



Yorkshire Regional General Gymnastics Competitions

Floor and Vault competition

Girls

Skills and Tariff sheet – Introductory to Championship Levels

Requirements – Floor and Vault

		Introductory Level	Intermediate Level	Advanced Level	Advanced + & Champs level
Key Information		<ul style="list-style-type: none"> Equipment dimensions/type can be found within the handbook 			
Floor Information		<ul style="list-style-type: none"> 8 elements are required All holding elements are to be held for two 'Mississippi' (or similar choice of wording) Music is required Music length is requested to be between 45s-1min 15s. Longer music may be used (max 1 min 30s) without a penalty, but is not to be encouraged. Music longer than 1 min 30s will incur a penalty 			
				<ul style="list-style-type: none"> Bonus can be added to the DV score Max of two bonus per routine permitted 	<ul style="list-style-type: none"> Bonus can be added to the DV score Max of two bonus per routine permitted
Vault Information		<ul style="list-style-type: none"> Vault height as per handbook, warm up vault must suit the group Two attempts permitted on vault, best score to count Bonus given for a layout vault showing a full horizontal layout. 			
Difficulty Value (DV score)	Floor	<ul style="list-style-type: none"> Each Element is valued at 0.1 Max DV score = 0.8 Additional Elements performed don't count towards DV score but may incur Execution Deductions (unless stated as a bonus – Adv+/Champs Level only) Bonus are added to the DV score – 0.5 for each bonus (max 2 bonuses) 			
	Vault	<ul style="list-style-type: none"> This is listed next to the skill within the Skills section of this document Bonus added to DV score 			
Compositional Score (C score)	Floor	<ul style="list-style-type: none"> For each 'Category' selected a value of 0.5 is added to the C score Max C score = 2.5 At least 1 Element to be selected from each Category Elements selected from the 'Other skills' section don't count towards an 'Category' but do count towards your total element count 			
	Vault	<ul style="list-style-type: none"> This is not required in this part of the competition 			
Execution Score (E score)		<ul style="list-style-type: none"> Scored out of 10.0 See deduction table included within this document for guidance of the type of Execution Deductions judges will make 			
Scoring Information		<ul style="list-style-type: none"> Difficulty Value (DV score) + Compositional Score (C score) + Execution Score (E score) = Starting Score Starting Score – Judges Execution Deductions = Final Score 			



Skills – Floor

Category	Introductory Level	Intermediate Level	Advanced Level	Adv+ & Champs Level
Forwards (Min of 1)	<ul style="list-style-type: none"> Forwards roll to stand (1 or 2 legs at a time) Forwards roll to sit (tuck or straddle) Forwards roll to straddle stand Handstand tucked (high bunny jump) Handstand 	<ul style="list-style-type: none"> Forwards roll to stand (1 or 2 feet) Forwards roll to sit (straddle) Forwards roll to straddle stand Handstand Handstand to bridge Handstand forwards roll (bent or straight arms) Forward Walkover Dive forwards roll 	<ul style="list-style-type: none"> Forwards roll to stand (1 or 2 feet) Forwards roll to straddle stand Forwards roll to pike (straight arms and legs) Handstand (straight, splits, stag or etc.) Handstand to bridge to stand Handstand forwards roll (straight arms) Forwards walkover (2 hands, 1 handed, free – no run permitted) Handspring (to 2 or 1) Headspring Flyspring Dive forwards roll 	<ul style="list-style-type: none"> Forwards roll to stand (1 or 2 feet) Forwards roll to straddle stand Forwards roll to pike (straight arms and legs) Handstand (straight, splits, stag or etc.) Handstand to bridge to stand Handstand forwards roll (straight arms) Handstand Pirouette (min ½ up to 1/1) Forwards walkover (2 hands, 1 handed, free – no run permitted) Handspring (to 2 or 1) Headspring Flyspring Dive forwards roll Forwards somersault (tucked)
Backwards (Min of 1)	<ul style="list-style-type: none"> Backwards roll to tuck Backwards roll to stand (straddle, pike, or front support) Shoulder roll Rock to stand Shoulder stand then rock to stand 	<ul style="list-style-type: none"> Backwards roll to tuck to feet Backwards roll to stand (straddle, pike, or front support) Backwards roll with straight arms and legs Push up to bridge, kickover Backwards walkover 	<ul style="list-style-type: none"> Backwards roll to stand with straight arms (tuck, straddle, pike, or front support) Backwards roll with straight arms and legs Backwards roll to handstand (bent or straight arms) Backwards walkover Valdez Flic (to 1 or 2 feet) 	<ul style="list-style-type: none"> Backwards roll to stand with straight arms (tuck, straddle, pike, or front support) Backwards roll with straight arms and legs Backwards roll to handstand (bent or straight arms) Backwards walkover Valdez Flic (to 2, walkout, or a 2nd flic) Backwards somersault (tucked)
Sideways (Min of 1)	<ul style="list-style-type: none"> Log roll Egg roll tucked Side roll with knees passing through straddle 180° Teddy bear roll Cartwheel 	<ul style="list-style-type: none"> Dish roll to arch Side roll with knees passing through straddle 180° Teddy bear roll Cartwheel Cartwheel ¼ in/out Cartwheel one handed (2nd hand down) Round off 	<ul style="list-style-type: none"> Cartwheel Cartwheel ¼ in/out Cartwheel one handed (2nd hand down) Free cartwheel (no run permitted) Dive cartwheel Round off Tinsica 	<ul style="list-style-type: none"> Cartwheel Cartwheel ¼ in/out Cartwheel one handed (2nd hand down) Cartwheel x2 (smoothly linked) Free cartwheel (no run permitted) Dive cartwheel Round off Tinsica



