



JUDGES MANUAL

2026

American Gymnastics Association

MISSION STATEMENT

The American Gymnastics Association is dedicated to the development of artistic optional Gymnastics for girls.

Revised for the current year by

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Also Included Developmental Guidelines and changes for 2025

PHILOSOPHY

The American Gymnastics Association is dedicated to the development of artistic optional Gymnastics for girls.

COMPETITION LEVELS

Levels are based on the average All-Around score.

RANKING LEVEL:

Any unranked Gymnast with no competitive experience or an AGA Gymnast that is seeking to rank at a new level at their first meet of the season.

Jr. Prep Level 1.....	1.00 – 25.99
Jr. Prep Level 2.....	26.00 – 27.99
Jr. Prep Level 3.....	28.00 – 29.99
Jr. Prep Level 4.....	30.00 – 31.99
Jr. Prep Level 5.....	32.00 – 33.99
Junior Level 6.....	24.00 – 28.99
Junior Level 7.....	29.00 – 29.99
Junior Level 8.....	30.00 – 30.99
Junior Level 9.....	31.00 – 31.99
Junior Level 10.....	32.00 – 33.99
Senior Level 7.....	24.00 – 27.99
Senior Level 8.....	28.00 – 29.99
Senior Level 9.....	30.00 – 31.99
Senior Level 10.....	32.00 – 33.99
Pre-Elite.....	33.99 and under
Junior Elite.....	34.00 to 35.99
Senior Elite.....	36.00 and up

Junior Prep- minimum score of 1.00

Junior- minimum score of 25.00

Senior- minimum score of 24.00

Elite- minimum score of 34.00

When ranking, a minimum score must be met, or the Gymnast is not considered to have a level and must re-rank. If the Gymnast is already ranked by AGA and fails to make the minimum score for that level, she must stay at the last level she acquired.

REQUIREMENTS OF JUDGE'S & JUDGE'S POLICIES

Code of Ethics / Responsibilities for Judges

- Update judging knowledge and experience on a planned, regular basis. Know the Code of Points and revised supplements, practice judging with videos and at Gyms, attend courses and complete as much practical judging as possible.
- Fulfill all assignments that you accept. Only dire circumstances should prohibit a judge from fulfilling an assignment. He/she must notify the appropriate officials at the nearest possible moment.
- Only charge the fee you agree to. Before you accept an assignment, be sure all parties are in agreement. It is not ethical to change fees because feel you should receive more. Such actions will only jeopardize your chances of receiving additional assignments.
- Prepare for every assignment. Always arrive at an assignment at least 30 minutes before the start of the competition and be appropriately dressed (requiring judging shirt and black bottoms) regardless of the level of competition (unless otherwise specified by a meet director).
- Bring all items necessary to judge. (Forms, pencils, Code of Points, etc.)
- Treat all Gymnasts the same regardless of skill level. There is nothing more insulting to a coach than to assume his/her Gymnasts are not serious about performing just because they do not possess a high level of skill.
- Be alert at all times. The last performance is just as important as the first.
- Be quick, cooperative and efficient in resolving differences during conferences.
- Show respect for all Gymnasts, coaches, and above all, your fellow colleagues. **Be helpful whenever possible**; there is nothing to gain by insulting any individual.
- Confine yourself to judging responsibilities.
- Give no appearance of lounging or relaxing at any time while performing judging duties.

Criteria to Become an AGA Judge

- Possess exact knowledge of the AGA Code of Points and the Judge's Handbook.
- 2 hours of clinic time per event.
- 2 hours of practice judging in an AGA host Gym.
- Pass the general and event tests with a minimum score of 80%.
- Successfully practice judging a minimum of 40 Gymnasts at a competitive event. The head judge will determine success.
- In order for a judge to add an additional event in one year, the Board must approve it.
- Must be minimum age of 18 or a high school graduate.

Specific Function of the Judges

- Observe the exercise attentively and evaluate it correctly without bias.
- Record the number of VP's (A, B, C, D, & E skills).
- Record execution deductions and any bonus.
- Record any missing Special Requirements.
- Conference with the Head Judge if the scores are not in range.
- Write start values on score cards from Jan. - May. Post start values on table April – May.
- Arrive at a final score from the correct Start Value within 1.5 minutes.

Other Judging Duties

- Time warm-ups (if needed)
- Check addition in the case of an inquiry
- Provide additional duties (within reason)

Head Judging Duties (in addition to judging duties)

- Average the score of the Panel Judge and the Head Judge.
- Check both scores to make sure they are in range.
- Record the average score on the scorecard.
- Make sure that the final scores are reached within 1.5 minutes.
- Make their symbols and notations available for dealing with consultations.

PER DIEM

Travel

- Judges will carpool with other judges.
- Mileage of current government rate (IRS) per mile will be paid for driving to a meeting point of a carpool starting with mile one.
- Any rider choosing to drive separately from a carpool will receive gas compensation. (Amount to be decided by meet referee and meet director.)
- Drivers will receive current government rate (IRS) per mile starting with mile one.
- Riders will receive \$4.00 per hour after the first hour of meeting the car pool.

Hotel

- Meet directors will decide if hotels will be provided based on individual circumstances.
- If a judge stays with friends or relatives, there are no fees paid.

Meals

- If meals are provided there are no fees paid.
- If the judge refuses a provided meal, there are no fees paid.
- Breakfast fee is \$7.00.
- Lunch fee is \$8.00.
- Dinner fee is \$10.00.
- Judges will be compensated for one meal per 4 hours of travel.

Judges' Wages

- Problems with fee or accommodations will be handled by the judging director and the Board.
- Wages will be determined by the Board using the following criteria:
 - Starting wage is one event \$14, two \$16, three \$18, four \$20.
 - Number of events certified.
 - Number of years of service.
 - Quality of judging.

- Attitude: Works well with coaches, Gymnasts, and other judges.
- Dependability and reliability (being professional).
- Number of meets judged per season.
- Raises: Judges will receive a \$1.00 raise if they attend the Judges clinic. Judges will receive a \$1.00 raise for adding an event.
- Cap on hourly pay is as follows;
 - \$17-one event
 - \$19- two events
 - \$21-three events
 - \$24-four events
- A grandfather clause exists for judges who currently exceed cap.

Work Hours Definition

- The starting time for the first session will be the scheduled march-in time set by the meet director.
- The starting time for any other session may be changed before a break if a previous session runs more or less than the scheduled time.
- Time stops at the end of each session when the score of the last competitor is tabulated by the judges.
- Lunch and dinner breaks will be a minimum of 1 hour and a maximum of 1-½ hours (not to exceed 3 hours for lunch and dinner combined). Any excess break time will be paid at the hourly wage.

Dress Code

- For women: AGA judging white shirt and black skirt (knee length) or pants. No heels.
- For men: AGA judging white shirt and black slacks or pants (no jeans).
- Attire approved by meet director for themed meets.

Disciplinary actions

- If a judge does not show or find a replacement prior to a scheduled meet, that judge will not be allowed to judge for the remainder of the competitive season.
- If a judge is late for a scheduled march-in, they will be paid at their normal hourly rate for that complete session.
- If a judge is late for starting an event, they will not judge that session. If it is a one-session meet, they will receive no pay for anything. If it is a multiple session meet they will receive all proper fees minus the penalty.
- If a judge does not wear the proper attire, the meet director, another judge, or a coach should notify the judging director.
- The effect these infractions will have on the next raise increase will be determined by the Board and the number of infractions.

State Meet

- Judges for the state meets will be assigned by the board based on performances throughout the season.
- Head judges at state meets will be paid \$10.00 per day extra.

Gym Affiliations

- Judges who are affiliated with a Gym may not be head judge at a meet their Gym is competing at.
- Judges who are also team coaches may not judge at meets their team is competing in.

