

FÉDÉRATION INTERNATIONALE DE GYMNASTIQUE



RHYTHMIC CODE OF POINTS 2013-2016

The amendments shall come into force 1st January 2015.

CURRENT TEXT	REVISED TEXT: JUNE 2014
1.5.3, p.3 GENERALITIES	
The music can be interpreted by one or several instruments or a musician, including the voice used as an instrument *Note: The FIG RG/TC will decide after World Championships 2013 keeping or removing music with voice and words.	The music can be interpreted by one or several instruments, including the voice used as an instrument
1.5.6, p.3 GENERALITIES	
Each apparatus must be recorded on a high-quality CD. One single music may be recorded on each CD (unless there is a musician).	One single music must be recorded on each CD. Each music must be recorded on a high-quality CD.
2.1.2, p.4 JURY COMPOSITION	EXECUTION (E) added 5th point
	<ul style="list-style-type: none"> Artistic and technical deductions entered separately for the final execution score.
	2.1.4, p.4 added Time / Line judges
	<ul style="list-style-type: none"> 2 Time judges (see 1.3, 1.4 p.3) 2 Line judges (see 3.1.1-3.1.3 p.5)
2.3 International Tournaments	To Delete
	2.3.2 A neutral judge who will assume the duties of the Superior Jury is required.
	2.4 p. 5 Judge's Instruction
	<ul style="list-style-type: none"> All judges are required to attend the whole duration of the competition.
	5.1.5 p.7 Dress of Gymnasts

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	<ul style="list-style-type: none"> Every Leotard will be checked prior to the entrance of the gymnast in the competition hall. Missing emblems will be submitted for penalty by Coordinator judge.
	6, p.7 DISCIPLINE Added 6.1.4 Wrong Start order
	For the wrong start order or wrong apparatus chosen according to start order: the exercise will be evaluated at the end of the rotation. The gymnast will be penalized (1.00 point by Coordinator Judge)
Annex to COP p. 38	To Add
	21. Wrong start order or wrong apparatus chosen according to start order (1.00 point)
1, p.8 DIFFICULTY (D)	
<div style="border: 1px solid black; background-color: #ADD8E6; padding: 10px; width: fit-content; margin: auto;"> <p style="text-align: center;">Apparatus Mastery</p> <p style="text-align: center;">M</p> <p style="text-align: center;">No limit</p> <p style="text-align: center;">Value: 0.20</p> </div>	<div style="border: 1px solid black; background-color: #ADD8E6; padding: 10px; width: fit-content; margin: auto;"> <p style="text-align: center;">Apparatus Mastery</p> <p style="text-align: center;">M</p> <p style="text-align: center;">Maximum 5</p> <p style="text-align: center;">Value: 0.30</p> </div>
3, p.40 DIFFICULTY (D) (Technical Program for Junior)	
<div style="border: 1px solid black; background-color: #ADD8E6; padding: 10px; width: fit-content; margin: auto;"> <p style="text-align: center;">Apparatus Mastery</p> <p style="text-align: center;">M</p> <p style="text-align: center;">No limit</p> <p style="text-align: center;">Value: 0.20</p> </div>	<div style="border: 1px solid black; background-color: #ADD8E6; padding: 10px; width: fit-content; margin: auto;"> <p style="text-align: center;">Apparatus Mastery</p> <p style="text-align: center;">M</p> <p style="text-align: center;">Maximum 4</p> <p style="text-align: center;">Value: 0.30</p> </div>
1.7, p.15 Difficulty score (D)	
<ul style="list-style-type: none"> Verify the Apparatus Mastery (M) 	<ul style="list-style-type: none"> Verify the Apparatus Mastery (M), maximum 5

