APPENDIX 1

FLOOR - GENERAL REQUIREMENTS FOR ALL DIFFICULTY ELEMENTS

To get the difficulty value for the element, the team must fulfil all the difficulty requirements for the element. The whole team must perform the same difficulty element in the same way (e.g. all gymnasts landing on one leg). Mirroring is allowed. If not otherwise noted the team can choose the way the element is performed (e.g. take-off direction, taking off/landing on one or two feet, body shape or the placement of arms and legs).
The difficulty elements must be performed by all gymnasts at the same time, according to the choreography.
No more than three steps (walking or running) are allowed before any difficulty element, according to the choreography.
Difficulty elements must all be marked on the tariff form.

Body straight: In elements with straight body requirement body exceeding/bending the tolerance is 30°.

Body position: In elements with upright body position the tolerance is 30°. In elements with upper body horizontal, body position is measured from the upper side of the torso (hip to inside shoulder joint), the tolerance is 15°. In elements with upper body not twisted the tolerance for twisting is 15°. In elements with body line at horizontal the tolerance is 30°.

Leg separation/hip angle/knee angle: In elements with flexibility requirement (e.g. leg separation or hip/knee angle in jumps/balances etc.) there is a general 15˚ tolerance for the leg separation and hip/knee angle requirements. Showing additional flexibility or smaller hip/knee angles does not affect the DV.

Legs/knees together: In elements with legs/knees together the tolerance is 15°.

Legs/hips straight: In elements with straight legs/hips requirement the tolerance is 15°.

Arms straight: In elements with arms straight requirement the tolerance is 15°.

Rotation/twist: The rotation/twist must be fulfilled, measured at the hips (take-off and landing/start and end in a pirouette). The tolerance for any under or over rotation at the start and/or the end of an element is 45˚ in total.

General difficulty requirements for element groups are listed below.
In the table of difficulty the first column contains the specific difficulty requirements. Some of the difficulty elements have additional details marked in the element box. Pictures are guidelines.

1. General difficulty requirement for Balances

1.1 Hand Supportive Balances (HB)

There must be a recognised shape without any additional movement. The whole body must be held in a static position for at least two seconds. Where there is slight movement, the difficulty will still be given e.g. for a handstand, the legs are moving slightly, but the hands are not moving. Only the hands must touch the floor (exceptions: HB202, HB602, HB203, HB603 and HB803). Legs must be straight (except in HB1001). The body line must be horizontal according to the definition of the element.

1.2 Dynamic Balances (DB)

1.2 A Dynamic Balances - Pirouettes

A forward pirouette means turning in the direction of the supporting leg. A backward pirouette means turning in the opposite direction of the supporting leg. The Pirouette must be performed on one foot, on toes. Although, the turn must not be done by jumping, a slight hop to maintain balance will not affect the DV.
Optional placement of the free leg and arms. The free leg and the supporting leg can be straight or bent. The number of turns and height of the free leg define the value of the element.
The free leg must be held in the correct position for at least ¾ of the rotation.
A pirouette starts when the free leg and the heel is lifted from the ground. It is finished when the rotation has stopped; heel of the supporting leg touches the floor; or the free leg touches the floor.
All gymnasts must start the turn facing the same direction, according to the choreography.

1.2 B Dynamic Balances - Power Elements

Handstand as a starting or ending position must have straight arms, 45° tolerance, straight legs together and straight hips.
There must be a controlled and continuous movement showing dynamic strength. The movement must be performed by using muscle power, not by the gravity. No pause ≥2 sec allowed. No fall or more than one step allowed. Starting and ending positions must be clearly visible, but no need to be held for two seconds.
No supportive weight on the legs during power elements.

1.3 Standing Balances (SB)

There must be a recognised shape when performing balances on one leg. The whole body must be held in a static position for at least two seconds without any additional choreographed movements. Where there is slight movement, the difficulty will still be given e.g. scale, the arms are moving slightly, but the supporting leg is not moving. Legs must be straight. The elevated leg must be kept in the required position. When the free leg is bent (forwards/side) the heel is used to define the angle to the hip.

2. General difficulty requirements for Jumps, Leaps and Hops (J)

A recognised body shape (position) must be shown somewhere during the flight. The shape, twisting and landing must be according to the definition of the element.
Jump: Take-off from two feet and landing on two feet or one foot.
In jumps with twists all gymnasts must start the jump facing the same direction, according to the choreography.
Leap: Take-off from one foot and landing on the other foot, exceptions: switch leaps.
Hop: Take-off from one foot and landing on the same foot.
In twisting leaps and hops, the hips must be facing the same direction as the path taken by the gymnast at the point of take-off.

3. General difficulty requirements for Acrobatic elements (A)

For element recognition we refer to the definitions in Appendix 5. This includes 30° tolerance for straight legs in piked position.