EVALUATION OF OPTIONAL EXERCISES

Optional Exercise Requirement Formula

	<u>JR. PREP</u>	<u>JUNIOR</u>	<u>SENIOR</u>	<u>ELITE</u>
Value Parts	3.8	1.60	2.00	2.40
Special Requirements*	2.50	2.50	3.00	3.00
Bonus	.30	0.30	0.30	0.50
Execution, Composition & Artistry	<u>3.7</u>	<u>5.90</u>	<u>4.7</u>	<u>4.10</u>
	10.30	10.30	10.00	10.00

*For Juniors on Beam and Bars, the number of Special Requirements differs, so therefore does not total 3.00.

Value Parts

- The exercises are composed of elements that possess different difficulty values. Elements are given their values from updated AGA, FIG and J.O. Code of Points. Always use the Code of Points that has highest value of the element if difficulty values are not the same.
- They are as follows:
 - A = 0.10 part with easy difficulty
 - A = 0.50 part with easy difficulty (Junior Prep only)
 - B = 0.30 part with medium difficulty
 - C = 0.50 part with high difficulty
 - D = 0.50 part with very high difficulty
 - E = 0.50 part with highest difficulty
- Higher value parts can replace lower value parts, but not the reverse. The replacement is on a 1 to 1 basis, regardless of the point value.
- Any element listed in the above mentioned can be recognized as a Value Part two times in an exercise, provided that the element occurs in a different connection (*i.e., preceded or followed by a different element.*)
- **If a skill is recognizable, give its proper value part.**
- In AGA, an element can be a counting skill. Elements that have no value or if a repeat skill that is not eligible as a value part.
- All Skills in Compulsory Routines will be considered counting skills.
- A Salto element performed with major deviation from proper technique that results in the inability to land on the feet first would not receive Value Part or Special Requirement credit.
- The Value Part requirements for AGA are:

<u>JR. PREP</u>	<u>JUNIORS</u>	<u>SENIORS</u>	<u>ELITES</u>
7 A @ 0.50 = 3.50	4 A @ 0.10 = 0.40	3 A @ 0.10 = 0.30	2 A @ 0.10 = 0.20
1 B @ 0.30 = <u>0.30</u>	4 B @ 0.30 = 1.20	4 B @ 0.30 = 1.20	4 B @ 0.30 = 1.20
3.80	0 C @ 0.50 = <u>0.00</u>	1 C @ 0.50 = <u>0.50</u>	2 C @ 0.50 = <u>1.00</u>
	1.60	2.00	2.40

For JP Counting Skills may be counted as A's

- Difficulty Modifications
 - Junior Prep or Junior's
 - Performance of D / E elements will void the exercise
 - Performance of C Acro elements will void the exercise
 - C Gymnastic/Dance elements are allowable and receive B value part credit.
 - Seniors & Elites
 - If a D or E element is performed, it will receive Value Part credit of C and may fulfill Special Requirements. It may also be counted as a C for Connection Value provided that it fulfills Connection Value specifications for C elements.
- Calculation of Difficulties
 - When evaluating the elements, always compute to the advantage of the Gymnast.
 - Examples of determining difficulties:
 - Junior Level 6-10 (4 A, 4 B, 0 C = 8 Value Parts required)
 - Gymnast performs: 3 A, 4 B, 1 Gym C
 - 1 C replaces missing A
 - All difficulty requirements are met.
 - Senior Level (3 A, 4 B, 1 C = 8 Value Parts required)
 - Gymnast performs: 3 A, 3 B, 2 C
 - 1 C replaces missing B
 - All difficulty requirements are met.

Special Requirements (SR) for All Levels are worth 0.50 each.

- Each event has specific requirements.
- Junior Prep- UB, BB and FX have 5 requirements each.
- Junior- UB and BB have 5 and FX has 6 requirements each.
- Senior- UB and BB have 5 requirements and FX has 6.
- Elite- UB, BB and FX have 6 requirements.
- Any element not awarded Value Part credit may NOT be used to fulfill Special Requirements.
- A skill or series can fulfill more than one requirement.

Combination (Composition)

- Considerations in the construction of the exercise:
 - Progressive distribution of elements
 - Diversified, creative and artistic composition through:
 - Various connections
 - Value Parts from different groups
 - Use of the entire apparatus (spatially and directionally)

- Characteristics of good composition:
 - Changes in direction of movement
 - Changes in tempo and rhythm
 - Changes in body position in relation to the apparatus
 - High points (peaks) which are achieved through:
 - The performance of difficult value parts
 - Movement contrasts
 - Progressive distribution of the elements
 - Fluent presentation of the transitions to a more difficult level of Value Parts.
- Specific apparatus requirements for composition are itemized in the individual apparatus chapters.

Execution (Technique/Amplitude/Posture) & Artistry

- Characteristics of excellent execution/amplitude would include:
 - Performance with full amplitude from a magnificent starting position to the ultimate ending position.
 - Maximum amplitude or range of movement of the body:
 - Turns (breadth axis, longitudinal axis or combination turns) in Saltos completed in the highest point of the flight trajectory.
 - Optimal extension and posture.

General deductions for faults in technique, execution, amplitude, and presentation.

- **Slight / Small Faults (.05 – 0.10)**
 - Slight hop, or small adjustment of feet on landing of elements or dismounts.....up to 0.10
 - Toes incorrectly positioned during a skillup to 0.10 each
 - Extra steps on landing (per step – max of 4).....each 0.10
 - Insufficient extension in preparation for landing.....up to 0.10
 - Deviation from straight direction on landing.....up to 0.10
 - Extra arm swings on landing.....up to 0.10
 - Leg crossed during Saltos with twist.....up to 0.10
 - Hesitation during a jump, press, or swing to handstand.....up to 0.10
 - Touch/brush on apparatus or mat with foot (feet) contrary to technique (UB, BB).....up to 0.10
- **Medium Faults (up to 0.20)**
 - Legs or knees apart
 - Shoulder width.....up to 0.10
 - > Shoulder width.....up to 0.20
 - Insufficient height on leaps, jumps and hops.....up to 0.20
 - Insufficient height of Acrobatic flight elements.....up to 0.20
 - Insufficient split position (deviation from 180°).....up to 0.20
 - Incorrect position of legs in split or straddle pike.....up to 0.20
 - Insufficient exactness of tuck, pike, stretched position.....up to 0.20
 - Dance: under rotated turn (incomplete turn).....up to 0.20
 - Acrobatics: under or over rotated twist.....up to 0.20
 - Deviation from vertical for completion of turn in handstand phase.....up to 0.20
 - Relaxed or incorrect foot/leg/body/posture throughout the exercise.....up to 0.20
 - Insufficient flexibility throughout the exercise.....up to 0.20
 - Insufficient swing execution (UB) throughout exercise.....up to 0.20
 - Insufficient variation in rhythm and tempo throughout the exercise.....up to 0.20

- Hit on apparatus with foot (feet) contrary to technique.....0.20
- Very large step or jump on landing.....0.20
- Additional trunk movements to maintain balance (V).....up to 0.20
- Insufficient dynamics (UB, BB, FX).....up to 0.20
- Incorrect body posture on landing.....up to 0.20
- **Large Faults (up to 0.30)**
 - Bent arms in support or bent knees.....up to 0.30
 - Insufficient artistry throughout the exercise (BB, FX).....up to 0.30
 - Insufficient femininity, beauty and elegance.....0.05-0.10
 - Insufficient projection of personal style, focus,
and expression.....0.05-0.10
 - Entertainment Value.....0.05-0.10
 - Grasp on apparatus to avoid fall (UB, BB).....0.30
 - Hit on mat with foot (feet) contrary to technique.....0.30
 - Additional trunk movements to maintain balance
(UB, BB, FX).....up to 0.30
 - Deep squat on landing.....up to 0.30
 - Insufficient dynamics (V).....up to 0.30
- **Very Large Faults (0.50)**
 - Support on mat with 1 or 2 hands.....0.50
 - Fall on mat to knees or hips.....0.50
 - Fall on or against apparatus.....0.50
 - Spotting or Verbal assistance.....0.50
 - .50 deduction is taken for each skill not completed or missing if routine has less than 6 skills.
(Junior prep only).