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1.8, p.15 Penalties by the D judges	0.50
	More than 5 Mastery elements declared
	0.30
	For each difficulty performed but not declared on the official form (except those with rotation with value 0.10 used in DER, Mastery and Dance Steps)
3.2, p.40 Difficulty score (D) (Technical Program for Junior)	
▪ Verify the Apparatus Mastery (M)	▪ Verify the Apparatus Mastery (M), maximum 4
3.3, p.41 Penalties by the D judges (Technical Program for Junior)	0.50
	More than 4 Mastery elements declared
	0.30
	For each difficulty performed but not declared on the official form (except those with rotation with value 0.10 used in DER, Mastery and Dance Steps)
1.1.3, p.8 Examples (3rd point)	
▪ In the case of an interruption in the Rotation (slide or hop), the value of the Rotations already performed prior to the interruption will be valid.	▪ In the case of an interruption in the Rotation (hop), only the value of the Rotations already performed prior to the interruption will be valid.
1.1.3, p.9 Examples (4th point)	
▪ In the case of an interruption (slide or hop) during the connection, the value of complete Rotations already performed prior to the interruption will be valid (but not after the interruption).	▪ In the case of hop during the connection, the value of complete Rotations already performed up to the hop will be valid. E Penalty for the hop – 0.30.
1.1.4, p.9 Examples	4 th point added
	<ul style="list-style-type: none"> In the case of a slide(s) during the fouetté, Difficulty is valid with an E Penalty, slide(s) - 0.10
1.1.7, p.9	
A Body Difficulty is valid if executed: <ul style="list-style-type: none"> With a minimum of 1 Fundamental Technical element specific to each apparatus and/or an element from the Other Technical apparatus groups during the isolated Difficulty or during each component of a Multiple Rotation Difficulty (Pivots) and Mixed Difficulty 	A Body Difficulty is valid if executed: <ul style="list-style-type: none"> With a minimum of 1 Fundamental Technical element specific to each apparatus and/or an element from the Other Technical apparatus groups during: <ul style="list-style-type: none"> the isolated Difficulty each component of a Multiple Rotation Difficulty (Pivots) and each component of a Mixed Difficulty. <ul style="list-style-type: none"> ❖ During every three fouettés in a

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<ul style="list-style-type: none"> • Without one or more of the following serious Technical faults: <ul style="list-style-type: none"> ○ Major alteration of the basic characteristics specific to each group of body movements ○ Rotations: any rotations performed after a ‘hop’ or ‘slide’ (fault) will not be valid; only those rotations performed before the fault will be valid ○ Loss of the apparatus during the Difficulty, including 1 or 2 Clubs ○ Loss of balance during the Difficulty with support on the hand(s) or apparatus or fall ○ Static apparatus 	<p>Multiple rotation, one different Fundamental technical element or element from the Other Technical apparatus groups is required</p> <ul style="list-style-type: none"> ❖ During every three illusions, one different Fundamental technical element or element from the Other Technical apparatus groups is required <ul style="list-style-type: none"> • Without one or more of the following serious Technical faults: <ul style="list-style-type: none"> ○ Major alteration of the basic characteristics specific to each group of body movements ○ Loss of the apparatus during the Difficulty, including 1 or 2 Clubs ○ Loss of balance during the Difficulty with support on the hand(s) or apparatus or fall ○ Static apparatus
<p>1.1.9, p.10</p>	
<p>In an exercise a gymnast may perform only one Difficulty with “Slow Turn” in “relevé” or on flat foot. Value: 0.10 point + Difficulty element value (see Table).</p> <ul style="list-style-type: none"> • The “slow turn” is not authorized on the knee, on the arms, or in the “Cossack” position. 	<p>In an exercise a gymnast may perform only one Difficulty with “Slow Turn” in “relevé” or on flat foot. Value: 0.10 point for flat foot / 0.20 point for “relevé” + Difficulty element value (see Table 1.9.2, p.19).</p> <ul style="list-style-type: none"> • The “slow turn” is not allowed on the knee, on the arms, or in the “Cossack” position.
<p>1.9.2, p. 19 Table of Balance Difficulties (T)</p>	<p>1.9.2, p. 19 Table of Balance Difficulties (T)</p>
<p>1.9.2.2. Slow turn: (1st point)</p> <ul style="list-style-type: none"> • It is possible to perform 1 slow turn on “relève” or flat foot with one balance in an exercise. The value of the balance is determined by adding 0.10 to the base value of the Balance for 180 degree slow turn or more... 	<p>1.9.2.2. Slow turn: (1st point)</p> <ul style="list-style-type: none"> • It is possible to perform one slow turn on “relevé” or on flat foot. The value of the balance is determined by adding 0.10 point for flat foot / 0.20 point for “relevé” to the base value of the Balance for 180 degree slow turn or more...
<p>1.2, p.10 Dance Steps Combinations</p>	
<ul style="list-style-type: none"> • During a minimum of 8 seconds in accordance with the tempo and rhythm of the music. It is possible to perform isolated body 	<ul style="list-style-type: none"> • During a minimum of 8 seconds in accordance with the tempo and rhythm of the music.

