 1 step to the end of the vault to jump off with no deduction.									
	Vaults that are over the table to competition landing can have 10cm matting									
Scoring	For gymnasts that cannot complete the vaults in their respected levels they can complete skills valued lower however, they will receive a 1.0 reduction from the D score.									



Judging Points - Vault					
D Score					
D Scoring	Difficulty score is 0 + the value of each listed skill performed + CR's				
	If a skill is not competed that is stated on the intention sheet or the judge believes the skill is not the performed as it should be the skill value is not rewarded.				
E Scoring		0.1	0.3	0.5	1.0
General Deductions	Prompting by coaches.		0.3		
	Further prompting by coaches.	0.1			
	Missing elements.	Value of skill taken from D Score			
	Physical support from the coach				1.0
Skill focused	Bent arms or bent knees.	0.1	0.3	0.5	
	Leg or knee separation.	0.1	0.3	0.5	
	Feet not pointed.	0.1			
	Insufficient flight (deduct for both 1st & 2nd flight)	0.1	0.3	0.5	
	Insufficient tuck, pike or straight.	0.1	0.3		
	Brush against apparatus where not stated.		0.3	0.5	
	2nd attempt at an element.			0.5	
	Lack of rotation in turns.	0.1	0.3		
	Double bounce on springboard.			0.5	
Landings	Steps on landing (deduction per step - up to 0.8 per landing).	0.1	0.3	0.5	
	Landing stability.	0.1	0.3		
	Arm circle on landing to regain balance.	0.1			
	Stepping one foot out of marked landing area (all levels).	0.1			
	Stepping both feet out of marked landings area (all levels).		0.3		
	Falls.				1.0
	Deviation from centre line on landing	0.1	0.3		



UNEVAN BARS	Level 10 (single wooden bar)	Level 9 (wooden bar)	Level 8 (wooden bar)	Level 7 (wooden bar)	Level 6 (wooden bar)	Level 5 (wooden bar)	Level 4 (wooden bar)	Level 3 (wooden bar)	Level 2 (wooden bar)	Level 1 (wooden bar)
A moves = 0.10 B moves = 0.20 C moves = 0.30 D moves = 0.40 E moves = 0.50 F moves = 0.60	All routines must consist of a minimum of 4 moves and no more than 9.		All routines must consist of a minimum of 6 moves and no more than 9.							
	A & B Moves Max 2 B Moves	A & B Moves	A,B & C Moves Max 2 C Moves	A,B & C Moves Max 4 C Moves	A,B & C Moves	A,B,C & D Moves Max 4 D Moves	A,B,C & D Moves	A,B,C & D & E Moves Max 4 E Moves	A,B,C & D, E & F Moves Max 2 F moves	A,B,C,D,E & F Moves
CR's (0.5 + element value)	Any A mount	Pull Up (held) or Chin Up (held)	Float return to board into circle up from 2 feet on low bar	Any C or D Mount	Upstart on low bar	Upstart connected into cast above horizontal	Upstart on low bar connected to cast above horizontal	Upstart on low bar connected to cast above 45 degree	Upstart on low bar connected to cast to handstand	Upstart on low bar connected to cast to handstand
	Any A Close Bar Skill	Any Leg Lift	Cast to horizontal or higher	Cast to horizontal or higher	Cast to Horizontal or higher	Cast to 45 degree or higher	Upstart on high bar	Cast to handstand on either bar	Cast to handstand connected to any C or D Swinging elements	Any E or F Close Bar Element
	Any A or B Dismount (1.0 mark CR)	Any Circle Up (not including from one foot)	Squat on to jump to catch to top bar	Squat on to jump to catch to top bar	Any B or C close bar element	Clear hip above horizontal	Any Sole Circle	Clear hip above 45 degree	Top turn or Blind Turn	Backward giant with 1/1 turn
		Any B Dismount	Any B or C Dismount	Any B or C Dismount	Any C Dismount	Any C or D Dismount	Any C dismount	Any C,D or E somersault dismount	Any D or higher dismount	Any E or F Dismount
Notes	Up to 2 fish swings can be used and credited in level 10									
	Up to 2 swings can be used and credited in levels 10,9,8 & 7									
	Up to 2 forwards and 2 backwards giants can be used and credited in all levels available 5,4,3,2 & 1									
	Matting height Optional up to 10cm									
	Gymnasts can perform empty swings in level 10,9,8,7 & 6 without any additional deduction.									



