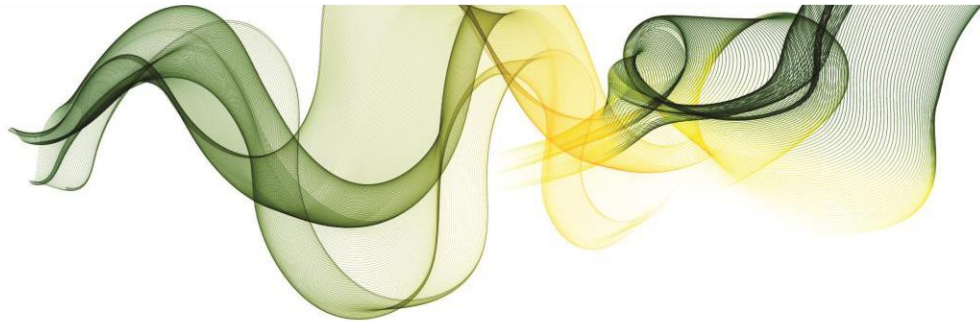


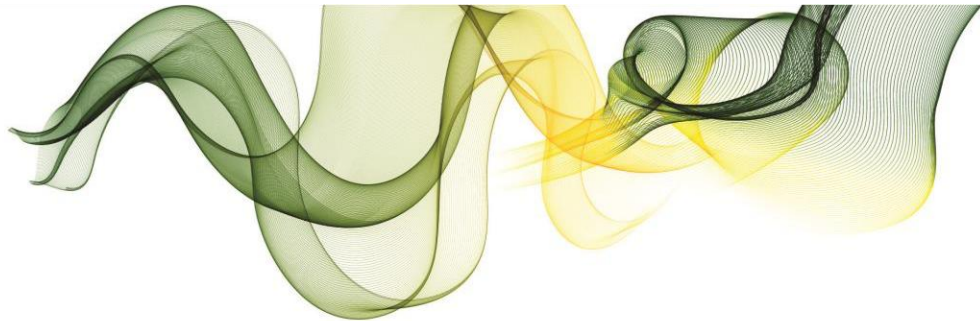


Yorkshire Regional General Gymnastics Competitions

4 Piece Competition – **Diamond / Diamond Plus** (August 2026 version 5)

Girls Skills and Tariff sheet

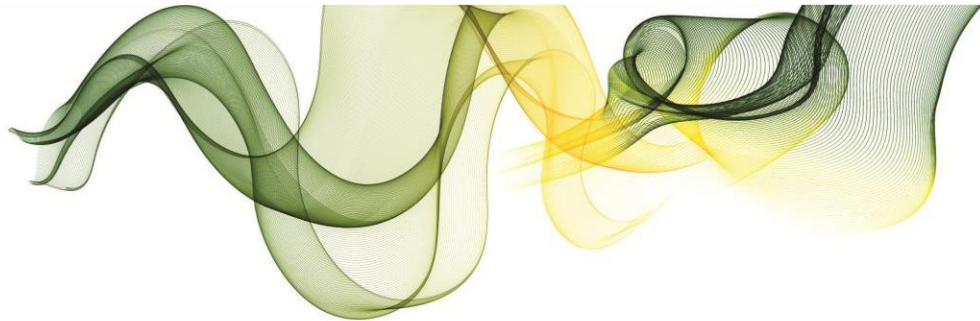
Key information	- Equipment dimensions can be found in the Handbook - Non permitted elements are not allowed, and no Difficulty Value will be given if they are performed) IMPORTANT – At all levels, coaches and gymnasts should concentrate their efforts towards the accuracy of technical execution	
Floor information	8 elements are required - Ideally should include 4 Compositional Requirements (CR) - Only permitted elements allowed - All holding elements are to be held for two 'Mississippi' (or similar choice of wording) - Music length is required between 45 sec and 1min 15sec - Longer music may be used (max 1min 30sec) without a penalty but is not encouraged. Music longer than 1min 30 sec will incur a penalty	Bonus Advanced dance element 0.2 Salto forwards or backwards in acro line 0.2 Good use of directions, levels and corners 0.3
Beam information	8 elements are required - Ideally should include 4 Compositional Requirements (CR) - All holding elements are to be held for two 'Mississippi' (or similar choice of wording) - Beam height 125cm - Matting under the beam 20cm with additional 10cm for dismount	Bonus Exercise without a fall (provided all CRs are fulfilled) 0.5 Non-flighted acro series 0.2
Bar Information	6 elements are required - Ideally should contain 4 Compositional Requirements (CR)	Cast to handstand 0.3 Exercise with no stops 0.2 Stationery landing 0.2
Vault information	- Vault height as per Handbook - Warm up vaults to suit the group - Two attempts permitted on vault, best score to count	
Difficulty Vale (DV Score)	Floor	- Each element is valued at 0.1 - Max DV score = 0.8 - Additional elements performed don't count towards DV but may incur Execution Deductions - Bonus are added to the DV score
	Beam	- Each element is valued at 0.1 - Max DV score = 0.8 - Additional elements performed don't count towards DV but may incur Execution Deductions - Bonus are added to the DV score
	Bar	- Each element is valued at 0.1 - Max DV score = 0.6 - Additional elements performed don't count towards DB but may incur Execution Deductions - Bonus are added to the DV score
	Vault	- This is listed next to the vault skill on the criteria sheet - Bonus are added to the DV score
Compositional Score (C Score)	Floor	- For each Compositional Requirement (CR) selected, a value of 0.5 is added to the C score - Max C score = 2.0 - Choose 4 Compositional Requirements (CR) from the list on the skills sheet
	Beam	- For each Compositional Requirement (CR) selected, a value of 0.5 is added to the C score - Max C score = 2.0 - Choose 4 Compositional Requirements (CR) from the list on the skills sheet
	Bar	- For each Compositional Requirement (CR) selected, a value of 0.5 is added to the C score - Max C score = 2.0
	Vault	This is not required in this part of the competition
Execution Score (E score)	- Scored out of 10.0 - See deductions table included within this document for guidance of the type of Execution Deductions judges will make	
SCORING INFORMATION	- Difficulty Value (DV score) + Compositional Score (C score) + Execution Score (E score) = Starting Score - Starting score – Judges Execution Deductions = Final Score	