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<p>difficulties or pre-acrobatic (which do not interrupt the continuity of the dance) during the dance steps, but these elements cannot be counted as part of the 8 seconds; there must be 8 seconds of actual dance steps.</p> <ul style="list-style-type: none"> • To convey the character and emotional response of the music through body and apparatus movements <ul style="list-style-type: none"> • With partial or complete traveling • Coordinated with Fundamental and the Other Apparatus Technical group(s): <ul style="list-style-type: none"> - From the same and/or different groups, or series - No large throws (close connection with the apparatus) - Minimum 1 Fundamental apparatus group is required 	<ul style="list-style-type: none"> • To convey the character and emotional response of the music through body and apparatus movements • The actual dance steps must have variety in the levels, directions, speed and modalities of movement according to the tempo, rhythm, music character and accents. • The transitions from one movement to another should be logical and smoothly connected, without unnecessary stops or prolonged preparatory movements in accordance with the tempo, rhythm, music character and accents • With partial or complete traveling • With a minimum 1 Fundamental apparatus group ❖ It is possible to perform body Difficulties of value 0.10 (not declared), Mastery or pre-acrobatic elements if they do not interrupt the continuity of the dance. They are calculated within the 8 seconds. ❖ It is possible to include throws (small, medium, large) during the dance step if it supports the idea of the dance, or helps increase amplitude and dynamism in the movement, or for the purpose of performing part of the dance steps under the flight, as long as there is a minimum 1 Fundamental apparatus group present (no DER).
	<ul style="list-style-type: none"> • Dance Steps will not be valid with: <ul style="list-style-type: none"> ○ fall of the gymnast or loss of the apparatus ○ missing a minimum 1 Fundamental apparatus element ○ less than 8 seconds of dance ○ the entire combination performed on the floor (only partially is possible). <p>Note: small technical faults of 0.10 are penalized by the E Judges and the Combination is valid</p>
<p>1.3.1, p.11-12 Fundamental Apparatus</p>	

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Technical Groups		
U	 Passing through the Rope with a Jump/Leap or Rope turning forward, backward, or to the side	 Passing through the Rope with a Jump/Leap or Rope turning forward, backward, or to the side
	 Passing through the Rope with series (min.3) of small hops, Rope turning forward, backward, or to the side	 Passing through the Rope with series (min.3) of small hops, Rope turning forward, backward, or to the side
	 "Echappé"; Spirals	 "Echappé"
		 Spirals (double or more rotation of the Rope's end during "Echappé")
		 <ul style="list-style-type: none"> Figures eight or "sail" movement with ample movement of the trunk (Rope held in two hands) Large circles (Rope held in two hands)
1.3.1, p.11 Other Apparatus Technical Groups		
U	 Series (min. 3) of rotations, Rope folded in two One rotation of the open, stretched Rope, held by the middle or by the end	 <ul style="list-style-type: none"> Series (min. 3) of rotations, Rope folded in two One rotation of the open, stretched Rope, held by the middle or by the end
	 Small throw and catch	 Small throw and catch  Wrapping
1.3.1, p.11-12 Fundamental Apparatus Technical Groups		
	 Series (min. 3) of rotations around the hand One free rotation on a part of the body	 Series (min. 3) of rotations around the hand One free rotation around a part of the body
	 Rotations of the Hoop around its axis: <ul style="list-style-type: none"> One free rotation between the fingers One free rotation on the part of the body 	 Rotations of the Hoop around its axis: <ul style="list-style-type: none"> One free rotation between the fingers One free rotation on the part of the body Series (min.3) of rotations on the floor