UNEVEN BARS					
A (0.1)	B (0.2)	C (0.3)	D (0.4)	E (0.5)	F (0.6)
Strength & Hanging Elements					
Pull up (over grasp)	Pull up (held) (over grasp)				
Chin up (under grasp)	Chin up (held) (under grasp)				
Tuck (held)	180 turn to under grasp				
Pike (held)	180 turn to over grasp				
Straddle (held)	Leg lift return to hang				
Leg lift to 45 degree return to hang					
Close Bar Elements					
Cast	Circle up on top bar from still hang	Upstart	Cast to 45 degrees	Cast to handstand	Stalder to handstand
Circle down to pull up hold (held)	Back hip circle	Backwards Sole Circle	Clear hip to above 45 degree	Clear hip circle to handstand	Endo to handstand
Circle up on bottom bar from one foot	Squat on to jump to catch to top bar	Forwards Sole Circle		Toe on to handstand	
Circle up on bottom bar from two foot	Cast to horizontal	Baby Giant			
	Undershoot	Forwards circle			
		Clear hip to above horizontal			
Swinging Elements					
Swings backwards and forwards below horizontal	Swing backwards and forwards to horizontal	Swing turn above 45	Backwards giants	Top Turn	Backwards giant with full turn
Fish swings (Dish to Arch = 1 swing)	Circle up on top bar from swing (after transition from low bar) - only credited if immediate		Forwards giants	Blind turn	
Dismounts					
Drop to land off high bar (matting up to 10cm) - from swing or static	Straddle shoot	Pike shoot	Straight back somersault	Straight back somersault 1/1	Double back somersault (optional shape)
Cast to land off low bar	Undershoot from support to land	Straddle shoot half turn	Front tuck from shoot (straddle or pike shoot)	Front tuck dismount from swing	Straight back somersault 1/2
	Squat on to low bar and jump off	Tuck back somersault			
Mounts					
Jump to front support with straight arms (block in needed) on low bar	Circle up from 2 feet on low bar	Float return to board into circle up from 2 feet on low bar	Upstart on low bar		
Jump from block to catch the top bar into immediate still hang					



Judging Points - Uneven Bar					
D Score					
D Scoring	Difficulty score is 0 + the value of each listed skill performed + CR's				
	If a skill is not competed that is stated on the intention sheet or the judge believes the skill is not the performed as it should be the skill value is not rewarded.				
E Scoring		0.1	0.3	0.5	1.0
General Deductions	Prompting by coaches.		0.3		
	Further prompting by coaches.	0.1			
	Missing elements.	Value of skill taken from D Score			
Skill focused	Bent arms or bent knees.	0.1	0.3	0.5	
	Leg or knee separation.	0.1	0.3	0.5	
	Feet not pointed.	0.1			
	Insufficient swing height.	0.1	0.3	0.5	
	Lack of extension in swings.	0.1	0.3		
	Chin not above bar in pull up or chin up.		0.3		
	Toes not to touch the bar in leg left (non recognition for 30cm or greater)		0.3		
	Insufficient dismount height.	0.1	0.3	0.5	
	Insufficient tuck, pike or straight.	0.1	0.3		
	Brush against apparatus.		0.3	0.5	
	Instability/adjustment in skill.	0.1	0.3		
	Held elements not held for stated time.			0.5	
	Held elements with no pause.	The gymnast does not receive the D score stated in the skill value + deductions of execution			
	2nd attempt at a held element.			0.5	
	Insufficient exit of skills (clear hips etc.)	0.1	0.3	0.5	
Landings	Steps on landing (deduction per step - up to 0.8 per landing).	0.1	0.3	0.5	
	Landing stability.	0.1	0.3		
	Arm circle on landing to regain balance.	0.1			
	Falls.				1.0