4. General difficulty requirements for Group elements (G)

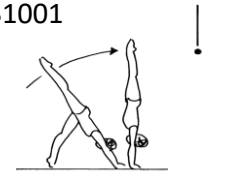
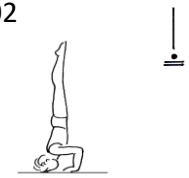
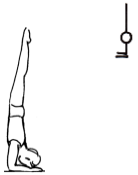
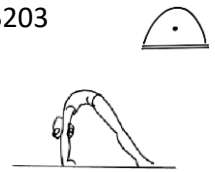
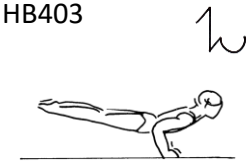
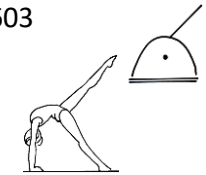
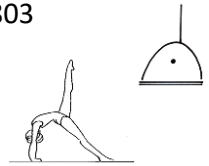
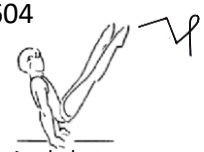
All gymnasts of the team must take part and play an active role in either a visible lift off the floor or a throw (i.e. lift, being lifted, throw and/or catch or being thrown) which can be done in one (1), two (2) or three (3) groups of at least three (3) gymnasts (in each group). If performed in groups, the performed group elements must have the same code number but the elements do not need to be similar.
Lift means that the group must get at least one of the gymnasts totally off the floor by the active support of fellow gymnasts.
- The lifted gymnast(s) can be clearly lifted by the others, or the others can support them so that they will be able to stay off the floor during the Group Element.
- Active support means that the supporter needs to work to perform the lift or to keep their own position to really support the lifted gymnast (e.g. not just lying or 'balasana' on the floor). Standing support, kneeling on all four or similar, while others use them to lift, is acceptable.

If the team is performing a throw from one group to another, the throwing and the catching group are counted as parts of one group.
In Group Elements with rotations and twists, the turn is always in reference to the gymnast(s) being lifted or thrown (no tolerance in rotation/twist). Rotation/twist during the lift is measured from ground to ground. Rotation/twist during the throw is measured during the free flight phase.

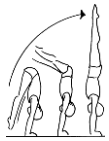
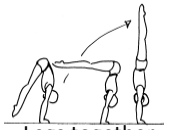
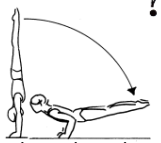
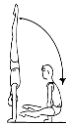
5. General difficulty requirements for Flexibility elements (F)

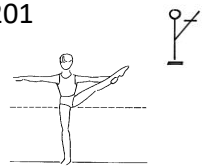
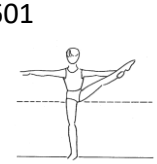
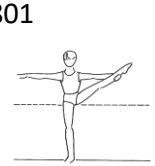
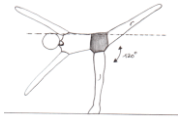
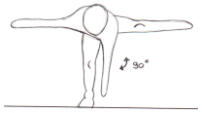
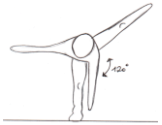
The position must be clearly shown but it does not have to stay still. The shape must be fixed and well defined during the flexibility element.
The position must be clearly shown but does not have to stay still. Leg separation defines the element, legs must be straight. Hip angle requirement must be fulfilled. The upper body fold requirement must be totally fulfilled, no tolerance.

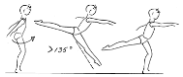
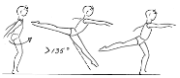
Floor - Table of Difficulty

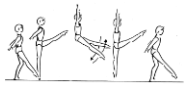
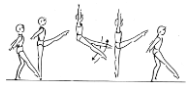
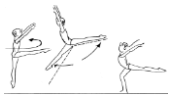
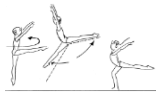
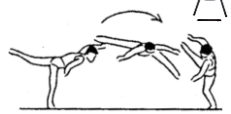
1 Balances					
1.1 Hand Supportive Balances	**0.2**	**0.4**	**0.6**	**0.8**	**1.0**
Handstand HB1001: The arms must be straight (45° tolerance) and the legs above hip level. The placement of legs must be the same for the whole teams (45° tolerance on the posture and position of legs).					HB1001  Handstand
Headstand/Forearmstand Legs together	HB202  Head on floor		HB602  Forearm on floor		
Planche on elbows/bridge HB403: Body is supported on both hands on elbows or straight arms. Body line must be horizontal. Legs together or separated. HB203/HB603/HB803: Shoulders must be at least on top of the hands (as defined by a vertical straight line through the centre of the shoulders). No tolerance in free leg height.	HB203 	HB403  Planche on elbows	HB603  Leg 45° from vertical	HB803  Leg vertical	
Straddle pike- or pike sitting-support HB604/HB804: Legs together or separated. Both hands are placed at the side of the body, close to the hip. Leaning on the arms is not allowed.	HB204 	HB404 Legs together	HB604  Angle between legs and floor 45°	HB804 Angle between legs and floor 90°	

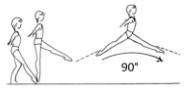
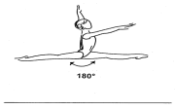
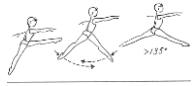
1.2 A Dynamic Balances - Pirouettes	0.2	0.4	0.6	0.8	1.0
Forwards	DB201 Rotation 360°		DB601 Rotation 540°	DB801 Rotation 720°	
Backwards	DB202 Rotation 360°		DB602 Rotation 540°	DB802 Rotation 720°	
Forwards Free leg without hand support 90° When the free leg is bent the heel is used to define the angle to the hip.			DB603 Rotation 360°	DB803 Rotation 540°	

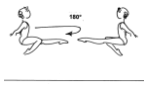
1.2 B Dynamic Balances - Power Elements	0.2	0.4	0.6	0.8	1.0
Press up to handstand Starting position is optional. Legs straight.			DB604  Legs separated	DB804  Legs together	
Headstand/handstand to planche legs together or separated DB405: From a controlled headstand, body straight, lowering to a planche on elbows with body line horizontal DB805: From a controlled handstand, to a planche on elbows with body line horizontal		DB405 Headstand to planche		DB805  Handstand to planche	
From handstand to straddle pike sitting support Lowering from handstand to straddle pike sitting support. Legs must be straight the whole way.				DB806  Legs separated	