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	Series (min.3) of rotations on the floor	
1.3.1, p.11-12 Fundamental Apparatus Technical Groups		
	 Roll of the Ball over minimum 2 body segments  Roll of the Ball on the floor	 Roll of the Ball over minimum 2 large body segments  Roll of the Ball on the floor
1.3.1, p.11 Other Apparatus Technical Groups		
	 <ul style="list-style-type: none"> • "Flip-over" movement of the Ball • Rotations of the hand/s around the Ball • Assisted series (min.3) of small roll • Roll of the body over the Ball on the floor 	 <ul style="list-style-type: none"> • "Flip-over" movement of the Ball • Rotations of the hand/s around the Ball • A series (min 3) of assisted small rolls • Roll of the body over the Ball on the floor • "Thrust"/push of the ball from different parts of the body
1.3.1, p.11 Other Apparatus Technical Groups		
	 <ul style="list-style-type: none"> • Free rotations of 1 or 2 Clubs on the part of the body or on the floor • Rolls of 1 or 2 Clubs on the part of the body or on the floor • Rebound of 1 or 2 Clubs from the body • "Sliding" • Tapping 	 <ul style="list-style-type: none"> • Free rotations of 1 or 2 Clubs on the part of the body or on the floor • Rolls of 1 or 2 Clubs on the part of the body or on the floor • Rebound of 1 or 2 Clubs from the body • "Sliding" • Tapping (min 1)
1.3.1, p.11-12 Other Apparatus Technical Groups		
	 "Bommerang"	 "Bommerang" (in the air or on the floor)
	 <ul style="list-style-type: none"> • Rotational movement of the Ribbon stick around the hand • Roll of the Ribbon stick on the part of the body • Rebound of the stick from the part of the body 	 <ul style="list-style-type: none"> • Rotational movement of the Ribbon stick around the hand • Roll of the Ribbon stick on the part of the body • Rebound of the stick from the part of the body • Wrapping • Movement of the ribbon around a part of the

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		body created when the stick is held by different parts of the body (neck, knee, elbow) during body movements or Difficulties with rotation (not during “Slow Turn”)
		↔ Small throw and catch
		NOTE: small throw - close to the body;
1.3.1, p.12 Fundamental Apparatus Technical Groups		
	NOTE: for catch directly into a roll, the roll is valid in the calculation of the Fundamental elements for Hoop and Ball	NOTE: Criteria for DER or Mastery that represent a Fundamental element below may be used in the Fundamental calculation 
1.3.2, p.12 Summary table of Other Apparatus Technical Groups Valid For All Apparatus		
	Throws and catches	Throws or catches Medium throw – one to two heights of the gymnast. Large throw – two or more heights of the gymnast
1.3.2, p.12 Summary table of Other Apparatus Technical Groups Valid For All Apparatus (1st point)		To Add
<ul style="list-style-type: none"> Figure 8 with ample body movement (not for ball) 		<ul style="list-style-type: none"> Figure 8 with ample body movement (not for rope and ball)
1.3.2, p.12 Summary table of Other Apparatus Technical Groups Valid For All Apparatus (2nd point)		To Add
<ul style="list-style-type: none"> Large circles 		<ul style="list-style-type: none"> Large circles (for rope folded or open in one hand)
1.3.2, p.12 Summary table of Other Apparatus Technical Groups Valid For All Apparatus (4th point)		To delete
	<ul style="list-style-type: none"> Wrapping (Rope, Ribbon), rebounds (not for ball), etc. 	
1.3.3, p.12 Unstable Balance of Apparatus.		