Clarification on steps on landing

- A step-close (forwards or backwards) is considered one step and receives a 0.10 deduction. A very small step-close or other small foot movement would receive 0.05 deduction.
 - The Gymnast lands with feet together, then takes one step forward, sideward or backward on the Right foot, then returns the Right foot to join the Left foot, OR
 - The Gymnast lands with feet together, then takes one step forward, backward or sideward on the Right foot, then steps with Left foot to join the Right foot.
- If the Gymnast is out of control or has additional movements to maintain balance after the step(s), additional deductions may be applied.

Bonus – Seniors & Elites Only

- Bonus
 - Is achieved through unique and difficult combinations and isolated skills.
 - May consist of dance elements and/or Acro elements.
 - To receive Bonus, all elements must be directly connected when required. On Floor, Acrobatic and Dance connections be indirectly connected.
 - Direct connections are series in which elements or connections are performed without stop, extra steps, repositioning of the foot or extra swings (bars) between elements.

- Indirect connections (only in Acro series on Floor) are those in which directly connected Acro elements with flight phase and hand support are performed as preparatory elements between aerials and/or Saltos.
- Only those elements that receive VP credit may be used for Bonus.
- The order of succession of VP within a connection may be freely chosen.
- The exact same connection may be used only one time for Bonus.
 - If the same elements are used in a second connection, but are performed in a different order, Bonus will be awarded.
- With the connection of three or more elements, the second element (and those following) may be used a second time (the first time as the last element of the first connection, and the second time as the first element to begin a new connection). This is applied only if all elements receive VP credit.
- Bonus is worth either +0.10 or +0.20.
- Bonus will be awarded only for good technical presentation resulting in each element performed with less than 0.20 deductions.
- Bonus is awarded even if all special requirements are not met.
- The maximum awarded for Bonus is:
 - 0.30 points for Seniors, Junior and Junior Preps
 - 0.50 points for Elites
 - Junior Preps and Juniors are allowed to receive bonus for an extra B value skill that does not receive more than .2 in execution deductions.
- Instances When Bonus Will Not Be Awarded
 - When there is a large fault (or several small faults) resulting in a deduction of 0.20 or more (including falls) during the execution of any one element.
 - When exactly the same connection series is repeated.

Calculating Start Values (SV)

- **Start values will be posted beginning in April and at the state meet**
- All judges determine the SV.
- It is not mandatory that the SV's agree.
- Steps in Determining the SV:
 - Junior Prep & Junior's start at 10.00, Seniors at 9.70 and Elites at 9.50
 - Junior Prep and Junior may receive bonus and start from a 10.30, their highest possible score is a 10.0
 - ADD any Bonus
 - DEDUCT for missing VP and/or SR
 - A .5 deduction is taken for each skill not completed or missing if routine has less than 6 skills. (Junior prep only).
 - A .5 deduction is taken for each special requirement that is not fulfilled for all levels.
 - Juniors/Seniors/Elites must perform a minimum of 6 skills or routine is given a 1.0.
- Example of determining a SV:
 - Junior's Lv. 6-10 (4 A, 4 B, 0 C) = 8 required VP
 - Gymnast performs: 3 A's, 3 B's & missing 2 SR (-0.40)
 - Exercise starts at: 10.00
 - Missing one A VP @ 0.10 -0.10 = 9.90
 - Missing one B VP @ 0.30 -0.30 = 9.60
 - Missing two SR @ 0.50 -1.00 = 8.60 Start Value

- Senior (3 A, 4 B, 1 C) = 8 required VP
 - Gymnast performs: 3 A's, 3 B's, 1 C, +0.10 Bonus & missing 1 SR (-0.50)
 - Exercise starts at: 9.7
 - Add Bonus = +0.10 = 9.80
 - Missing one B VP @ 0.30 -0.30 = 9.50
 - Missing one SR @ 0.50 -0.50 = 9.0 Start Value

Clarification of Unusual Judging Situations

- Incomplete Exercise
 - If a Gymnast is unable to complete her exercise, the score will be determined in the usual way, by determining the SV and deducting any appropriate execution/amplitude, composition and specific apparatus deductions.
 - The routine is given a 1.0 if there are less than 6 elements in the routine for Jrs, Srs/ Elites.
- Equipment Failure
 - In situations of equipment failure (including broken or completely torn handgrips) occurring through no fault of the Gymnast or coach, the Gymnast may choose to:
 - Stop immediately and request permission from the Head Judge to either repeat her routine or to continue from the point of interruption.
 - Continue to complete the routine. At the completion of the routine, she and her coach must decide whether to repeat the routine or accept the score given.
 - Equipment failure does not include the unfastening of bandages or handgrips or loss or partial loss of footwear.
- Inquiries
 - The coach is entitled to see the two scores of his/her individual Gymnast.
 - Inquiries must be submitted to the Meet Director in writing on the official inquiry form. The Meet Director will then forward it to the Meet Referee, who gives it to the Head Judge of the apparatus in question.
 - Inquiries **MUST be submitted within 5 minutes** of the completion of that event rotation.
 - Inquiries are limited to questions regarding:
 - Start Value
 - Neutral Deductions
 - Unusual occurrences
 - After an inquiry, if it is questionable that a gymnast performed a skill, video proof is allowed to be submitted for proof of performance when calculating value parts.
 - As a result of an inquiry, the score may be raised, lowered, or remain the same.

Range of Scores

- The range of scores is the allowable difference between the counting judges' scores.
- The average score, not the Head Judge's score, determine the range.
- The allowable range of scores between the two judges' scores is 1.0 - 5.0 is 1.50, 5.0 – 7.0 is 1.00, 7.0 – 9.5 is 0.50, and 9.5 – 10.0 is 0.30.
- If there is too great a difference between the two scores, a conference of the judges is called. In this conference, the discrepancy is resolved by one of the following procedures:
 - The start value is discussed.
 - Mathematical procedures are checked for accuracy.
 - Adjustments are made in the scores to conform to the allowable range.
- Judges may evaluate in 0.05 increments at all competitions.

Miscellaneous Scoring

- If a Gymnast performs a recognizable skill, give them the value credit and then an execution deduction is taken appropriate to the performed skill.
- Judges have the right to change a score for the positive or negative after it has been scored without an inquiry.
- Judges have the right to change a score for the positive or negative after an inquiry.
- For a Specialist, non-competed events are to be marked 0.0 on Gymnasts' score card. For scratches on All- Around Gymnasts, 0.1 is to be marked on their score card. If an athlete has entered a meet and does not attend the competition, a .01 is marked on her score card for each event.
- Series is two or more gymnastics elements connected.

Dress Code for Athletes During Competition

- Undergarments showing, other than accidental occurrence, are to have .10 taken from final event score. May be taken once per event. Judges are instructed to give a verbal warning to the athlete's coach prior to competing.
- Nail polish may be worn if it is clear. White tips are allowed. Gymnast will need to remove colored nail polish before competing.
- Bike shorts being worn during competition will have .10 taken off per event.
- One pair of earring studs in earlobe will be allowed. No other jewelry is accepted.
- Body art is not allowed. Any exceptions must be cleared with the meet director.

Warm Ups UB, BB, FX

- Developmental – 30 seconds each
- Junior Preps - 1 minute each
- Juniors – 1½ minute each
- Senior and Elite – 2 minutes each

Vault-

- 3 warm up vaults for handsprings and twist vaults. 5 warm up vaults if doing a vault with a salto.