Skills – Floor (continued)

Category	Introductory Level	Intermediate Level	Advanced Level	Adv+ & Champs Level
Flight (Min of 1)	<ul style="list-style-type: none"> Jumps (straight, star, tuck, ½ turn, or 1/1 turn) Leaps (scissor kick, cat) Sissone prep (spring from 2 feet to land on one leg in arabesque) 	<ul style="list-style-type: none"> Jumps (tuck, star, straddle, ½ turn, or 1/1 turn) Leaps (scissor kick, cat) Sissone prep (spring from 2 feet to land on one leg in arabesque) 	<ul style="list-style-type: none"> Jumps (tuck, straddle, split, wolf, ½ turn, 1/1 turn, tuck ½ turn) Leaps (scissor kick, stag, split, cat leap, cat ½ turn) Sissone 	<ul style="list-style-type: none"> Jumps (tuck, straddle, split, wolf, ½ turn, 1/1 turn, tuck ½ turn, straddle ½ turn) Leaps (scissor kick, stag, split, cat leap, cat ½ turn, cat leap 1/1 turn, change leg split leap) Sissone
Balance (Min of 1) Held for 2 secs	<ul style="list-style-type: none"> V sit (with or without aid of arms) Supports (front or back) Straddle sit Single leg balance/ passé/ arabesque ½ Lever (one leg on floor) Frog balance Headstand tucked Dish Arch 	<ul style="list-style-type: none"> V sit (with or without aid of arms) ½ Lever (pike or straddle) Single leg balance/ passé/ arabesque Headstand straight legged (can pass through tuck) Y balance 	<ul style="list-style-type: none"> V sit (without aid of arms) ½ Lever (pike or straddle) Handstand (leg position optional) Elephant lift held Single leg balance/ passé/ arabesque Y-balance/ ring balance 	<ul style="list-style-type: none"> V sit (without aid of arms) ½ Lever (pike or straddle) Handstand (leg position optional) Elephant lift to handstand Single leg balance/ passé/ arabesque Y-balance/ ring balance
	<ul style="list-style-type: none"> Splits (any – without aid of hands) Japana (chest on floor or swim through) Bridge D balance 	<ul style="list-style-type: none"> Splits (any – without aid of hands) Japana (chest on floor or swim through) Bridge D balance 	<ul style="list-style-type: none"> Splits (any – without aid of hands) Japana (chest on floor or swim through) Bridge D balance Chest balance (fish) 	<ul style="list-style-type: none"> Splits (any – without aid of hands) Japana (chest on floor or swim through) Bridge D balance Chest balance (fish)
Other skills (max 2 elements from this section)	<ul style="list-style-type: none"> Releve turn Spin (½) Half turn single leg hop (optional leg position) 	<ul style="list-style-type: none"> Releve turn Spin (½ or 1/1) Half turn single leg hop (optional leg position) 	<ul style="list-style-type: none"> Spin (½, 1/1, 1/1 with extended straight leg) Half turn single leg hop (optional leg position) 1½ spin 	<ul style="list-style-type: none"> Spin (½, 1/1, 1/1 with extended straight leg, illusion, 1/1 with high leg held) Half turn single leg hop (optional leg position) 1½ spin
Bonus (Max of 1.0 per routine) <i>*Extra info on page 8</i>			<ul style="list-style-type: none"> Linking of two acrobatic tumbling elements with flight = 0.5 each Use of Dance passage of two skills from the Flight Category = 0.5 each Salto/Aerial = 0.5 	<ul style="list-style-type: none"> Linking of two acrobatic tumbling elements with flight = 0.5 each Use of Dance passage of two skills from the Flight Category = 0.5 each Salto/Aerial = 0.5