1.3 Standing Balances					
Standing Balances	**0.2**	**0.4**	**0.6**	**0.8**	**1.0**
Side balance with help of hand Free leg on the side with help of hand. Body in upright position.	SB201  Leg separation 90°		SB601  Leg separation 135°	SB801  Leg separation 180°	
Frontal balance Free leg in front with help of hand/hands. Body in upright position.	SB202 Leg separation 90°		SB602 Leg separation 135°	SB802 Leg separation 180°	
Scale Upper body must be horizontal or above.	SB203 Leg separation 90°		SB603 Leg separation 135°		
Scale sideways without help of hand Upper body must be horizontal. The upper body and the leg must stay in the frontal plane. The hip must be extended, upper body not twisted.			SB604 Leg separation 90°	SB804  Leg separation 120°	
Side balance Upper body at horizontal, free leg to the side.			SB605  Leg separation 90°	SB805  Leg separation 120°	

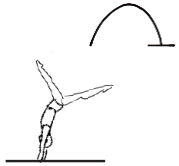
2 Jumps, Leaps and Hops (J)					
2.1 Jumps	**0.2**	**0.4**	**0.6**	**0.8**	**1.0**
Straight jump with twisting Body straight, straight legs togehter.		J401 Twist 360°	J601 Twist 540°		
Tuck jump with twisting Tucked position, hip and knee angle 90°.			J602 Twist 360°	J802 Twist 540°	
Straddle pike jump with or without twisting Leg separation 90°, clear pike 90°, legs straight without a kick.		J403 		J803 Twist 180°	
Sissone (landing on one foot) Legs straight, front leg minimum at 45° (no tolerance).			J604  Leg separation 135°	J804  Leg separation 180°	

2.2 Leaps	0.2	0.4	0.6	0.8	1.0
Cat leap with and without twisting Legs bent. Leg change during the flight. Thighs horizontal (no tolerance). J405: Legs straight after leg change, showing leg separation 135°.	J205 	J405 Leg separation 135°	J605 Twist 360°		
Scissors leap Legs straight. Leg change during the flight. First leg must reach horizontal (no tolerance).	J206  Leg separation 90°		J606  Leg separation 135°		
Scissors leap with twisting 180° (Entrelacé) Legs straight. Leg change during the flight. First leg must reach horizontal (no tolerance). Turn/twist must be fullfilled before leg change. Leg separation after the turn defines the element.			J607  Leg separation 90°	J807  Leg separation 135°	
Butterfly Legs separated, upper body at horizontal, thighs horizontal or above, no tolerance, stomach downwards**.**				J808 	
Double stag leap Legs bent 90°. Leg separation is measured between thighs.			J609 Leg separation 135°	J809 Leg separation 180°	

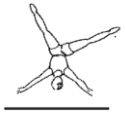
Leaps continue	0.2	0.4	0.6	0.8	1.0
Split leap to straddle pike position with twisting Legs straight without a kick. Leg separation defines the element. Clear pike 90°.		J410 Twist 90°	J610 Twist 180° Leg separation 90°	J810 Twist 180° Leg separation 135°	
Split leap forward Legs straight without a kick.	J211  Leg separation 90°		J611 Leg separation 135°	J811  Leg separation 180°	
Switch leap Legs straight without a kick. First leg must swing forwards at least 45° (no tolerance) before the leg change. Leg separation after the leg change defines the element.			J612  Leg separation 135°	J812 Leg separation 180°	

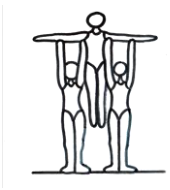
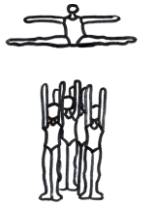
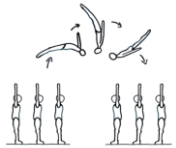
2.3 Hops	0.2	0.4	0.6	0.8	1.0
Wolf hop with or without twisting Straight leg in front, other leg tucked. Knees together. Hip and bent knee angles 90°.		J413 		J813  Twist 180°	
Straight hop with twisting Body straight, straight legs togehter without a kick.			J614 Twist 360°	J814 Twist 540°	
Straight hop with twisting, one leg bent Body straight, one leg straight, one leg bent. Hip and bent knee angles 90°.		J415 Twist 360°			
Tuck hop with twisting Tucked position, hip and knee angles 90°.				J816 Twist 360°	

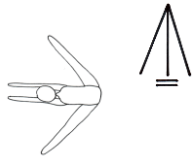
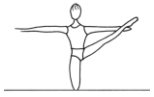
3 Acrobatic Elements

3.1 Forward Elements	0.2	0.4	0.6	0.8	1.0
Forward saltos Take-off and landing optional (one foot/two feet) Exception - A401: The landing in sitting position must be with hands and foot before any other part of the body. A601: Tucked position A801: Piked position		A401 Sitting salto	A601 Tucked salto	A801 Piked salto	
Forward elements A402, A802: Take-off from one leg and landing optional (one foot/two feet)		A402  Handspring		A802 Free handspring	

3.2 Backward Elements	0.2	0.4	0.6	0.8	1.0
Backward saltos A803: Take-off from 1 leg, landing on 1 or 2 legs, salto in tucked position			A603 tucked salto	A803 Gainer salto tucked	
Backward elements with hand contact A604: Take-off from 2 legs, landing on 1 or 2 legs A804: Take-off from 1 leg, landing on 1 or 2 legs		A404 Walk over bw	A604 Flic flac	A804 Gainer Flic flac	

3.3 Sideways Elements	0.2	0.4	0.6	0.8	1.0
Sideways salto The sideways salto can vary in terms of take off direction (between forwards and sideways with 45° tolerance). Taking off/landing can be on one or two feet. Body position is optional (eg.: tucked, piked). Landing must be sideways.				A805 Sideways salto	
Sideways cartwheel elements A406: The team may choose to use the first or the second hand in a cartwheel.	A206 Cartwheel	A406 Cartwheel with one hand		A806  Free cartwheel	
Sideways Gumbi A807: Gumbi= “Bridge circle”: Cartwheel in an arched position, started sideways or backwards.				A807 Gumbi	