VAULT

General

- All vaults are to be performed with the support of both hands on the horse.
- All vaults must be executed from a run and must take off from the springboard on both feet. No preparatory elements are allowed.
- The length of the run can be individually arranged.
- Follow all competition regulations for vault.
- Vault table is required for all competitions.
- If a vault is attempted, a complimentary score of 1.00 will be given.
- All voided vaults will receive a complimentary score of 0.10.
- Junior Prep's have the option of using an aero board

Vault Groups

The vaults will be grouped as follows:

- Group 1 – Handsprings, Yamashitas, and Cartwheels with and without longitudinal axis turns
- Group 2 – Saltos forward and Cuervos with and without longitudinal axis turns
- Group 3 – Saltos backward with and without longitudinal axis turns (Tsukaharas)
- Group 4 – Vaults from a round-off entry onto the board. (Yurchenkos)

Value of Vaults

- All vault start values can be found in the AGA Vault Table (page 28).
- Junior Prep and Junior level have restricted vault choices.
- All vaults are designated by a number. The first number of the vault signifies its vaulting group.
- AGA vaults are assigned a score value and not recognized by a letter value. AGA Gymnasts are not required to do a certain letter value. They only need to do a vault appropriate and safe of their skill level.
- The coach is responsible for informing the judge of what vault will be performed by the Gymnast.
- All vault judges are responsible for knowing the correct starting value of each vault and what group the vault falls under. Start values will be recorded on both the Panel Judge's and the Head Judge's score sheets.
- Start Value's in AGA will not be flashed prior to the Gymnast's performance of the vault.

Evaluation of Vaults

- All judges evaluate the vaults from the SV according to the AGA Vault Table.
- The SV of the performed vault should be used if the vault performed is different from the vault called.

Special Requirements

- Gymnasts are permitted two vaults.

- The vaults may be the same or different.
- Each vault is scored and averaged separately.
- The better of the two averaged scores is counted.

Coaching Deductions

- All judges take the 0.50 deduction for spot (assistance) upon landing.
- For the Handspring vault, there will be a 2.00 deduction for spotting in the post flight/second flight (past vertical) phase. If the coach assists during the preflight/first flight or support phase of the vault, the vault will receive a 1.0
- The coach may speak to the Gymnast between vaults without penalty, but may not give verbal coaching cues or signals during the vault.
- A coach may ask the average score of the first vault performed in order to help determine the second vault the Gymnast will perform.

Running Approaches

- At most, three run approaches are permitted if the Gymnast has not touched the vaulting apparatus or the springboard.
- There is no deduction for the third attempt.
- A fourth attempt is not allowed. Therefore, the vault becomes void after the third attempt.

Specific Apparatus Deductions

• First Flight Phase

- Prescribed LA turn incomplete..... up to 0.30
- Legs Apart..... up to 0.20
- Knees Bent..... up to 0.30
- Hip Angle..... up to 0.20
- Arched Body..... up to 0.20
- Legs Crossed..... up to 0.10

Support/Repulsion Phase

- Shoulder Angle..... up to 0.20
- Arched Body..... up to 0.20
- Touch with 1 hand only..... receives 1.0
- No touch..... receives 1.0
- Head touches vault..... receives 1.0
- Bent arms..... up to 0.50
- Prescribed LA turn begins too early..... up to 0.30
- Additional hand placement..... up to 0.30
- Staggered/alternate hand placement on forward entry vaults..... up to 0.10

(Junior Handsprings Only)

- Too long in support..... up to 0.20
- Angle of repulsion..... up to 0.40

• Second Flight Phase

- Prescribed LA turn begun too late..... up to 0.50
- Legs Apart..... up to 0.20
- Knees Bent..... up to 0.30
- Insufficient height..... up to 0.50
- Insufficient length..... up to 0.30
- Insufficient tuck, pike or stretch..... up to 0.30
- Insufficient and/or late extension of tuck or pike position (Salto only)..... up to 0.20
- Failure to maintain extension of body before landing (stretched vaults)..... up to 0.30

- Legs crossed..... up to 0.10
- Exactness of LA turn..... up to 0.10
- Absence of extension (tuck/pike vaults)..... up to 0.30
- Late completion of twist (Group 1 vaults)..... up to 0.30
- Brush/hit body on table..... up to 0.20
- Spotting assistance during post flight (Handspring vault only)..... 2.0
- **Landing**
 - Failure to land on feet first..... receives 1.0
 - Deviation from straight direction..... up to 0.30
 - Prescribed LA turn under/over upon landing..... up to 0.30
 - Slight hop or small adjustment of feet..... up to 0.10
 - Extra arm swing(s)..... up to 0.10
 - Extra steps (up to 4)..... each 0.10
 - Very large step or hop..... 0.20
 - Deep squat..... up to 0.30
 - Support of 1 or 2 hands, fall on knees or hips, or against horse..... 0.50
 - Additional trunk movement..... up to 0.20
 - Body posture..... up to 0.20
 - Land, sit, lay or stand on top of table..... receives 1.0
- **Other Deductions**
 - Spotting during vault (exception Handspring)..... receives 1.0
 - Spotting landing..... 0.50
 - Insufficient dynamics during vault..... up to 0.30
 - Run approach without execution of vault with touch on board or horse..... receives 1.0
- **Execution**
 - Small..... up to 0.10
 - Medium..... 0.20
 - Large..... 0.30
 - Very large..... 0.50+

Clarifications

- Clarification on steps on landing: Examples of one step = up to 0.10
 - A step-close is considered one step. A very small step-close or other small foot movement would receive 0.05 deduction.
 - The Gymnast lands with feet together, then takes one step forward, sideward or backward on the Right foot, then returns the Right foot to join the Left foot, OR
 - The Gymnast lands with feet together, then takes one step forward, backward or sideward on the Right foot, then steps with Left foot to join the Right foot.
 - If the Gymnast is out of control or has additional movements to maintain balance after the step(s), additional deductions may be applied.
- Clarification of the deductions for insufficient/late opening and total absence of extension.
 - The opening deduction should reflect the body shape prior to landing. The “up to 0.30” deduction is applied according to small, medium and large errors in regard to the body shape.
 - If the Gymnast begins to extend or completely extends the hips prior to landing, but upon landing cannot maintain the upper body posture and closes the upper torso downward toward the legs (compresses), the “up to 0.20” deduction for “additional trunk movements to maintain balance” is applied.

UNEVEN BARS

General

- The evaluation of the exercise and the counting of value parts begins with the takeoff from the board or floor (Mount = first element)
- A second run approach for the mount is permitted if the Gymnast, on her first attempt, has not touched the springboard, the apparatus, or not run underneath the apparatus. If a third run approach is necessary, she then receives a deduction of 0.50.
- During a fall onto or from the apparatus, an interruption of 30 seconds is possible.

Bar Fall Regulations

- Timing of Falls
 - The Gymnast is allowed 30 seconds to remount and resume her routine after a fall.
 - After twenty seconds have passed, the timer will give a verbal notification of “10 seconds remaining” for remounting after the fall, with “time” called at 30 seconds.
 - In the event of injury or equipment malfunction, extra time will be permitted.
- The Gymnast may chalk up and adjust her grips during the fall time, but she may not go outside of the competition area.
- The coach may speak to the Gymnast during the fall without penalty.
- The coach may lift the Gymnast to the bars to remount without a penalty.
- If the Gymnast falls and does not continue with the routine, deduct for:
 - No dismount is deducted through special requirements.
 - The fall (-0.50)
 - Value Parts missing, if applicable.
 - is given if the exercise consists of less than 6 elements (for Sr's and Elites only).
 - A .5 deduction is taken for each skill not completed or missing, 6 skills required (Junior prep only).
 - A .5 deduction is taken for each special requirement that is not fulfilled for all Levels.

Spotting Regulations

- If the coach touches and assists the Gymnast during an element:
 - Value part credit is NOT awarded.
 - Exception: If the spot occurs on the landing of the dismount, award Value Part credit.
 - Bonus is NOT awarded.
 - Special Requirement credit is NOT awarded.
 - A deduction of 0.50 is taken for the spot.
 - If the Gymnast falls after the spot, an additional 0.50 deduction is taken for the fall.
 - If the Gymnast is spotted on the landing of the dismount, and then she falls, deduct only 0.50. Do not deduct for both the spot and the fall.
- If the coach inadvertently touches the Gymnast without assisting:
 - Value part credit is awarded.
 - A deduction of 0.50 is taken for the spot.
 - Bonus is NOT awarded due to the 0.50 spotting deduction.
 - Special Requirement credit is awarded.