DIAMOND 4 PC

Competition Criteria (Updated April 2026)

Age Groups (in year of competition) U10, U12, U14 and 15+			
Vault	Handspring 3.0 Yamashita 3.5 ½ on, ½ off 3.5	Vault height See deductions page	2 x vaults performed Vaults may be different Best score to count
	Permitted Elements 0.1 each	Composition Requirements (CRs) 4 @ 0.5 each	Bonus Options
Bars NOTE Cast into back hip circle = 2 moves	Mounts - Upward circle from 2 feet, float upstart, Jump ½ turn float upstart, Jump to hang on HB float upstart, Jump to HB with full turn, Straddle vault over LB to catch HB Skills – Float swing, Cast towards horizontal, Counter swing, Long float upstart, Forward hip circle, Back hip circle, Squat on LB, ¾ giant from LB to HB, ¾ giant from HB to HB, Clear back hip circle, Sole circle, Cast to handstand Dismounts – Straddle or Pike undershoot (with or without ½ turn), Squat on jump off LB, Swing ½ turn from HB (turn can be on the bar or on release)	1. Float upstart 2. Long float upstart LB to HB 3. Close bar element 4. Different additional close bar element 5. Cast to 45° as part of element 6. Dismount	Cast to handstand (straddle/pike or straight) 0.3 Exercise without stops 0.2 Stationery landing 0.2
Beam Handstand options: Legs together and held 2 sec OR Legs in stag position with leg above horizontal OR Legs in split position, or stag position or double stag	Mounts – Japana, Squat/stoop through to rear support, Cartwheel/stand at side of beam with bending or both arms jump to chest stand to swing down, Jump to handstand with bent or straight arms, Straddle hold on end of beam, forward roll on, Circle up to front support, Jump to land in arabesque Leaps/Jumps/Spins/Turns – Tuck jump, Straight jump, Split jump, Scissor kick, Cat leap, Stag jump, Split leap, Wolf jump, Stag leap, Wolf hop, Sissonne, ½ spin on one foot, ½ spin into immediate ½ turn, Full spin Acro – Forward roll to feet, Backward roll to feet, Cartwheel, Handstand (see notes), Backwards walkover, Forwards walkover, Tick-Tock Balances/Holds – Straddle lever hold, Pike lever hold, Arabesque, Y balance, Needle scale, Splits hold Dismounts – Round off, Handspring, Cartwheel into straight backward jump, Backwards salto, Forwards salto, Free round off	1. Full spin 2. 2 jumps OR leap/jump connection (joined) 3. Acro element forwards or sideways 4. Acro element backwards 5. Split jump / split leap 6. Acro skill linked to salto dismount NB – straddle hold can be facing across or down the beam.	Exercise without a fall (provided all CRs are fulfilled) 0.5 Non-flighted acro series 0.2
Floor NB back somi can be tucked, pike or straight. Front somi must be tucked or pike only	Leaps/Jumps/Spins/Turns – Straight jump, tuck jump, star jump, split jump, Wolf jump, Full turning jump, full spin, cat leap, scissor kick, split leap, Wolf hop, Fouetté hop, Sissonne Acro – Forward roll (optional exit to feet), Backwards roll (optional exit to feet), Handstand (from jump, kick or press – legs joined), Handstand forwards roll, Backwards roll to handstand, Cartwheel, Round off, Forward walkover, Backwards walkover, Tick-tock, Tinsica, Handspring to one, Handspring to two, Flyspring, Back flip, Free Cartwheel (from chassé or 2 steps), Free walkover, Whip, Front salto, Back salto Advanced Dance – Split jump ½ turn, Straddle jump ½ turn, Wolf jump ½ turn, Full turning cat leap, Full turning wolf hop, Change leg split leap, Johnson leap	1. Dance passage of 2 leaps 2. Acro element forwards or sideways 3. Acro element backwards 4. Spin 360° OR full turn jump 5. Mixed series 6. Acro line of 2 or 3 elements (must include flighted element)	Acro line with salto 0.2 Advanced dance element 0.2 Good use of direction, levels and corners 0.3