4 Group elements	0.2	0.4	0.6	0.8	1.0
Lift G601: The lifted gymnast(s) must be off the ground for at least 2 seconds. G801: The rotation/twist during the lift is measured from ground to ground.			G601  Lift	G801 Lift with rotation in longitudinal, transverse or sagittal axis (≥180°)	
Throw The thrown gymnast(s) must show clear flight, free of supporting gymnasts. G802: The rotation/twist during the throw is measured during the free flight phase.			G602  Throw	G802  Throw with rotationn in longitudinal, transverse or sagittal axis (≥90°)	

5 Flexibility Elements	0.2	0.4	0.6	0.8	1.0
Straddle pike sitting fold Leg separation 90˚. F801: Upper body folded all the way down, chest or/and shoulders touch the floor.		F401 Hip angle 45°		F801 	
Piked fold, legs together F602/F802: Chest or/and shoulders must touch straight legs.		F402 Hip angle 45°	F602 	F802 	
Split Thighs must touch the floor. The position of upper body and arms is optional.					F1003
Side Split Legs and hip in straight line. The position of upper body and arms is optional. F1004: Thighs must touch the floor.				F804 Leg separation 135°	F1004
Kneeling leg lift sideways Free leg on the side with help of hand. Hips straight. Leaning on side and hand touching the floor is optional.		F405 Leg separation 90°		F805  Leg separation 135°	F1005 Leg separation 180°

APPENDIX 2

FLOOR – SUMMARISED EXECUTION FAULTS

1 Guidelines for Summarising Execution Deductions

- Assess the errors per gymnast before assessing the team deduction
    - GYMNAST first
    - TEAM second
- Multiple errors for any one gymnast at any moment can collectively increase the level of error from minors to moderates or moderates to majors. Identify all individual faults, at the given point of the routine, and classify them per gymnast, as either minor, moderate or major. In case there is more than one fault, they are added and rounded down to the nearest classified fault (0.2 for moderate, 0.4 for major) according to the first row in the table above (One gymnast makes the fault). All execution faults in CoP 24.3 are considered at the same time
    - E.g. one gymnast makes one minor and one moderate fault (0.1 + 0.2 = 0.3). This is rounded down to 0.2 and classified as a moderate fault for that gymnast
    - E.g. one gymnast makes one minor and two moderate faults (0.1 + 0.2 + 0.2 = 0.5), which is rounded down to 0.4 and classified as a major fault for that gymnast
- Estimate the number of gymnasts making the minor, moderate and major faults as identified above. For each size of fault, it could be either one gymnast, less than half of the team or half or more of the team
    - E.g. two gymnasts (less than half of the team) make minor faults, and one gymnast makes a major fault
- Summarise the deductions for the team. The summarised execution deduction for the team is defined by the number of gymnasts making faults classified as minor, moderate or major. The available deductions at any given point of the routine are 0.1, 0.2, 0.4, 0.7 or 1.0. Combinations of different sizes of faults are added and rounded down to the nearest available deduction according to the table in CoP section 24.2
    - In case there are only minor faults, the maximum deduction can never exceed 0.4
    - In cases there are moderate faults, including any minor faults, the maximum deduction can never exceed 0.7
    - In case there are major fault(s) including any minor and/or moderate faults, the maximum deduction can never exceed 1.0
- When assessing the team deduction, the collective summarised errors of all the gymnasts cannot increase the level of error. E.g. multiple gymnasts with summarised moderate errors cannot result in more than a moderate deduction

2 Floor – Summarised Execution Deductions

Floor Execution Faults/Deductions	Minor	Moderate	Major
1.1 Synchronisation			
Deduction if a gymnast is not synchronised with the rest of the team when intended	Gymnast about one beat ahead/after	Gymnast about two beats ahead/after (e.g. coming earlier down from a balance element)	Gymnast "lost"; performing totally different or not performing at all
1.2 Uniformity in execution			
Deduction if there are differences in performing elements meant to be the same, including difficulty related mistakes (E.g. leg separation, twisting, angles, bent supporting legs)	Subtle differences, e.g. <15° variation of leg separation within the team	Visible differences, e.g. >15°- 45° variation of leg separation within the team	Large differences, e.g. >45° variation of leg separation within the team
1.3 Amplitude and Extension			
Deduction if missing amplitude or extension	Performance with restrictive movement, e.g. not pointed feet		
1.4 Balance and controlled execution			
Deduction if lack of balance or control	Extra/contra movements to maintain balance, one hop/jump/ step to maintain balance	Several hops/jumps/ steps to maintain balance, hand/knee support	Fall Total loss of balance leading to a heavy fall to seat, lying or hands and knees
1.5 Precision in formations			
Deduction if gymnasts are not forming the shape shown on the tariff form	Gymnast out of formation		