- If the coach catches a falling Gymnast, **DO NOT** deduct for the spot; deduct 0.50 for the fall **ONLY**.
- There is no penalty if the Gymnast inadvertently touches the coach.
- The coach may step between the bars (inside) to spot a particular element but may not remain there for the entire exercise.
- There is no penalty for the coach leaning on the bars while spotting (without touching the Gymnast).

Mount and Dismount Regulations

- Mounts
 - The Gymnast may use a board to mount. If a board is used to mount, it may be placed on only ONE competition landing mat.
 - The board must be removed as soon as possible after the Gymnast has mounted.
 - Mount attempts
 - The Gymnast may have two attempts to mount the bars without penalty (provided that she has not touched the board and/or bars or run underneath the bars on either attempt).
 - If the Gymnast balks two times, she may take one more approach; however, on the third attempt, each judge takes a 0.50 deduction.
 - A fourth approach is not permitted.
 - If the Gymnast runs and touches the board and/or bars or runs underneath the bars, there is a 0.50 deduction (considered a fall).
- Dismounts
 - Unless otherwise stated, dismounts may be performed from the low bar.
 - If the Gymnast fails to land on her feet first in a Salto dismount:
 - Value Part credit is NOT awarded.
 - Bonus is NOT awarded.
 - Special Requirement credit is NOT awarded.
 - Deductions for execution and amplitude errors are taken in addition to the fall.

Content of the Exercise

- The exercise should be composed from different element groups. The difficulty parts A, B, C, D, & E should come from the following groups:
 - Upward swings (ending in support) or circular swings (circles)
 - Kips
 - Elements from swing to handstand
 - Elements with turn around the longitudinal axis (pirouettes)
 - Elements with turn around the breadth axis (Salto turn)
 - Counter, grip change, and flight elements
 - Hecht elements

Directives for the Combination

- The course of the exercise should be diversely arranged through:
 - Execution under the low bar and over the high bar
 - Execution outside and between the bars (rails)

- Multiple bar changes
- Multiple directional changes
- To be avoided:
 - Additional support
 - Interruption in swing, extra swings or bounces
 - Predominance of close bar execution

Special Requirements

- Each special requirement is worth 0.50 for all Levels.
- Junior Prep (2.50 total)
 - One forward moving circle skill or kip
 - One skill that glides to 45 degrees or above (glide if kip is attempted, must reach 45 degrees prior to kipping to receive SR)
 - A skill beginning under the high bar to end in front support on high bar
 - One skill that swings to a minimum of 45 degrees
 - Dismount
- Junior's (2.50 total)
 - 1 bar change
 - 1 Cast that meets 20 degrees or more above horizontal.
 - 1 element – minimum of a B - from the Groups Clear Hips, Stalders or Pike Circles and Underswings.
 - 1 glide or long hang kip.
 - Dismount – minimum of an A Salto (B dismount will fulfill requirement) One extra tap swing prior to a salto dismount is allowed without deduction for extra swing.
- Seniors (2.5) and Elites (3.0) Elites have 6 listed requirements.
 - 1 bar change for Seniors, 2 bar changes for Elites
 - 1 flight* element – minimum of a B (excluding dismount)
 - 1 element that comes within 10 degrees of a handstand
 - 1 element – minimum of a B - from the Groups Clear Hips, Stalders or Pike Circles and Underswings.
 - Dismount – minimum of a B
- **Elites Only**
 - 1 element with LA turn of 180°, 360°, 540°, etc. (excluding mount and/or dismount)
- *Flight phase element – Elements with flight from HB to LB or LB to HB, counter flight, vault, Hecht or Salto on same bar, release-hop of both hands grip in ascending phase and finish in different grips are considered as FLIGHT elements.

Exceptions and Special Values

- **Juniors and Junior Prep**
 - Switch glide kip = A; can be used as a LA turn (not as mount)
 - Stoop sole circle forward, piked or straddled can be used a flight element, but no B value = A
 - Pull over mount, single leg shoot through, single leg kip, backward mill circle, and forward mill circle on low bar will count as an element, but receives no value (counting skill only)
 - Long Hang Pullover – from stand on LB and from cast on HB = A
 - Tuck, pike, layout and ½ Flyaway = B

- Sole Circle – Low Bar or High Bar – feet together or straddled = A
- Sole circle full twist dismount = B
- Kip Cast to 30 degree or Higher = B

- **Seniors/Elites**

- Flyaway Full tucked or layout = C
- Lay out Flyaway = B
- Backward giants = C
- All B circling elements to clear support will receive B VP credit – provided the hips do not touch the bar at the completion of the circle.

Bonus for Junior Prep

- 0.10 bonus for a Kip, may be given twice. 10.3 cap on start value.
- 0.30 for the second B value skill
 - No bonus will be awarded for more than 0.20 in deductions

Bonus for Seniors and Elites

- **B+B**.....0.10 One or both elements can be without turn or flight or they must be different elements
- **B+B+B**.....0.20 Must be three different elements, with or without turn
- **B+C**.....0.20 One element must have a turn or flight
- **C**.....0.20 Flight element
- **C+C**.....0.30 Both elements can be with or without turn
- Performing a Giant is 0.10 each, may award up to 0.20
- Performing 2 Giants connected is 0.10
- No bonus will be awarded with more than 0.20 deductions.
- Bonus can be in ascending or descending order.
- Higher bonus can fulfill lower counterparts.

Specific Apparatus Deductions

- Adjust grip or additional hand placement.....each up to 0.10
- Amplitude of bar element.....each up to 0.20
- Balance between pirouette and flight elements (Seniors/Elites only).....up to 0.10
- Grasp on bars to avoid fall.....up to 0.30
- Hesitation on swing to HS.....each up to 0.10
- Hit apparatus.....each 0.20
- Hit mat.....each 0.30
- Incorrect body posture.....up to 0.20
- Insufficient dynamics.....up to 0.20
- Insufficient swingful execution.....up to 0.20
- Insufficient use of Apparatus Spatially.....0.10
 - (Seniors/Elites only) Directionally.....0.10
- Intermediate (Extra) swing.....each 0.30
- Cast to 45° & below = NO VP.....each 0.10

- Cast 44° to 11° = A each 0.05
- Cast 10° to outside HS = B each 0.05
- Lack of variety in choice up to 0.10
- More than 1 element before mount 0.20
- More than 2 of the same element directly connected to dismount 0.10
- Progressive distribution up to 0.10
- Swing forward or backward under horizontal each 0.10
- Third run approach 0.50
- Touch or brush mat or apparatus with foot each up to 0.10

- Vertical pirouettes ½ or 1/1 >10° - <30° up to 0.10
 - >30° up to 0.20
- Climbing on low bar to reach high bar 0.30 each
- Use of only 1 bar for the entire routine 1.00 off final score
- Spotting assistance 0.50
- Less than 6 elements Receives 1.00 Jr/Sr/Elite

NOTE: See the General Faults Table for deductions on composition, execution, etc.

BALANCE BEAM

General

- The evaluation of the exercise begins with the take-off from the board or floor.
- A second run approach for the mount is permitted if the Gymnast, on her first attempt, has not touched the springboard, the apparatus or did not run underneath the apparatus.
- Timing begins when the Gymnast takes off from the board or floor.
- Time ends when the Gymnast's feet hit the floor as she dismounts.
- The Gymnast gets a 10 second warning prior to exceeding the time limit.
- "Time" will be called at the maximum time limit.
- If the dismount lands at the sound of "time", there is no deduction.
- After a fall onto or from the apparatus, a 30 second interruption is allowed. This is separate from the exercise. Resume timing the exercise as the Gymnast begins continuing the routine.
- Time limits –a maximum of 1:30. There is no undertime.
- Overtime deduction is 0.10.