Deductions – Floor

Deductions		0.1	0.3	0.5	1.0	
Execution Score (E score) Max of 10.0	Artistry deduction throughout	Insufficient flow/dynamics of routine	X	X	X	
	Specific floor deductions	Touch of hair/leotard/clothing	X			
		Prompting by coach (first occurrence)		X		
		Prompting by coach (further occurrences) (max 1.0)	X			
		Missing competition requirements			X	
		No presentation	X			
	Skill focused deductions (Each time)	Bent arms or bent knees	X	X	X	
		Leg or knee separation	X	X		
		Insufficient height of element	X	X		
		Insufficient tuck, pike or stretch	X	X		
		Brush against apparatus		X		
		Instability/wobble/adjustment in element	X	X		
		Balance Element not held for two seconds			X	
		Feet not pointed/loose/body alignment	X			
		Lack of rotation on turns & acro skills	X	X		
		Backwards roll with 2 point contact		X		
	Landing deductions (Each time)	Landing from tumbles (step)	X	X		
		Trunk movement to maintain balance	X	X		
		Extra steps up to 0.5	X			
		Very large step or jump		X		
		Deep squat			X	
		Stepping off the floor area (1 foot)	X			
	Falls (Each skill)	Stepping off the floor area (2 feet)		X		
Falls					X	

Deductions		0.1	0.3	0.5	1.0	
Head Judge Deductions (Create DV score and C score)	DV score	Missing elements (max 0.8)	X			
	Categories covered (Up to 2.5)	Forwards (max 0.5)			X	
		Backwards (max 0.5)			X	
		Sideways (max 0.5)			X	
		Flight (max 0.5)			X	
		Balance (max 0.5)			X	
	Bonus (Adv and Adv+ Level only)	Performance of bonus element (0.5 per element)			X	

Please note for non-matching kit (shorties/leggings not in the same material/colour) a deduction of 0.3 will be applied to the floor score. The same penalty applies to team members in non-matching attire.



