





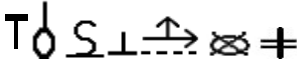











RG Code of Points 2009 (version September 2008) – ERRATA – (corrections of content)

PAGE, §	VERSION SEPTEMBER 2008	CORRECTION
p.21,§ 1.1.1.	(...) Additional body difficulties of A level can be used in the exercise. In this case, they must not be declared on the official form for Difficulty (D1) and will not be evaluated.	(...)Additional body difficulties of A level can be used in the exercise and are considered as body elements. Therefore they must not be declared on the official form for Difficulty (D1) and will not be evaluated.
p.21, § 1.1.6. p.23, § 1.4.		<<add a new note no.2 and change the number of the following notes >> : 2. If the form/the exercise contains more than the authorised number of difficulties of the GCNO (all the difficulties in addition to the number of difficulties according to the rule, are cancelled in the chronological order). <<add in the table of Penalties of the D1 judges>>: The form/the exercise contains more than the authorised number of difficulties GCNO.
p.22, §1.2.2.	(...) except in the specific cases concerning a series.	(...) except in the specific cases concerning a series and mixed or multiple difficulties. Note: In the case of multiple or mixed difficulties, the shape of each component can be repeated once maximum, isolated or in a different combination.
p. 26 §3.3. Note 1 p. 37 §4.3. Note 5 p. 49 §5.3. Note 1 p. 63 §6.3. Note 1	In all difficulties with ring, the foot must be in contact with the head (predominant action of the leg)	In all difficulties with ring, the foot or another segment of the leg must be in contact with the head (predominant action of the leg)
p. 59, §6.2.1.	<i>in an exercise, it is possible to add to a difficulty <u>one single</u> <u>time</u> a “Slow turn” of 180° or more , value +0,20.</i>	<i>in an exercise, it is possible to add to a difficulty a “Slow turn” of 180° or more , value +0,20) or a total body wave (value +0,10 ) with the requirement / condition that the body wave will end in the concerned/described position without interruption.</i>
p. 59, §6.2.2.	General criteria for all groups of flexibilities: <<Table>>	<<Change title>> General criteria for the difficulties concerned: <<Table : Delete the 2 nd line of the criterion :  + 0,10 >> Note : All flexibility difficulties must have a dynamic character. Therefore, in order to avoid static positions, it gives the possibility to coordinate the flexibility difficulty of §6.2.4 and §6.2.6 with any type of body rotations on the horizontal or vertical axis or particular starting positions.
p. 69		<<add at the bottom of the table>> Note concerning the difficulties. 31D and F : The legs or the body (slow turn) must be as one movement. However, the amplitude of the legs movement is determined by the type of apparatus handling (example: in the case of an unstable balance of the apparatus on the legs, the legs are stationary (not moving).
p. 71 §2.1.2.	(...) the Judge will cancel the entire combination if the apparatus element is not correctly performed.	(...) is not correctly performed. Contrary, in case of an omission of a declared mastery element the other elements within the combination will be evaluated.
p. 71 §2.1.4.	(...)Exception: a succession of 2 or 3 identical passing into the Rope/Hoop with Jumps/Leaps.	(...) Exception: the succession of 2 or 3 identical passing into the Rope/Hoop with Jumps/Leaps or hops.
p. 75 §2.3.1 ROPE	- Spirals combined (...)	- Spirals (3 or more rotations of the end of the rope) combined (...)
p. 75 §2.3.1. HOOP	- Rotations around the axis between the fingers or on the floor (the technique of the impulse always requires a series of <i>rotations</i>)..	Rotation around the axis between the fingers or on the floor (with one or more rotations)
p. 76 §2.3.1. BALL		<<add to the bases of  >>: <ul style="list-style-type: none"> • “Flip over” movement with or without circle movements of the arms (with balanced on one hand or on a part of the body) • rotations of the hand around the ball