Timing Regulations

- Timing of the Exercise
 - The maximum time is 1 minute 30 seconds (1:30).
 - A warning signal is given at 1 minute 20 seconds (1:20).
 - The evaluation and timing of beam begins with the take-off from the board or mat. This refers to running mounts as well as mounts from a stand. Time is stopped when the Gymnast arrives on the floor at the completion of her dismount.
 - If the Gymnast is on the beam or in the air at the final time signal, the judges continue to evaluate the exercise.
 - The Head Judge deducts 0.10 for overtime from the average score. This deduction must be indicated to the coach either verbally or by visual means.
 - Value Parts, composition, special requirements and any applicable Bonus are awarded.
 - NOTE: There is no deduction for under time.
 - The warning and final time signal should be a special device such as a bell. If this is unavailable, a verbal "warning" and "time" must be audible to the Gymnast.
 - It is the responsibility of the Head Judge to review the timing procedures with the timers.
- Timing of Falls
 - The Gymnast is allowed 30 seconds to remount and resume her routine after a fall. The fall time must be timed separately from the routine time (two watches are necessary).
 - Procedures for timing falls:
 - When the Gymnast arrives on the mat, the 30-second fall time begins. (Routine watch stops)
 - When the Gymnast remounts the beam (leaves the floor), the 30-second fall time stops.
 - The routine watch resumes timing with the first movement to continue the exercise.
 - After twenty seconds have passed, the timer will give a verbal notification of "10 seconds remaining" for remounting after the fall, with "time" called at 30 seconds.

- In the event of injury or equipment malfunction, extra time will be permitted.
- During the fall, the coach may speak to the Gymnast without penalty. Once the Gymnast remounts the beam, the coach may not give verbal or visual assistance.

Spotting Regulations

- If the coach touches and assists the Gymnast during an element:
 - Value part credit is NOT awarded.
 - Exception: If the spot occurs on the landing of the dismount, award Value Part credit.
 - Bonus is NOT awarded.
 - Special Requirement credit is NOT awarded.
 - A deduction of 0.50 is taken for the spot.
 - If the Gymnast falls after the spot, an additional 0.50 deduction is taken for the fall.
 - If the Gymnast is spotted on the landing of the dismount, and then she falls, deduct only 0.50. Do not deduct for both the spot and the fall.
- If the coach inadvertently touches the Gymnast without assisting:
 - Value part credit is awarded.
 - A deduction of 0.50 is taken for the spot.
 - Bonus is NOT awarded due to the 0.50 spotting deduction.
 - Special Requirement credit is awarded.
- If the coach catches a falling Gymnast, DO NOT deduct for the spot; deduct 0.50 for the fall ONLY.
- There is no penalty if the Gymnast inadvertently touches the coach.
- The coach may approach the beam to spot a particular element, but may not remain there for the entire exercise.
- When a raised surface is necessary for spotting, it is recommended that a spotting block or folded mat be used; however, there is no penalty for the coach standing on the board, provided the board (or spotting device) is removed immediately after the element is performed.

Content of the Exercise

The exercise should be composed from different element groups. The value parts A, B, C, D, & E must come from the following groups:

- Acrobatic elements with or without flight phase in forward, sideward, or backward movement (round-offs count as sideward movement)
- Gymnastics elements (jumps, leaps, hops, and turns)
- Step and running combinations
- Balance elements in a stand
- Sit and lying positions
- Body waves

Directives for the Combination

In the course of the exercise, combination high points (peaks) should be created through:

- Direct connections (series) of two or more Acrobatic/Gymnastic elements
- Jumps, leaps hops, turns, and other Gymnastic elements

- Harmonious change between the element groups, in particular by inter-change Gymnastic and Acrobatic elements
- Variation in rhythm between faster and slower movements
- Performance of elements in forward, sideward, or backward movement, and in a side, cross and also oblique position to the apparatus
- Change between working near and far from the beam (level changes)
- Dynamic construction of the exercise

Mount and Dismount Regulations

- Mounts
 - The Gymnast may use a board to mount. If a board is used to mount, it may be placed on only ONE competition landing mat.
 - The board must be removed as soon as possible after the Gymnast has mounted.
 - Mount attempts

The Gymnast may have two attempts to mount the beam without penalty (provided that she has not touched the board and/or beam or run underneath the beam on either attempt).

 - If the Gymnast balks two times, she may take one more approach; however, on the third attempt, each judge takes a 0.50 deduction.
 - A fourth approach is not permitted.
 - If the Gymnast runs and touches the board and/or beam or runs underneath the beam, there is a 0.50 deduction (considered a fall).
 - Dismounts
 - All elements, including the dismount, performed after the final time signal will be evaluated.
 - If the Gymnast fails to land on her feet first in a Salto dismount:
 - Value Part credit is NOT awarded.
 - Bonus is NOT awarded.
 - Special Requirement credit is NOT awarded.
 - Deductions for execution and amplitude errors are taken in addition to the fall.

Special Requirements

- Each special requirement is worth 0.50 each
- Junior Prep (2.50 total)
 - One 1/2 turn on one foot
 - 1 Acro skill that passes through vertical, cannot be a handstand
 - Gym Series of leaps, jumps, or hops. (minimum of 2 elements)
 - 1 leap with a minimum of a 90 degree split
 - 1 dismount

- Juniors (2.50 total)
 - 1 Acro series both skills can be without flight – may be prior to and connected to dismount, not mount or hold. First skill must pass through handstand with second being of “B” value if does not pass through handstand.
 - Gym Series of leaps, jumps, or hops. (minimum of 2 elements) **-OR-** 1 Dance/Acro series of 2 or more elements - no wave or hold, no dismount, mount okay
 - 1 Full turn (or more) on one foot or knee
 - 1 Leap, Jump, or Hop with a 150° split – must be forward or side split
 - Dismount of at least an “A” value Salto.
- Seniors (2.5) and Elites (3.00 total) Elites must fulfill 6 requirements.
 - Acro series (Seniors 7-10 1 Acro with flight) (Elites 2 or more Acro flight elements). May be prior to and connected to dismount, not mount or hold.
 - Gym Series of leaps, jumps, or hops. (minimum of 2 elements), **-OR-** 1 Dance/Acro series of 2 or more elements- no wave or hold, no dismount, mount okay
 - Full turn (or more) on one foot or knee
 - 1 Leap, Jump, or Hop with a 180° split – must be forward or side split
 - Dismount of at least B value
- **Elites Only**
 - One Gym/Acro or Acro/Gym

Clarifications Regarding Series and Acro Value Credit

- In an Acrobatic, Dance, or Dance/Acro series, the connection between the elements must be continuous. A series is considered broken if one or more of the following occurs:
 - A stop between elements.
 - A delay in the immediate take-off of the second element. This could be the result of pumping or circling of the arms contrary to the technique of the element. (If the body continues its movement, the arm circle does not necessarily break the series).
 - Loss of balance, causing a stop between elements.
 - Repositioning of a support leg.
 - Extra step, hop/jump between the elements.
 - If there is a loss of tempo of the connection between the elements, apply specific execution deduction of lack of tempo during execution of connections.
 - Dismount cannot fulfill Acro series requirement but may be connected to series.
 - For Elite special requirements, opting out of 1 Acro Series with 2 or more flight elements, will receive 0.50 deduction as part of the special requirement.
 - For an acro element to receive value part credit one foot must touch the top of the beam.
 - A series can fulfill the special requirement without the last element having foot touch the top of the beam if connection is not broken. However, value part credit is not awarded. This is for a series and not an isolated tumbling requirement.
- In order to fulfill the different Special Requirement series (Acro, dance or dance/Acro), there must be a minimum of two series with two elements in each series.
 - If a series is comprised of three elements combining dance and Acrobatic elements, only ONE SR series may be fulfilled.
 - Example: FF, FF, Straddle Jump
 - Fulfills either the Acro series or Acro/dance series, but not both. It also fulfills the required large leap/jump with 180° SR.

- It is possible to combine two SR series, provided that there are at least four elements:
 - Example: FF, FF, Straddle Jump, Pike Jump
 - Fulfills both the Acro and dance series SR. The large leap/jump with 180° SR is also fulfilled by the straddle jump.