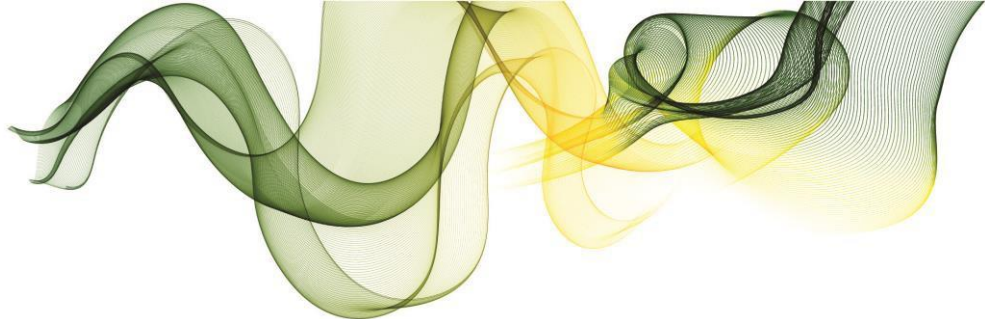
Skills/Tariffs – Vault

Vault		DV score			
		Introductory Level	Intermediate Level	Advanced Level	Adv+ Champs Level
1	Squat on	1.0	1.0	1.0	1.0
2	Straddle on	1.0	1.0	1.0	1.0
3	Straight jump on to block – jump off (straights/tuck/star)	1.0	1.0	1.0	1.0
4	Squat through*	1.5	1.5	1.5	1.5
5	Straddle over*	1.5	1.5	1.5	1.5
6	Straight jump up – handstand fall onto level mats	1.5	1.5	1.5	1.5
7	Straight jump up – round off dismount	Under review	2.0	2.0	2.0
8	Handstand flatback		2.5	2.5	2.5
9	Straight jump up – handspring dismount onto lower mats			3.0	3.0
10	Handspring stand up onto level mats			3.5	3.5
11	Handspring			4.0	4.0
12	Handspring 1/2 on or Handspring 1/2 off				4.0

***Bonus of 1.0 to be added to the DV score when a layout vault is shown with a full horizontal layout shape.**

Deductions – Vault

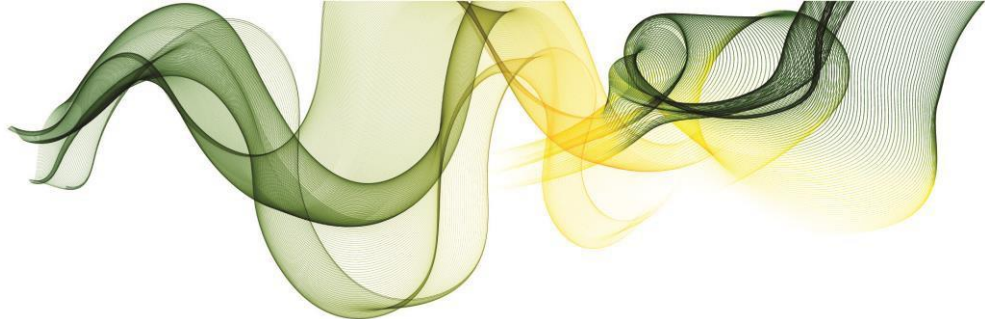
Deductions		0.1	0.3	0.5	1.0
First flight	Incomplete turn	X	X	X	
	Hip angle	X	X		
	Bend knees	X	X	X	
	Leg separation	X	X		
	Arch	X	X		
	Insufficient layout in squad/ straddle	X	X	X	
Repulsion	Staggered altered hand placement	X	X		
	Bent arms	X	X	X	
	Shoulder angle	X	X		
	Touch with one hand				X
	Failure to pass through vertical		X		
Second flight	Lack of height	X	X	X	X
	Incomplete turn	X	X		
	Insufficient length	X	X	X	
	Bent knees	X	X	X	
	Leg separation	X	X		
Landing	Extra steps (each)	X			
	Large steps (over shoulder width)		X		
	Extra arm swing	X			
	Additional trunk movement	X	X		
	Body posture faults	X			
	Deep Squat			X	
	Deviation from center	X			
	Brush on apparatus			X	
	Step off landing mat 1 foot	X			
	Step off landing mat 2 feet		X		
	Fall				X
Additional	Double bounce on springboard				X
	Skill attempted but not completed			X	
	Skill not attempted at all				X
	Support from coach				X
	No presentation	X			



Apparatus

The following equipment and apparatus will be used for these competitions:

Apparatus	Specific use for	Manufacturer	Size, dimensions, run up, landing details
Floor	All levels	Contact venue for specifics	Min = 10m x 8m
Box vault(cross) [*Traditional Vault type]	All Levels Vault selections: 1, 2, 4, and 5 (Squat on / through and Straddle on / over)	Contact venue for specifics	Heights: Under 8's = 0.8m Under 10's = 0.9m Under 12's = 1.0m Over 13's = 1.1m – 1.2m Landing: 0.3m thick safety mat
Vault [*Block only Vault type]	All Levels Vault selections: 3 (Straight jump on to block – jump off (straights/tuck/star)	Contact venue for specifics	Heights: All ages = 0.6m Landing: 0.3m thick safety mat
Vault with level mats [*Block only Vault type]	All Levels Vault selection: 6 (Straight jump up handstand onto level mats)	Contact venue for specifics	Heights: All ages = 0.6m Landing mats to level with block
Vault [*Block Vault type]	Intermediate, Advanced and Advanced+ Level Vaults selection: 7 (Straight jump up Round off dismount)	Contact venue for specifics	Heights: All ages = 0.6m Landing: 0.3m thick safety mat
Vault with level mats [*Inverted Vault type]	Intermediate, Advanced and Advanced+ Level Vaults selections: 8 (Handstand flatback)	Contact venue for specifics	Heights: Under 8's = 0.6m Under 10's = 0.6m Under 12's = 0.9m Over 13's = 0.9m