APPENDIX 3

Tumble - Table of Difficulty

Diff Value	Group 1 Forward elements	Artistic Code	K Code
0.10	**Cartwheel**		**X**
0.20	**Handspring**		**H**
0.20	**Flyspring**		**FS**
0.20	**Tucked salto (At start)**	★	**O**
0.20	**Tucked salto**		**O**
0.30	**Piked salto (At start)**	★	**>**
0.30	**Piked salto**		**>**
0.30	**Straight salto (At start)**	★	****
0.40	**Straight salto**		****
0.30	Tucked salto ½	180	**O1**
0.40	Tucked salto 1/1	360	**O2**
0.40	Piked salto ½	180	**>1**
0.50	Straight salto ½	180	**\1**
0.40	**Straight salto 1/1 (At start)**	★ 360	**\2**
0.60	Straight salto 1/1	360	**\2**
0.70	Straight salto 1½	540	**\3**
0.80	Straight salto 2/1	720	**\4**
0.90	Straight salto 2½	900	**\5**
1.20	**Double salto tucked**		**OO**
1.40	**Double salto piked**		**>>**
1.60	**Double salto straight**		****
1.30	Double salto tucked ½	180	**OO1**
1.50	Double salto tucked 1½	540	**OO3**
1.50	Double salto piked ½	180	**>>1**
1.70	Double salto straight ½	180	**\\1**
1.90	Double salto straight 1½	540	**\\3**
2.10	Double salto straight 2½	360 540	**\2\3**
	★ *Note reduced value for some starting saltos*		

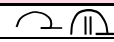
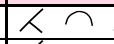
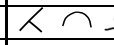
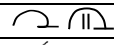
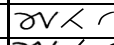
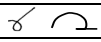
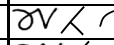
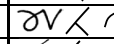
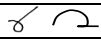
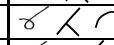
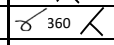
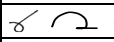
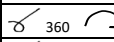
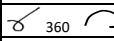
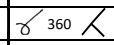
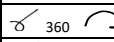
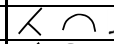
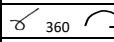
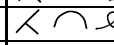
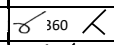
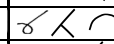
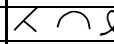
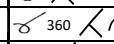
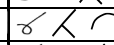
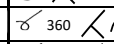
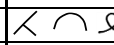
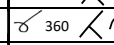
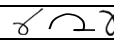
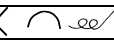
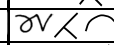
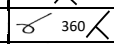
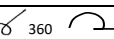
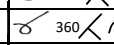
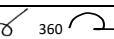
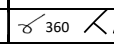
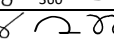
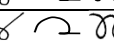
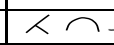
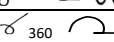
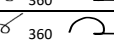
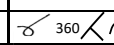
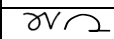
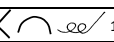
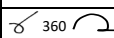
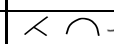
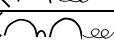
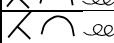
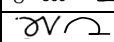
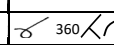
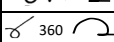
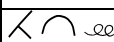
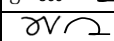
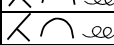
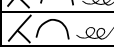
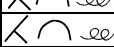
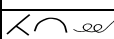
Diff Value	Group 2 Backward elements	Artistic Code	K Code
0.10	**Round off**		**R**
0.20	**Flic Flac**		**F**
0.20	**Tucked salto**		**O**
0.20	**Piked salto**		**<**
0.30	**Whipback**		**W**
0.30	**Straight salto**		**/**
0.30	Tucked salto ½	180	**O1**
0.30	Piked salto ½	180	**<1**
0.40	Tucked salto 1/1	360	**O2**
0.40	Straight salto ½	180	**/1**
0.50	Straight salto 1/1	360	**/2**
0.60	Straight salto 1½	540	**/3**
0.70	Straight salto 2/1	720	**/4**
0.80	Straight salto 2½	900	**/5**
0.80	**Double salto tucked**		**OO**
0.90	**Double salto piked**		**<<**
1.10	**Double salto straight**		**//**
1.00	Double salto tucked 1/1	360	**OO2**
1.20	Double salto tucked 2/1	720	**OO4**
1.30	Double salto straight 1/1	360	**//2**
1.50	Double salto straight 2/1	720	**//4**
1.80	Double salto straight 3/1	1080	**//6**
1.60	**Triple salto tucked**		**OOO**
1.90	**Triple salto piked**		**<<<**
2.00	Triple salto tucked 1/1	360	**OOO2**

The difficulty value for other elements can be counted by adding the basic element value (marked in grey) and the additional value for twists.

Additional Values for Twisting
a) 0.1 for each half twist (180°) in single and double saltos
b) 0.2 for each half twist (180°) in triple saltos
c) 0.1 extra for twisting 1080° and for each further full twist

The DV of all saltos performed at the start are based on the values for the listed basic elements.
E.g. the DV for a straight salto with half twist performed as a starting salto is calculated from the element Straight salto (At start) and the additional value for half twist (0.3 + 0.1).
The DV for a straight starting salto with one and a half twist is calculated from the basic element Straight salto 1/1 (At start) and the additional value for half twist (0.4 + 0.1).

Tumble - Table of Difficulty

Diff value	Series 1 - Forward with tucked/piked saltos	K Code	Series 2 - Forward with straight saltos Forward	K Code	Series 3 - Back with tucked/piked saltos	K Code	Series 4 - Back with straight saltos	K Code	Series 5 - Back with two multiple saltos	K Code	Series 6 combined	K Code
0.40		H FS O				R F O						
						R F <						
0.50		H FS >						R F /				> R F O
		\ H O										> R F <
0.60												> R F /
		\ H >										\ R F /
0.70							360	R F /2			 360	\2 R F /
0.80			 180	\ H /1								
			 360	\2 H \								
0.90			 360 180	\2 H \1			720	R F /4			 360 60	\2 R F /2
1.00			 360 360	\2 H \2		R F OO						
1.10			 360 540	\2 H \3		R F <<					 360 20	\2 R F /4
												\ R F OO
1.20					 360	R F OO2					 360	\2 R F OO
												\ R F <<
1.30								R F //			 360	\2 R F <<
1.40					 720	R F OO4					 360	\2 R F OO2
1.50		\ H OO					 360	R F //2			 720	> R F OO4
											 360	\2 R F //
1.60	 360	\2 H OO									 360 720	\2 R F OO4
1.70	 360 180	\2 H OO1					720	R F //4			 360 360	\2 R F //2
		\ H >>										
1.80	 540	\ H OO3				R F OOO						
	 360	\2 H >>										
1.90	 360 540	\2 H OO3								R F // W F OO	 360 720	\2 R F //4
2.00			 180	> H \\1			 1080	R F //6		R F // W F <<		
2.10			 360 .80	\2 H \\1		R F <<<	 1080	R W F //6	 360	R F // W F OO2		
2.20			 540	> H \\3							 360 1080	\2 R F //6
2.30			 360 540	\2 H \\3					 720	R F // W F OO4		
2.40			 900	> H \\5					 360	R F // W F //2		
2.50									 360 720	R F //2 W F OO4		
2.60									 720	R F // W F //4		
2.70												
2.80									 360 720	R F //2 W F //4		