Considerations For Awarding Value Part Credit When a Fall Occurs

- The element is completed, the Gymnast lands on the beam with one or two feet, then falls:
 - Value part credit is awarded.
 - Bonus is NOT awarded, due to the fall.
 - Special Requirements will be fulfilled, if applicable.
 - If the fall occurs on the second element in a series, the series Special Requirement is fulfilled.
 - Execution/amplitude errors are taken in addition to the 0.50 deduction for the fall.
- If the Gymnast's feet do not land on the beam at all:
 - Value Part credit is NOT awarded.
 - Bonus is NOT awarded.
 - Special Requirement credit is NOT awarded.
 - If the fall occurs on the second element in a series, the series SR is NOT fulfilled.
- Note: In all of the above cases, deduct for execution and amplitude errors in addition to the 0.50 deduction for the fall, but not balance errors, which resulted in a fall

Special Values - Skills Exceptions/Deductions for All Levels

- Front Tuck Dismount = B for JP, Jr =A for Sr, Elite
- Salto Dismount from an Acro Skill = B for JP, Jr =A for Sr, Elite (skills prior to dismount receive value and Acro series requirement)
- Salto Dismount from a Flight Acro Skill = B All Levels (skills prior to dismount receive value and Acro series requirement)
- Front Pike Dismount = B All Levels
- Gainer Layout = B All Levels
- Full Twist Dismount = C All Levels
- Front Walkover = B All Levels

Bonus for Seniors and Elites

- C 0.10 Acro element
- D 0.10 Gym element
- D 0.20 Acro element
- E 0.20 Gym element
- E 0.30 Acro element
- B+C 0.10 Gym/Gym, Acro/Gym or Gym/Acro
- C+C 0.20 Gym/Acro, Acro/Gym
- D+B 0.20 Gym/Acro, Acro/Gym
- E+B 0.40 Gym/Acro, Acro/Gym
- B+C 0.20 Acro Connection
- B+B+B 0.20 Acro Connection (one element must be *different)

*back handspring step out and back handspring to 2 feet are different elements.

- No bonus will be awarded with more than 0.20 deductions
- Bonus may be achieved in ascending or descending order (example: b/c or c/b)
- Higher bonus can fulfill lower counterparts

Specific Apparatus Deductions

• Additional hand placement, or support	each up to 0.10
• Choice of Acro element up to level	up to 0.20
• Concentration pause (>2 seconds)	each 0.10
• Grasp Beam to avoid fall	each 0.30
• Hesitation during jump, press or swing to handstand	each up to 0.10
• Hit apparatus	each 0.20
• Hit mat	each 0.30
• Incorrect body posture	up to 0.20
• Insufficient artistry	up to 0.30
• Insufficient dynamics	up to 0.20
• Insufficient use of apparatus:	
○ Missing one movement close to beam	0.10
○ Spatially and directionally	each 0.10
• Insufficient variation of rhythm and tempo	up to 0.20
• Lack of balance between Acro & dance	up to 0.10
• Lack of tempo during connection	each up to 0.10
• Missing required Acro elements forward/sideward or backward	each 1.00
• More than one dance element to prone/front support	each 0.10
• Overuse of dance from same type	each up to 0.10
• Progressive distribution for high points	up to 0.10
• Support of leg against side of Beam	each 0.20
• Third run approach	0.50
• Touch or brush apparatus	each up to 0.10
• Turns with leg horizontal or above:	
• Lacking correct leg position > 45° - 90°	up to 0.20
• Spotting assistance	0.50
• Incomplete Tumbling Pass	0.30 one-time deduction
• Overtime (over 1:30)	0.10 off average
• Less than 6 elements	Receives 1.00 Jr/Sr/Elite

NOTE: See the General Faults Table for deductions on composition, execution, etc.

FLOOR EXERCISE

General

- The evaluation of the exercise begins with the first Gymnastics or Acrobatic movement of the Gymnast.
- Time limits: minimum of 1:00, maximum of 1:30.
- Timing begins with the Gymnast's first movement and ends with the Gymnast's last movement.
- The exercise should end simultaneously with the music.
- No singing is permitted, but human sound and voice for instrumentation is acceptable.
- The accompaniment may be played through an auxiliary cord or Bluetooth, no cd or cassette tape.
- Procedures for music failure during the routine due to technical failure:
 - The Gymnast may continue her routine. Upon completion of the routine, Gymnast and coach must decide whether to repeat the routine or accept the score that is given. The judges will post no score until that decision is made. No deduction would be taken for the absence of music.
 - The Gymnast may stop her performance immediately and request permission from the Head Judge to repeat her routine, or to continue from the point of interruption. Once permission is given, the Gymnast would perform again (either from the points of interruption or the entire exercise) after a reasonable amount of rest time. No score would be given for the partial routine.

Line Violations (Out of Bounds)

- If the Gymnast touches any part of her body outside of the prescribed area, she will receive a 0.10 deduction each time.
 - On surfaces where the Floor area is marked by two different colors, if any part of the body touches the outside color, it is considered out of bounds.
 - If the Gymnast steps on (but not over) the line, she is not out of bounds.
- The Head Judge takes the deduction from the average score.
- If the Gymnast also falls while out of bounds, each judge must deduct 0.50 for the fall and the Head Judge would deduct the 0.10-line deduction from the average.
- Elements or connections completed out of bounds are recognized.
- If any additional matting is placed in the corner of the Floor area and it obscures the judge's view of the boundary lines, the Gymnast takes the risk of having a line deduction taken.
- If there are no line judges, the Head and Panel Judges must also watch for line violations and indicate such by raising their hand.
- Line violations should be indicated in writing by the panel judge and submitted to the Head Judge.

Coach on Floor / Spotting Regulations

- If the coach is on the Floor mat but does not assist the Gymnast, the Head Judge takes a deduction of 1.00 from the average score. EXCEPT for Junior Prep.
- If the coach is on the Floor mat and assists the Gymnast during an element:
 - Value Part credit is not awarded for the element performed with assistance.

- Special Requirement credit is NOT awarded
- Bonus is NOT awarded.
- Each judge deducts 0.50 for the spot
- If the Gymnast falls after the spot, an additional 0.50 deduction is taken for the fall.
- The Head Judge deducts 1.00 from the average score per entrance, EXCEPT for Junior Prep.
- The coach must immediately leave the floor after assistance.
- If the coach is on the Floor mat and inadvertently touches the Gymnast:
 - Value Part credit is awarded.
 - Special Requirement (if applicable) is awarded.
 - Bonus is NOT awarded.
 - Each judge deducts 0.50 for the spot.
 - The Head Judge deducts 1.00 from the average score, EXCEPT for Junior Prep.
- If the coach on the Floor mat assists the Gymnast only in the landing of an element:
 - Value Part credit is awarded.
 - Bonus is NOT awarded.
 - Each judge deducts 0.50 for the spot
 - If the Gymnast falls after the spot, an additional 0.50 deduction is taken for the fall.
 - The Head Judge deducts 1.00 from the average score, EXCEPT for Junior Prep.

Content of the Exercise

The exercise should be composed from different element groups. The value parts A, B, C, D, & E, must come from the following element groups:

- Acrobatic elements with and without flight phase in forward, sideward and backward movement
- Gymnastic elements (such as jumps, leaps, hops, and turns), stepping and running combinations and body waves.

Directives for the Combination

During the exercise, combination high point (peaks) should be created through:

- Acrobatic series
- Gymnastic series
- Acrobatic/Gymnastic series
- Harmonious change between Gymnastic and Acrobatic elements
- Dynamic change between the slow and fast movements, corresponding to the character of the music
- Harmony of movement and music
- Versatile use of floor area – original directional patterns
- Change between forward, sideward and backward movements, as well as movements in place
- Change between movements executed near to and far from the floor

Unaesthetic exaggerations, which are incompatible with Gymnastics and possess no sportive value, are undesired.