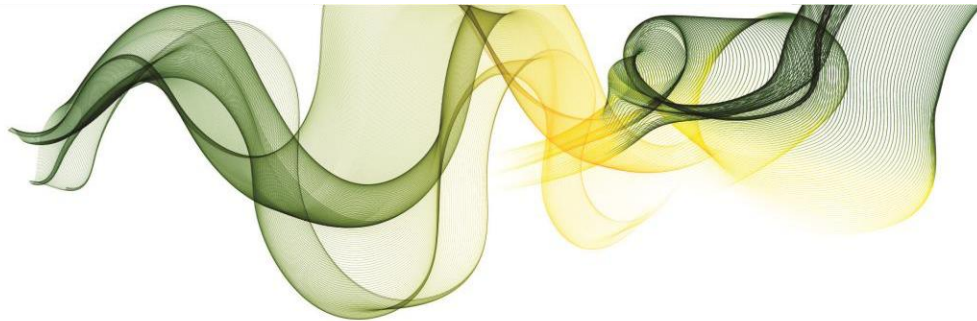


Floor Deductions

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 and 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			
		Stepping off the floor area (2 feet)		X		
	Falls (Each skill)	2 nd attempt of balance element			X	
		Falls				X

Deductions			0.1	0.3	0.5	1.0
Head Judge Deductions (create DV and C score)	DV Score	Missing element (max 0.8)	X			
		Missing Compositional Requirement (max 2.0)			X	
	Bonus	Performance of Bonus element (max 0.7)				

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

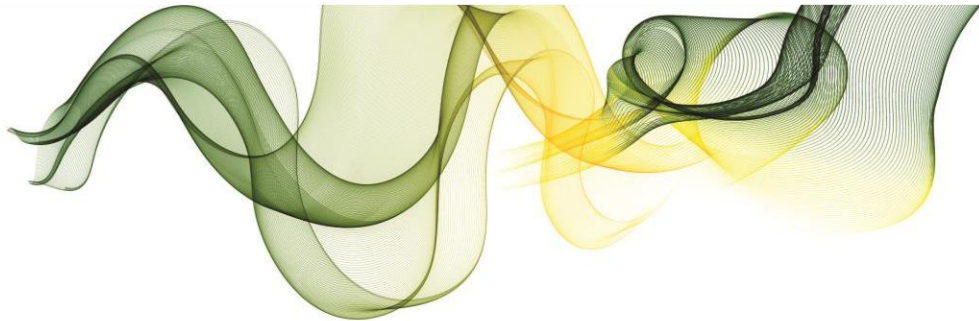


Skills/Tariffs – Vault

	Vault	DV Score	Vault Height	Matting
1	Handspring (block/mats or table vault)	3.0	U10 = 0.9m min U12 = 0.9m U14 = 0.9m 15+ = 0.9m	30cm landing mat
2	Yamashita	3.5	U10 = 0.9m min U12 = 0.9m U14 = 0.9m 15+ = 0.9m	30cm landing mat
3	½ on, 1.2 off	3.5	U10 = 0.9m min U12 = 0.9m U14 = 0.9m 15+ = 0.9m	30cm landing mat