APPENDIX 4

Trampet - Table of Difficulty

Diff value	Group 1 with Vaulting Table	Artistic Code	K Code
0.30	**1/4 on 1/4 off**	90 ↘ = ↗ 90	**R**
0.40	**Handspring ½ on**	180 ↘ = ↗	**1H**
0.40	**Handspring**	↘ = ↗	**H**
0.50	Handspring ½ on ½ off	180 ↘ = ↗ 180	**1H1**
0.50	Handspring ½ off	↘ = ↗ 180	**H1**
0.60	Handspring ½ on 1/1 off	180 ↘ = ↗ 360	**1H2**
0.60	Handspring 1/1 off	↘ = ↗ 360	**H2**
0.70	Handspring ½ on 1½ off	180 ↘ = ↗ 540	**1H3**
0.70	Handspring 1½ off	↘ = ↗ 540	**H3**
0.80	**Tsukahara tucked**	TSU	**TO**
0.90	**Tsukahara piked**	TSU V	**T<**
1.10	**Tsukahara straight**	TSU /	**T/**
1.30	Tsukahara straight 1/1 ★	TSU / 360	**T/2**
1.50	Tsukahara straight 2/1 ★	TSU / 720	**T/4**
0.90	**Handspring salto tucked**	↘ =	**HO**
1.00	**Handspring salto piked**	↘ =	**H>**
1.20	**Handspring salto straight**	↘ =	**H**
1.00	Handspring salto tucked ½	↘ = 180	**HO1**
1.10	Handspring salto piked ½	↘ = 180	**H>1**
1.30	Handspring salto straight ½	↘ = 180	**H\1**
1.50	Handspring salto straight 1½	↘ = 540	**H\3**
1.70	Handspring salto straight 2½	↘ = 900	**H\5**
1.70	**Double Tsukahara tucked**	TSU	**TOO**
1.90	**Double Tsukahara piked**	TSU	**T<<**
2.10	**Double Tsukahara straight**	TSU	**T**
2.10	Double Tsukahara tucked 1/1	TSU 360	**TOO2**
1.80	**Handspring double tucked ½**	↘ = 180	**HOO1**
2.00	**Handspring double piked ½**	↘ = 180	**H<<1**
2.40	**Handspring double straight ½**	↘ = 180	**H\\1**
2.20	Handspring dbl. tucked 1½	↘ = 540	**HOO3**
2.60	Handspring dbl. tucked 2½	↘ = 360 540	**HO2O3**

Diff value	Group 2 without Vaulting Table	Artistic Code	K Code
0.10	**Tucked salto**		**O**
0.10	**Piked salto**		**>**
0.20	**Straight salto**		****
0.20	Tucked salto ½	180	**O1**
0.20	Piked salto ½	180	**>1**
0.30	Straight salto ½	180	**\1**
0.30	Tucked salto 1/1	360	**O2**
0.40	Straight salto 1/1	360	**\2**
0.50	Straight salto 1½	540	**\3**
0.60	Straight salto 2/1	720	**\4**
0.70	Straight salto 2½	900	**\5**
0.70	**Double salto tucked**		**OO**
0.80	**Double salto piked**		**>>**
0.90	**Double salto straight**		****
0.80	Double salto tucked ½	180	**OO1**
0.90	Double salto piked ½	180	**>>1**
1.00	Double salto tucked 1½	540	**OO3**
1.00	Double salto straight ½	180	**\\1**
1.20	Double salto straight 1½	540	**\\3**
1.40	Double salto straight 2½	900	**\\5**
1.70	Double salto straight 3½	1260	**\\7**
1.60	**Triple salto tucked ½**	180	**OOO1**
1.80	**Triple salto piked ½**	180	**>>>1**
2.10	**Triple salto straight ½**	180	**\\\1**
2.00	Triple salto tucked 1½	360 180	**O2O1O**
2.40	Triple salto tucked 2½	360 360 180	**O2O2O1**
2.90	Triple salto tucked 3½	360 360 540	**O2O2O3**

★ TSU (tucked/straight) 360 and Kasamatsu (KAS) (tucked/straight) are judged as the same element
★ TSU (tucked/straight) 720 and Kasamatsu 360 (KAS 360) (tucked/straight) are judged as the same element

The difficulty value for other elements can be counted by adding the basic element value (marked in grey) and the additional value for twisting.