Special Requirements

- **Junior Prep (2.5 Total)**

- Each special requirement is 0.50 each
 - 2 Acro series with three connected flight elements
 - 1 forward tumbling skill with flight, may be part of Acro series
 - Minimum of one full turn
 - 1 leap with a minimum of a 120-degree split, may be isolated
 - 1 jump series of two jumps

**A coach is allowed to stand on the floor without deduction.*

**Spotting deduction still applies. (Junior Prep's only)*

- **Juniors (2.5 total)**

- Each special requirement worth 0.50 each
 - One of the following Acro Series: (A) 2 tumbling passes with 3 flight skills, one being a Salto **OR** (B) 1 tumbling pass with 3 flight skills, one being a Salto and one tumbling pass with a minimum of 2 flight skills, one being a front Salto.
 - 2 Saltos with 2 being different
 - Dance Turn on one leg – minimum B value
 - Gym Series of leaps, jumps, or hops. One element must be a leap with one-foot take-off – minimum of 2 elements (Direct or Indirectly Connected)
 - 1 Gym/Acro or Acro/Gym, Acro may be with or without flight

- **Seniors (3.0)**

- Each special requirement is 0.50 each
 - One of the following Acro Series: (A) 3 flight elements, 1 element a Salto **OR** (B) 2 flight elements, one being minimum of a B Salto
 - 2nd Acro Series with 2 Saltos (same or different) – minimum of 2 flight elements, minimum 2 elements are Saltos
 - 3 different Saltos within the exercise, last one must be of B value
 - Dance Turn on one leg – minimum B value
 - Gym Series of leaps, jumps, or hops. One element must be a leap with one-foot take-off – minimum of 2 elements (Direct or Indirectly Connected)
 - Gym/Acro or Acro/Gym, Acro must be with flight

- **Elites (3.0 total)**

- Each special requirement is 0.50 each
 - Acro Series- 3 flight elements, one element a Salto
 - 2nd Series with 2 Saltos (same or different)- minimum of 2 flight elements, minimum 2 elements are Saltos
 - Gym/Acro/Gym or Acro/Gym/Acro series
 - Dance turn on one leg, minimum B value
 - Gym Series of leaps, jumps or hops. One element must be a leap with one foot take-off. Minimum of 2 elements (Direct or Indirectly Connected).
 - Last Salto performed must be minimum of B value, must perform at least 3 different Saltos

Special Exceptions/Deductions

- Aerials do not fulfill Salto Requirements.
- Gym elements cannot replace Acro elements in an Acro series; they can only be additionally included.
- On floor, Acrobatic and Dance connections may be indirectly connected, including Bonus unless otherwise specified.

Bonus for Seniors and Elites

- **C** 0.10 Acro element
- **D** 0.10 Gym element
- **D** 0.20 Acro element
- **C+C** 0.10 Gym/Gym
- **A+B** 0.10 Direct Salto connection
- **B+B** 0.10 Indirect Salto connection
- **B+B** 0.20 Direct Salto connection
- **B+C** 0.20 Indirect Salto connection
- **B+B+B** 0.20 Acro/Gym/Acro or Gym/Acro/Gym, Acro must have flight
- No bonus will be awarded with more than 0.20 deductions.
- Bonus may be achieved in ascending or descending order (example: b/c or c/b)
- Higher bonus can fulfill lower counterparts.
- Bonus will be given on direct and indirect dance skills on floor.

Specific Apparatus Deductions

• Absence of music or music with singing.....	1.0 off average
• Choice of Acro element up to level.....	up to 0.20
• Concentration pause greater than 2 seconds.....	each 0.10
• Exceeding border marking.....	each 0.10
• Hesitation during jump, press or swing to handstand.....	each up to 0.10
• Incorrect body posture.....	up to 0.20
• Insufficient artistry.....	up to 0.20
• Insufficient dynamics.....	up to 0.20
• Insufficient use of floor area:	
• Directionally and spatially.....	each 0.10
• Insufficient variation in rhythm and tempo.....	up to 0.20
• Movement not with music.....	each 0.05
• Exercise not ended with:	
▪ the music.....	0.10
▪ throughout the routine.....	Maximum 0.30
• One-sided use of:	
▪ Dance element of the same type.....	up to 0.10
• LA or BA turns in Saltos.....	up to 0.10
• Lack of balance between Acro and dance elements.....	up to 0.10
• Overuse of forward/sideward or backward Saltos.....	up to 0.10
• Progressive distribution to create high points.....	up to 0.10
• Turns with leg horizontal or above:	
• Lacking correct leg position > 45° - 90°.....	up to 0.20
• Coach on the Floor.....	1.0 off average
• Spotting assistance.....	0.50
• Incomplete Tumbling Pass..... (SR)	0.30 for each pass
• Less than 6 elements.....	Receives 1.0 Sr /Elite

NOTE: See the General Faults Table for deductions on composition, execution, etc.

Developmental Guidelines for AGA

The AGA Developmental Program is designed to allow upcoming gymnasts introduction into AGA through self-achievement. It is to offer a positive environment and experience for participants that fosters skill development and good execution. It is at the coach's discretion to select skills for each gymnast to perform that prepares them for the next phase of gymnastics.

Vault:

These skills may be used.

- Front Roll to raised matting surface

Look for these deductions- Legs not straightening from the board. Sufficient lift before the roll. Stretched body position prior to the roll. Rolling onto to the mat instead of landing on the back or in a seated position. Up to 0.5 each.

- Flat back to raised matting surface.

Look for these deductions. Sufficient stretch in flight phase. Flight prior to hands making contact with mat. Handstand in vertical position. Block from handstand phase. Straight hollow position to landing on back. Up to 0.5 each.

- Handspring over a vault table or trainer

Deductions to look for are as AGA Judges Manual provides in General and Specific apparatus deductions.

For all vaults, a trampoline surfaced board or springboard may be used. Start value for each is a 10.0. Spotting is allowed with a deduction for each phase of Pre-flight, Support phase and Post flight.

Uneven Bars, Balance Beam and Floor Exercise:

Six skills are required with a deduction of 1.0 for each not performed. Counting skills may be used. The maximum time on each event is 45 seconds. Floor exercise may be with or without music.

Deductions are taken for execution only and guidelines come from General and Specific Apparatus Deductions in the AGA Judges Manual.

Spotting is allowed and is 0.5 off each time. Coaches are allowed on the floor during exercise without deduction. Coaches may also give instruction if needed.

For uneven bars- counting skills can include cast, climb to feet and exercises such as a pull up.

Warm ups:

Vault – Allowed two warm up vaults.

Uneven Bars, Balance Beam and Floor- 30 seconds per gymnast per event

AGA Code of Points

Supplement 2026

Look at this sheet before determining skill values with alt beside them.

In AGA there are skills that receive different values for different Levels.

Please refer to the chart below for the value of these skills.

	Jr Prep	Junior	Senior/Elite
Uneven Bars			
Stoop Sole Circle Forward in Pike or Straddle	A	A	A
Kip Cast to 20 degrees above horizontal	B	B	A
Sole Circle in pike or straddle low or high bar	A	A	A
Sole Circle Full Twist dismount	B	B	A
Flyaway tucked or piked	B	B	A
Flyaway stretched	B	B	B
Flyaway tucked, piked or stretched with 1/1 twist	C	C	C
Uprise from swing	B	B	A
Underswing Uprise	B	B	B
360 degree Stoop Circle	B	B	A
Baby Giant (cast off pullover)	B	B	A
<u>Beam</u>			
Front Salto Dismount	B	B	A
"A" value Salto Dismount from a non flight acro skill	B	B	A
"A" value Salto Dismount from a flight acro skill	B	B	B

Junior Preps are allowed various counting skills on uneven bars that receive A value.

These are but not limited to:

pullover mount

glide

tap swing

single leg shoot through

single leg kip

front mill circle

For all other levels, these can be counting skills, but will not receive any value.

Exercise such as chin ups or leg lifts are NOT counting skills with the exception of Developmental.

Changes for 2026

- 1) Tic-toc is a B value skill on Beam. This was done last year and the change did not make it into the Code of Points.
- 2) The last bullet on scoring (deductions) for Junior Preps not completing six skills has been eliminated. If they do less than 6 skills, there is not a deduction. This is for Uneven Bars, Beam and Floor.
- 3) In the event of injury or equipment malfunction, extra time will be permitted is now stated in beam and uneven bars section.