Vault with safety landingmat at the end [*Inverted Vault type]	Advanced and Advanced + Levels Vault selections: 9 (Straight jump up Handspring dismount)	Contact venue for specifics	Heights: All Ages = 0.6m Landing: 0.3m thick safety mat
Vault with level mats [*Inverted Vault type]	Intermediate, Advanced and Advanced+ Level Vault selections: 10 (Handspring)	Contact venue for specifics	Heights: Under 8's = 0.6m Under 10's = 0.6m Under 12's = 0.9m Over 13's = 0.9m
Vault [*Inverted Vault type]	Advanced and Advanced + Levels Vault selection: 11 and 12 Handspring ½ on or Handspring ½ off)	Contact venue for specifics	Heights: Under 8's = 0.6m Under 10's = 0.6m Under 12's = 0.9m Over 13's = 0.9m Landing: 0.3m thick safety mat

If you have any specific questions regarding the apparatus, please contact the Competition Organiser./ Competition Event Manager

Notes:

'Please see Skills and Tariff sheets' for vault values

*Vault type definitions:

Traditional vault

School vaults (Wooden layered, box vaults or horse style vault)

Block only Vault

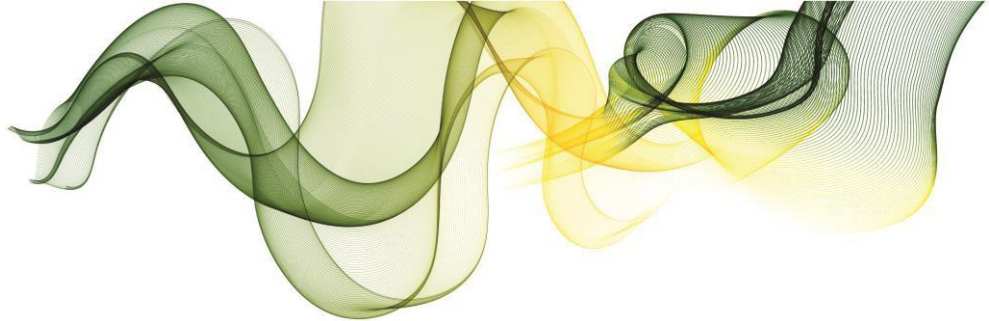
Coaching block – maximum height 60cm

Inverted vaults (vaults that include a handstand)

Block, Block & mats, Table (if available) or school vaults if preferred.

When using traditional style vaults (box, layered, wooden style school vaults etc.) please allow for + / - 5 cm of the stated vault height.

Coaches can request for vault heights to be increased than stated heights. Heights can't be lower than stated measurements.



***Extra bonus information**

Linking of two acrobatic tumbling elements with flight

Listed below are different variations of linking two acrobatic tumbling elements with flight, it is still open for coaches to do other variations but keep in mind the definition below with what skills with flight means.

"a skill where the gymnast is suspended completely in the air without their hands or any other part of their body touching the floor"

- Front handspring, flyspring
- Front handspring to 1, front handspring to 2
- Front handspring to 1, round off
- Round off, Back handspring
- Front somersault walkout, round off
- Handspring, front somersault
- Round off, Back somersault
- Back handspring to 2, back handspring to 1
- Back handspring to 1, back handspring to 2
- Free cartwheel, back handspring
- Free walkover, back handspring

Linking dance passage of two flight elements

The dance passage of two skills should be picked from the flight category and they should be linked with dance steps e.g. with running steps, small leaps, hops, chassé and chainé turns.

Salto / Aerial

Tucked front salto, tucked back salto and free cartwheel (aerial) will fulfil this criteria

If a salto is linked to a round off (e.g. round off, tucked back salto) this will fulfil both the linking of two acro elements with flight and the salto bonus.

A maximum of two bonuses will be awarded.