Additional Values for Twisting
a) 0.1 for each half twist (180°) in single and double saltos
b) 0.2 for each half twist (180°) in triple saltos
c) 0.1 extra for twisting 1080° and for each further full twist

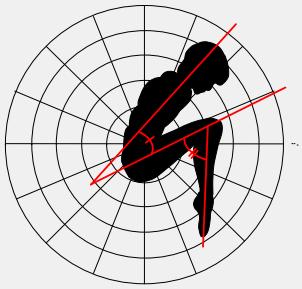
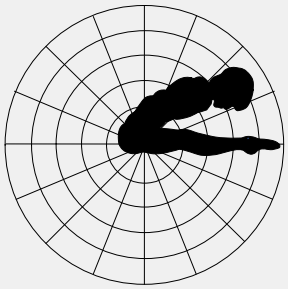
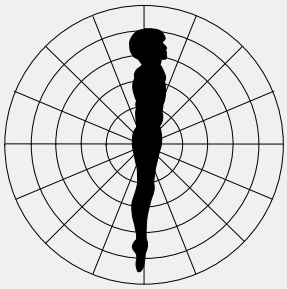
The difficulty value for triple saltos with blind landings are calculated by removing the additional value for twisting.

APPENDIX 5

TUMBLE AND TRAMPET - ELEMENT RECOGNITION FOR DIFFICULTY

1 Required Body Positions in Saltos

Gymnasts can rotate in tucked/pucked, piked or straight body positions to the following shape requirements

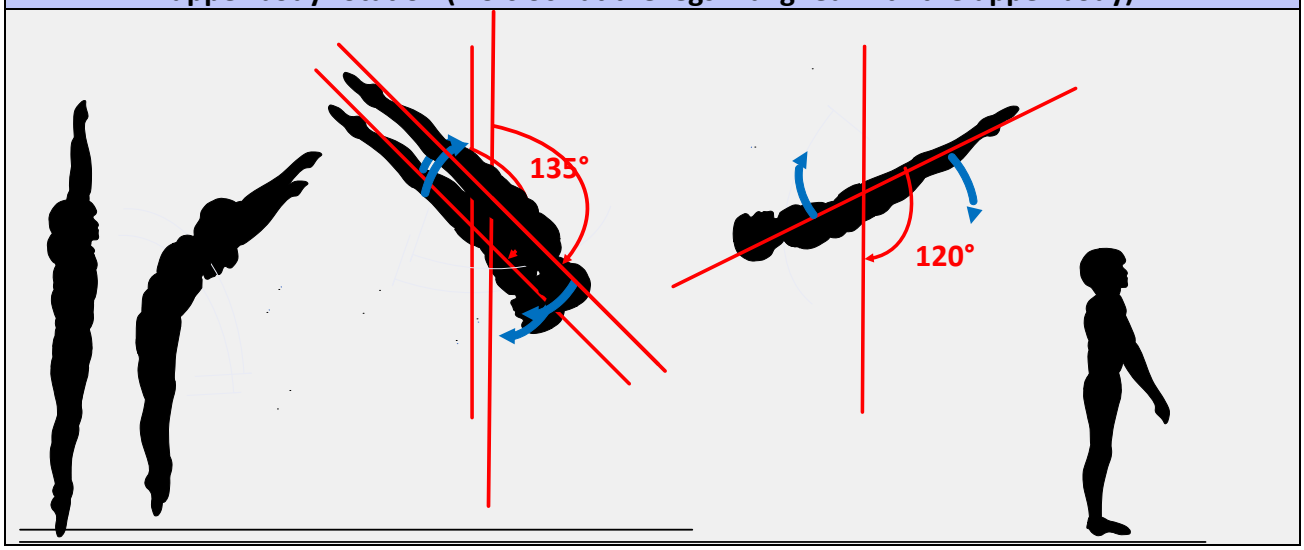
Tucked position	Pucked position	Piked position	Straight position
			
In a tucked body position the knees and hips are bent and drawn towards the chest A tuck must achieve a hip angle no greater than 135° and knee angle no greater than 135°	A pucked body position is a modification of the tucked position for twisting multiple saltos ** A pucked body position is typically 120° in the hips and 90°-120° in the knees	In a piked body position the body is bent in the hips with the legs straight A Pike must achieve a hip angle no greater than 135° and no less than 150° at the knees. * Knee angles less than 150° will be considered tucked	A straight body position is exactly 180° in both hips and knees A Straight must achieve a hip angle no less than 135° * and knee angles no less than 135°. Knee angles less than 135° will be considered tucked

* Body positions at exactly 135° are counted to the benefit of the team considering both composition deductions and difficulty. Values for body positions are only given when the gymnast clearly shows the body position in each salto. For execution deductions see Appendix A6.

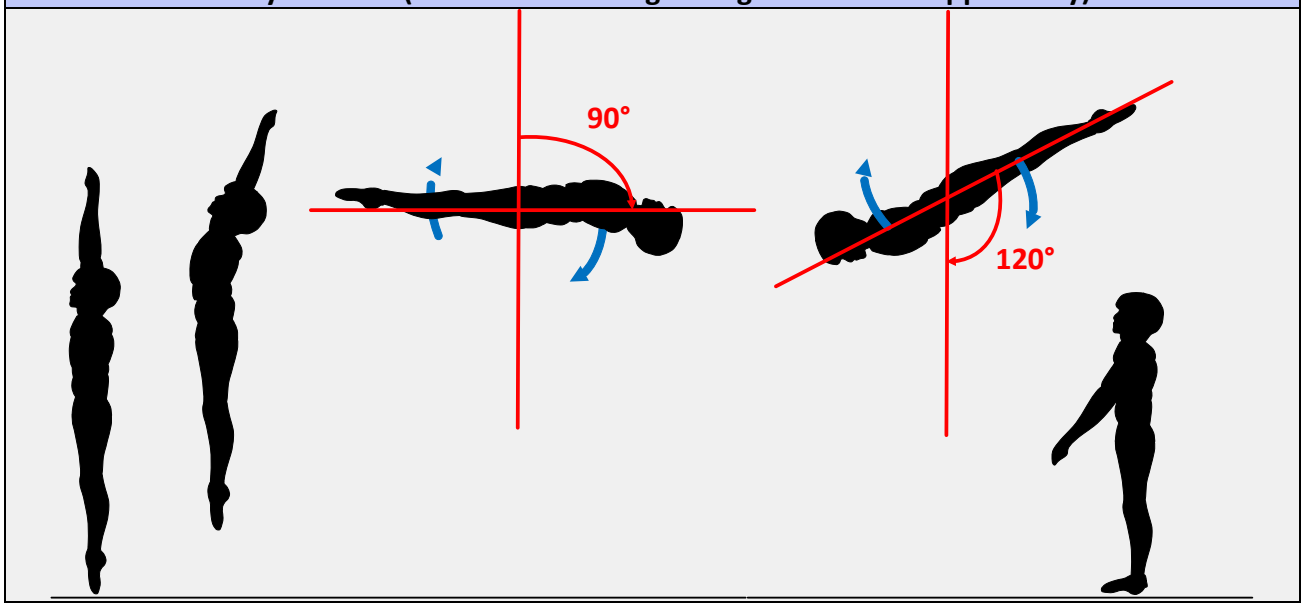
**In double and triple saltos with more than half twist, the tucked position may be slightly modified (opened) and is then referred to as a pucked position. The pucked position is regarded as tucked in terms of difficulty.