<p>p. 76 §2.3.1. CLUBS</p>	<p>- Rolls : </p>	<p>- Rolls over the body or on the floor (the catch of the clubs rolling on the floor must occur before or immediately at the moment the clubs stop their movement):  (impulsion without the hands)</p>
<p>p 77 §2.3.2.</p>	<p>Avec une condition du corps dans l'espace:</p> <ul style="list-style-type: none"> • corps en vol ; • corps en équilibre ; • corps en rotation autour de l'axe horizontale ou vertical (sans pas); • corps qui exécute une souplesse ou onde <p>Comme pour définir le groupe corporel d'appartenance des difficultés « mixtes », la condition du corps dans l'espace est déterminée par la première partie de l'élément. Donc le 0,10 prévue peut être attribué qu'une seule fois pour chaque élément.</p>	<p>Body in space:</p> <ul style="list-style-type: none"> • Body during the flight : <ul style="list-style-type: none"> ○ all jump/leap difficulties ○ all body elements in which the elevation of the body is sufficient to enter into the category of jumps/leaps : elevation superior to the elevation of a hope or a pas chassé • Body in a balance position: <ul style="list-style-type: none"> ○ all balance difficulties ○ all body elements – in any position of the trunk or the free leg – fixed and maintained on one foot on the toes or on 1 knee; • Body during a rotation around the vertical axis (on 1 foot) or the horizontal axis (on 1 foot or on 1 or 2 hands): <ul style="list-style-type: none"> ○ all pivot difficulties ; ○ all body elements regardless of the position of the trunk or the free leg, performed around the vertical/horizontal axis on 1 foot (minimum 360°) or rotation around the horizontal axis (walkover) on 1 hand or 2 hands; ○ all shapes of jumps/leaps, the base of which do not have a rotation of the whole body (minimum 180°) - (flight + rotation = 0,1+0,1) - ○ all jumps « jetés en tournant » (flight + rotation = 0,1+0,1) ○ front split with trunk back bent (180° minimum) (body in flexibility position + rotation = 0,1+0,1) • Body performing a flexibility of wave : <ul style="list-style-type: none"> ○ all flexibility and wave difficulties ○ all body elements performed on the floor or in support of 1 foot or 2 feet with trunk fully bent or clearly bent back, sideways or front and/or in split position. <p>For mixed difficulties, the condition of the body in space is given pour each of the conditions present in the part related with the apparatus mastery (ex : D1 :  D2:  ( )() = 0,40</p>
<p>p 77 §2.3.2.</p>	<p>Performed in a series: the series is composed by a succession of at least 3 <u>different</u> elements, with at least 2 different handlings or changes of the planes, directions, levels. <u>Exceptions</u> :</p> <ul style="list-style-type: none"> • The succession of 2 or 3 equal passings into the Rope/Hoop with jumps/leaps. 	<p>Performed in a series: the series is composed by a succession of minimum 3 <u>different</u> elements (with change of the planes, directions, levels or alternating snakes and spirals with the ribbon).</p> <p><u>Exceptions</u> :</p> <ul style="list-style-type: none"> • The succession of 2 or 3 identical jumps/leaps or skips/hops passings into the rope/hoop. • In the case of series with identical passings into the rope/the hoop with splits/leaps which have 2 criteria of body in space (in flight and rotation), the value of all mastery criteria related to the passing is multiplied by the number of splits/leaps performed (x 2 or x 3 maximum).
<p>p 78 §2.3.2.</p>	<ul style="list-style-type: none"> • Performed with additional passing through the apparatus during the flight of the same jump/leap: for each additional passing 	<ul style="list-style-type: none"> • In case of a series, for each additional passing performed through the apparatus during the flight of the same jump/leap or skips/hops, the mastery is given to each split/leap or hops/skips (3 times maximum).
<p>p 78 §2.3.2.</p>	<ul style="list-style-type: none"> • Passing the apparatus outside the visual field during an element with rotation of the apparatus (hoop) 	<ul style="list-style-type: none"> • Passing the apparatus outside the visual field during an element with rotation of the apparatus (rotations or the hoop and spirals of the rope)
<p>p 79 §2.3.2. Note 1.</p>	<p>1. « Development of Mastery criterion »</p>	<p><<Add at the end of the note>> Difficulties with a long duration give the possibility to perform more than one base during the difficulty. In such a case, the same mastery criterion can validate the two bases (+0,10 for each base).</p>
<p>p. 83 §2.4.4. Ball, hoop, clubs</p>	<p> 0,20  0,10 Catch directly with roll</p>	<p> 0,20  0,10 Catch directly with roll over the arms (0,10 in addition in the case of direct catch on another part of the body)</p>

p. 83 §2.4.4.	<p>Notes valid for all the THROWS and CATCHES:</p> <p>1. The criterion “during an element with body rotation” applied to the jumps/leaps is only valid for the jumps/leaps with rotation of the body of more than 180°</p>	<p>Notes valid for the Mastery with or without throw :</p> <p>1. The criterion “during an element with body rotation” applied to the jumps/leaps and the flexibilities in front splits with back bent of the trunk is only valid for the jumps/leaps and this shape of flexibility with the rotation of the body of 180° or more.</p>
p. 84 §2.5.1	<p>2nd action : during the catch of the throw, (...). It is also possible to catch the apparatus during a body movement difficulty, but only if the difficulty is perfectly related to the preceding movement of body rotation (...).</p>	<p>2nd action : during the catch of the throw, (...). It is also possible to catch the apparatus during a body movement difficulty or body element, but only if the difficulty or the body element is perfectly related to the preceding movement of body rotation (...).</p>
p. 86, §2.5.	<p>Note valid for all catches with Risk :</p> <p>The <u>simple</u> «forward Illusion » can be used as a body element (not declared as difficulty in the form) with rotation on the horizontal axis of the body without passing on the floor. For a succession of “Illusions” to be counted as body movement with rotation, the gymnast must perform a change of support at each turn.</p>	<p>Note valid for all catches with Risk :</p> <p>1. The <u>simple</u> illusion can be used as an element with body rotation around the horizontal axis without passing on the floor.</p> <p>2. All the pre-acrobatic elements used for the risk – and only in this condition – may be performed two times (2) at the maximum, as isolated or in a series. In addition the already performed pre-acrobatic elements for risk may be used in the same exercise providing that the general norms for pre-acrobatic elements used for Artistry are respected. Example: one roll and one series of 2 rolls performed during 2 risks, and in addition one series of rolls or one isolated roll belonging to Artistry norms.</p> <p>3. The possible body difficulty related to the catch of the risk counts as difficulty and therefore must be declared.</p>
p. 105, §1.2.1.7	<p>The simultaneous performance of 3 or more different body movement difficulties - with or without exchange - by all 5 gymnasts is not authorised. Example: at the same time: « jeté with a turn » by 3 gymnasts, « cossack jump » by 1 gymnast and « total body wave with spiral (tonneau) » by 1 gymnast.</p>	<p>The simultaneous performance of 3 or more different body movement difficulties (during the exchanges, the difficulties without exchange and the mixed difficulties) – by all 5 gymnasts is not authorised. Example: at the same time: « jeté with a turn » by 3 gymnasts, « cossack jump » by 1 gymnast and « total body wave with spiral (tonneau) » by 1 gymnast. In this case, the difficulty is not evaluated.</p>