Vault Deductions

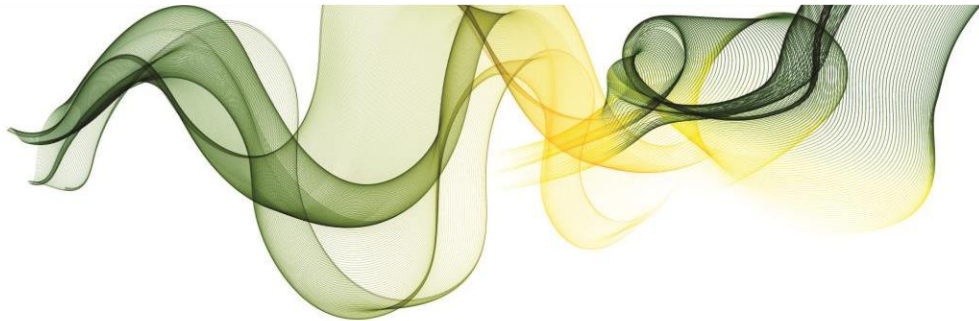
	Deductions	0.1	0.3	0.5	1.0
First flight	Incomplete turn	X	X	X	
	Hip angle	X	X		
	Bend knees	X	X	X	
	Leg separation	X	X		
	Arch	X	X		
	Insufficient layout in squad/ straddle	X	X	X	
Repulsion	Staggered altered hand placement	X	X		
	Bent arms	X	X	X	
	Shoulder angle	X	X		
	Touch with one hand				X
	Failure to pass through vertical		X		
Second flight	Lack of height	X	X	X	X
	Incomplete turn	X	X		
	Insufficient length	X	X	X	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 centre	X			
	Brush on apparatus			X	
	Step off landing mat 1 foot	X			
	Step off landing mat 2 feet		X		
	Fall				X
	Double bounce on Springboard/floor before				X
Additional	Skill attempted but not completed			X	
	Skill not attempted at all				X
	Support from coach (N/A following a fall)				X
	Failure to present (each time)	X			



Beam Deductions

Deductions			0.1	0.3	0.5	1.0
	Artistry deduction throughout	Insufficient flow/dynamics of routine	X	X	X	
		Touch of hair/leotard/clothing	X			
	Specific beam deductions	Prompting by coach (first occurrence)		X		
		Prompting by coach (further occurrences) (max 1.0)	X			
		Poor rhythm (each)	X			
		Adjustments to maintain balance (each)	X	X		
		Pause	X			
		Pause exceeding 2 secs		X		
		Additional support against the beam (leg/arm/hand)	X	X		
		Missing competition requirements			X	
	Skill focused deductions (Each time)	Bent arms/knees	X	X		
		Body alignment	X	X		
		Leg or knee separation	X	X		
		Insufficient height of element	X	X		
		Insufficient tuck, pike or stretch	X	X		
		Excessive arm swing action (each)	X	X		
		Brush against apparatus	X			
		Instability/wobble/adjustment in element	X	X		
		Balance Element not held for two seconds			X	
		2 nd attempt at a balance element			X	
		Feet not pointed/loose/body alignment	X			
		Lack of rotation on turns and acro skills	X	X		
	Landing deductions	Trunk movement to maintain balance	X	X		
		Extra steps up to 0.5	X			
		Very large step or jump		X		
		Deep squat		X		
	Falls (Each skill)	Falls (0.5 first fall / to a Max of 1.5)			X	
	Additional	Skill attempted but not completed			X	
		Skills not attempted at all			X	
		Support from coach (N/A following a fall)				X
		Failure to present (each time)	X			

Deductions			0.1	0.3	0.5	1.0
Head Judge Deductions (create DV and C score)	DV Score	Missing element (max 0.8)	X			
		Missing Compositional Requirement (max 2.0)			X	
	Bonus	Performance of Bonus element (max 0.7)				



Bars Deductions

Deductions			0.1	0.3	0.5	1.0
	Specific Bar deductions	Insufficient flow/dynamics of routine	X	X		
		Touch of hair/leotard/clothing	X			
		Poor rhythm (each)	X			
		Prompting by coach (first occurrence)		X		
		Prompting by coach (further occurrences) (max 1.0)	X			
		Adjustments to maintain balance (each)	X	X		
		Empty swing (waggle) (max 0.3 per skill)	X			
		Pause	X			
		Pause exceeding 2 secs		X		
		Additional support against the bar (leg/arm/hand)	X	X		
		Holding top bar with feet remaining on low bar		X		
		Lack of holding for held elements			X	
		Missing competition requirements			X	
	Skill focused deductions (Each time)	Bent arms/knees	X	X		
		Body alignment	X	X		
		Leg or knee separation	X	X		
		Insufficient height of element	X	X		
		Insufficient tuck, pike or stretch	X	X		
		Feet not pointed/loose/body alignment	X			
		Lack of height in casts	X	X		
		Lack of height in swings	X	X		
	Landing deductions	Extension into landing	X			
		Trunk movement to maintain balance	X	X		
		Extra steps up to 0.5	X			
		Very large step or jump		X		
		Deep squat		X		
	Falls (each skill)	Falls				X
	Additional	Skill attempted but not completed			X	
		Skills not attempted at all			X	
		Support from coach (N/A following a fall)				X
		Brush against apparatus			X	
		Failure to present (each time)	X			

Deductions			0.1	0.3	0.5	1.0
Head Judge Deductions (create DV and C score)	DV Score	Missing element (max 0.6)	X			
		Missing Compositional Requirement (max 2.0)			X	
	Bonus	Performance of Bonus element (max 0.7)				