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<p>Exception: Ball and Club(s) balanced behind the back during body movements with rotation or Rotation Difficulty.</p>	<ul style="list-style-type: none"> The apparatus cannot be squeezed by any part of the body in order to be considered an unstable balance. Exception: Ball and Club(s) can be held (squeezed) behind the back during body movements with rotation or Difficulty with rotation (during “Slow Turn” not allowed). Rope (open or folded in half) and stick of Ribbon balanced behind the back (not squeezed) during body movements with rotation or Difficulty with rotation
<p>1.3.3, p.12 Unstable Balance of Apparatus</p>	<p>To Delete</p>
	<ul style="list-style-type: none"> An incorrect unstable balance element is considered Static apparatus
<p>1.4, p.12 Dynamic Elements with Rotation and throw (R^{\uparrow}) consist of the large throw of the apparatus and:</p>	<p>1.4, p.12 Dynamic Elements with Rotation and throw (R^{\uparrow}) consist of the throw of the apparatus and:</p>
<ul style="list-style-type: none"> Minimum 2 rotations of the body around any axis during the throw or flight of the apparatus A loss of visual control of the apparatus With or without passing to the floor A Catch of the apparatus during or at the end of the rotation(s) (exception: catch with 2 hands, DER will have full value but with E penalty). In case of a technical fault during the catch, the DER is not valid. 	<ul style="list-style-type: none"> Minimum 2 rotations of the body without interruption around any axis during the throw, flight or catch of the apparatus A loss of visual control of the apparatus With or without passing to the floor Catch of the apparatus during or at the end of the rotation(s). In case of a technical fault during the catch (incorrect catch, 1 step etc), the DER is valid and E penalty is applied.
<p>1.4.3, p.13 Additional Criteria for R^{\uparrow} : (3rd point)</p>	
<ul style="list-style-type: none"> In case the gymnast does not execute one or several of the criteria or number of rotations, the value of the R^{\uparrow} is decreased by the value of the criteria which were not executed as long as the minimum 2 rotations are performed. 	<ul style="list-style-type: none"> The value of the R^{\uparrow} is determined by the number of rotations (minimum 2 without interruption) performed and criteria correctly executed.
<p>1.4.4, p.13 Summary Table of Additional Criteria for R^{\uparrow} : Specific throws of the apparatus</p>	
<p>\uparrow Asymmetric throw of 2 Clubs Mixed catch of Rope/Clubs</p>	<p>\uparrow Asymmetric throw of 2 Clubs Mixed catch of Rope/Clubs</p>

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Throw and/or catch under the leg during jump	↗ Throw and/or catch under the leg/legs
	↘ Throw after bounces on the floor , after rolling on the floor, etc
1.4.4, p.13 Summary Table of Additional Criteria for R^{\uparrow} : Specific catches of the apparatus	
↘ Re-throw/re-bound	↘ Direct re-throw/ re-bound
	↓ Catch of the Ball with one hand
	↕ Catch of the Rope with one end in each hand
1.4.5, p.13	
In the combinations of R^{\uparrow} , Mastery and Exchanges and Collaborations for Group it is possible to use Body Difficulties with rotations of a value of 0.10 point without writing them on the official Difficulty form and without taking them into consideration during the calculation of the total value of Body Difficulty	<ul style="list-style-type: none"> ▪ It is possible to use Body Difficulties with Rotations only of a value of 0.10 point in R^{\uparrow}, Mastery; Exchanges and Collaborations for Group without writing them on the official Difficulty form and without taking them into consideration during the calculation of the total value of Body Difficulty ▪ During throw or catch of the apparatus in DER it is possible to use Body Difficulty with Rotation (Jumps/Leaps and Rotations for 180 degree and more) of a value more than 0.10 point with taking them into consideration during the calculation of total number of rotations in DER. This Body Difficulty must be declared.
1.4.7, p.13	To delete
If the gymnast makes a minor adjustment (1 small step standing or on the floor) during the catch of R^{\uparrow} but still catches the apparatus correctly, the value of the R^{\uparrow} will be decreased by 0.10 point.	
1.5, p.13 (2nd point)	
<ul style="list-style-type: none"> • The same pre-acrobatic element can be performed as a part of R^{\uparrow}, isolated or in a series of 2 or more elements and/or as part of Collaboration in the Group exercise. 	<ul style="list-style-type: none"> • The same pre-acrobatic element can be performed as a part of R^{\uparrow}, isolated or in a series of 2 or more elements or as part of Collaboration or Exchanges in the Group exercise.
1.6.1, p.14 (1- 4 points)	
General requirements: Consists of apparatus element combinations:	General requirements: <ul style="list-style-type: none"> • Consists of extraordinary apparatus

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<ul style="list-style-type: none"> Necessarily including non-ordinary combinations of apparatus elements Valid only when performed without any execution penalty Elements combinations of each Apparatus Mastery must be different: Fundamental Groups may be repeated; Other Technical Group may be used 1 time. On the official Difficulty form Mastery is identified as M + Base (criteria) = 0.20 	<p>elements (such elements are unique because they are not performed on a regular basis as standard apparatus movements for rhythmic gymnastics).</p> <ul style="list-style-type: none"> The Mastery will not be valid in case of an incompleteness of the declared element (base + criteria). If there are technical faults, the Mastery element is not valid. Elements combinations of each Apparatus Mastery must be different: On the official Difficulty form Mastery is identified as M Base (criteria) = 0.30
1.6.3, p.14. Table of Mastery Criteria: Examples	
 Double rotation of the  /  during jumps/leaps or skips/ hops. Very fast rotations of the club(s) during the flight	 Double rotation of the  ,  ,  ,  during jumps/leaps or skips/ hops. Very fast rotations of the club(s) during the flight
 With body rotation	 With rotation (180 degree and more)
 Asymmetrical throw of 2 Clubs/ Mixed catch   Throw/catch under the leg Cross of the arms during leaps/jumps or skips/hops	 <ul style="list-style-type: none"> Asymmetrical throw of 2 Clubs/ Mixed catch ,  Cross of the arms during leaps/jumps or skips/hops  <ul style="list-style-type: none"> Throw and/or catch under the leg/legs Technical apparatus movements performed under the leg/ legs during rotation (mills, spirals, rotations of the hoop etc)
To add 1.6.5, p.15. Acceptance of New Body Difficulty Elements	
	<p>New Body Difficulties not presently executed or which do not exist in the Tables of Body Difficulties should be submitted to the FIG RG Technical Committee.</p> <p>a) In order to be recognized as a new Body Difficulty element and for the TC to recognize the</p>

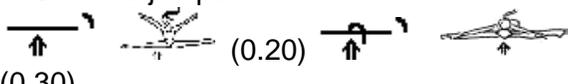
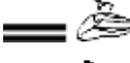
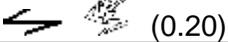
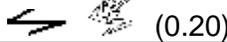
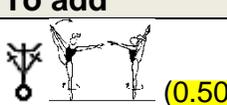
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	<p>value of Difficulty, the element must be successfully performed (<i>without a fault</i>) for the first time at an FIG Official Competition:</p> <ul style="list-style-type: none"> - World Championships - Olympic Games - Youth Olympic Games <p>b) No element will be awarded if there is more than one gymnast who has performed it for the first time.</p> <p>c) The new elements must be presented no later than 2 months before an FIG Official Competition. The request for evaluation of the element must be accompanied with the descriptive text in 2 languages (French and English), with drawings of the element and DVD or electronic link.</p> <p>d) The decision will then be communicated as soon as possible in writing to the</p> <ul style="list-style-type: none"> - Federation concerned and - Judges at the Judges' Review Session (<i>Instruction</i>) or Judges' Briefing before the respective competition. <p>e) New Body Difficulties will appear for the first time in the Code of Points only when they have been submitted, confirmed and performed at an Official FIG Competition.</p>
<p>1.9.1.2, p.17 Table of Jump/Leaps Difficulties</p>	
<p>For the leaps which do not have rotation, ring, or back bend in the base, more than 180° or ring +0.10, or back bend +0.20. In this case the following symbol should be added to the symbol of the existing leap: rotation 180° ∪, ring ∟, back bend ∩.</p> <p>Examples:</p> <p>— (0.20) + rotation 180° = ∪ (0.30)....</p> <p>⊙ (0.50) + ring = ∟⊙ (0.60)</p> <p>⊙ (0.50) + back bend = ∩⊙ (0.70)</p>	<ul style="list-style-type: none"> • For all jumps/leaps which do not have in the base ring, back bend, rotation 180°: ring +0.10; back bend +0.20; rotation 180° or more + 0.20. In this case the following symbol should be added to the symbol of the existing leap: ring ∟, back bend ∩, rotation 180° ∪. <p>Examples:</p> <p>— (0.20) + rotation 180° = ∪ (0.40)....</p> <p>⊙ (0.50) + ring = ∟⊙ (0.60)</p> <p>⊙ (0.50) + back bend = ∩⊙ (0.70)</p> <p>∩ (0.40) + back bend = ∩∩ (0.60)</p> <ul style="list-style-type: none"> • To base of jumps (№ 9, 11) can be added the following criteria: <ul style="list-style-type: none"> passing with bent legs in split - 0.10 (≡); passing with straight legs in split - 0.20 (≡) <p>Examples:</p> <p>— (0.20) + passing with bent legs</p>

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	<p>in split (0.10) =  (0.30)</p> <p>— (0.20) + passing with straight legs</p> <p>in split (0.20) =  (0.40)</p>
1.9.1, p.17 Table of Jump/ Leaps Difficulties	To add
<p>4. Straddle jumps</p> <p> (0.20)</p> <p> (0.30)</p>	<p>4. Pike jump. Straddle jumps.</p> <p> (0.30)</p> <p> (0.30)</p> <p> (0.40)</p>
1.9.1, p.18 Table of Jump/ Leaps Difficulties	
<p>9. Split and stag leaps</p> <p> (0.20)</p> <p> (0.20)</p>	<p>9. Split and stag leaps</p> <p> (0.20)  (0.20)</p> <p> (0.20)</p>
1.9.1, p.18 Table of Jump/ Leaps Difficulties	To delete line #10 from the Table
<p>10. "Switch" split leaps, passing with straight or bent leg in: stag; ring; back bend and/or with trunk rotation</p>	
1.9.1, p.18 Table of Jump/ Leaps Difficulties	
<p>11. Turning split leaps (legs in various positions), also with back bend and/or with legs switch</p>	<p>10. Turning split leaps - legs in various positions, according criteria</p>
1.9.1, p.18 Table of Jump/ Leaps Difficulties	
<p>12. «Butterfly»</p>	<p>11. «Butterfly»</p>
1.9.2 p.19 Table of Balance Difficulty	To add
<p>8. Dynamic balance with or without leg movement with support on various parts of the body.</p> <p> (0.40)</p>	<p> (0.40)</p> <p>or vice versa</p> <p> (0.40)</p>
1.9.3 p.20 Table of Rotation Difficulties	To add
<p>3. Free leg high up with or without help; body bent on the horizontal level or below horizontal</p>	<p> (0.50)</p>
1.9.3 p.20 Table of Rotation Difficulties	
<p>5. «Fouetté» (0.10)</p>	<p>5. «Fouetté»</p>

FÉDÉRATION INTERNATIONALE DE GYMNASTIQUE



	(0.10) (0.20)
p.25 Basic Technique	To Add
	The end of the ribbon stays on the floor involuntarily during the performance of pattern, throws, echappés, etc (each time)
2.1.1.4, p.21 Unity of Composition	
<p>The composition should not be a series of disconnected Body Difficulties or apparatus elements, but the transitions from one movement to another should be logical and smoothly connected, without unnecessary stops or prolonged preparatory movements before body or apparatus elements.</p>	<p>The composition should not be a series of disconnected Body Difficulties or apparatus elements, but the transitions from one movement to another should be logical and smoothly connected, without unnecessary stops or prolonged preparatory movements before body or apparatus elements.</p> <p>Movements of both the body and apparatus during the Dance Steps Combinations must show variety in the following:</p> <ul style="list-style-type: none"> • Planes of the apparatus • Levels of the body and apparatus movement • Directions in the steps and apparatus movements • Speed in the body and apparatus movements in harmony with the music • Modalities of handling the apparatus and of moving the body through the dance steps
2.3, p.22 Execution Penalties (Artistic and Technical) Individual p.22 and Group p.33	
Unity of the Composition – 0.10 Interruption in the logical connections between movements (0.10 each time)	Unity of the Composition – 0.10 Interruption in the logical connections between movements (0.10 each time). Lack of variety in the body and apparatus movements during the exercise (Dance Steps Combinations, Collaborations, connecting elements etc) (0.10)
Body Expression Individual p.22 and Group p.33	To Add
	<ul style="list-style-type: none"> • Lack of variety in the speed and intensity during the whole exercise (dynamism) (0.30)