Shape is evaluated during the aerial phase.

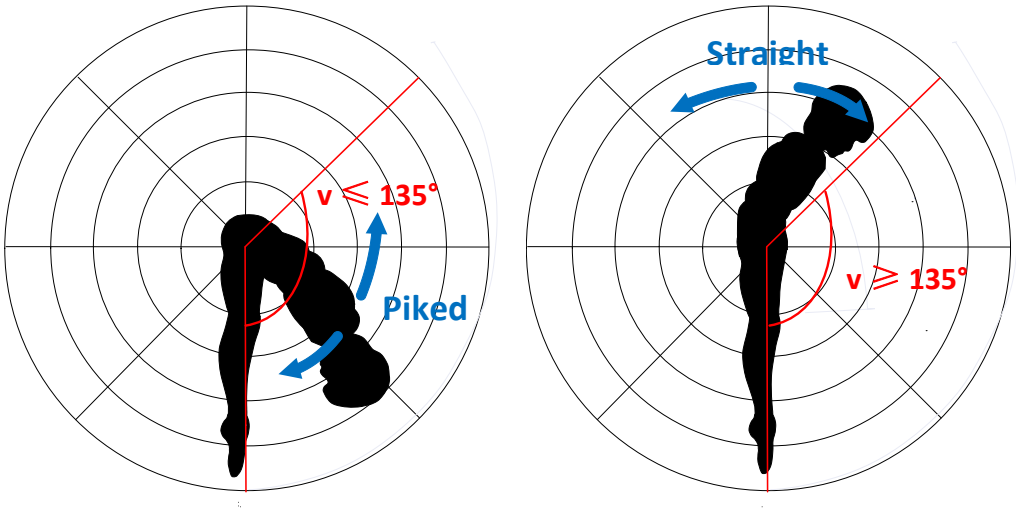
Forward Salto – Aerial Phase: From the first 135° of upper body rotation to the last 120° of upper body rotation (2 o'clock at the legs if aligned with the upper body)



Backward Salto Aerial Phase: From the first 90° of upper body rotation to the last 120° of upper body rotation (2 o'clock at the legs if aligned with the upper body)



The lowest value shape shown during the aerial phase defines the difficulty value of the element. A straight salto must be shown throughout the aerial phase, whereas tuck, puck and pike need only be shown during the aerial phase. This is also the case with double and triple saltos where shape must be achieved in each respective rotation for tuck/puck/pike and held throughout for straight.



Recognition of piked (left) versus straight (right) body positions. The pictures indicate the angle at the hips. Red lines show 135˚ between legs and upper body.

2 Twisting Requirements

Additional values for twists will be accepted when rotated up to at least 45° from the nominal twist rotation. If under rotated by more than 45°, the number of credited twists is reduced to the number of completed half twists. This position is measured at the hips. Any deviation from nominal twist rotation will be deducted by the execution judges.

There is a 90° tolerance for division of twists.

Tsukahara without twisting in the salto does not fulfil the twisting requirement.

3 Double and Triple Saltos

In Trampet, double and triple saltos are counted from the trampet to landing. This means that Tsukahara, Kasamatsu and handspring salto are considered as double saltos. Double Tsukahara, double Kasamatsu and handspring double are considered as triple saltos.

4 Whipback

A whipback in Tumble is defined as a single backward salto with arched body position and performed at shoulder height or lower. An element performed higher than shoulder height and without arched body position is counted as a straight salto.

5 Elements other than saltos

For round-off, handspring, flyspring and flic flac there must be contact from hands and feet. The minimum requirement is light contact from at least one hand and foot.

Round-off – Although starting forwards from a run this skill is classified under backward elements because it conventionally begins backward tumbles. It involves a transition from feet to hands with a 180° turn before returning to the feet. The body positioning of a round off varies depending if a horizontal or vertical direction is intended after it.

Handspring – This is a forwards tumbling element involving a forward lunge, transitioning from feet to hands and back to feet with an extended body shape. Exit from a handspring to two feet or a step out depending on what skills are intended to follow.

Flyspring – This is a forwards tumbling element involving an off balance entry forwards from two feet, transitioning to hands and back to feet with an extended body shape. Flyspring exits are to two feet.

Flic Flac – Also known as back flip, back handspring and often abbreviated to 'flic'. This is a backwards tumbling element involving an off balance position, transitioning backwards from feet to hands and back to feet again. The body postion on exit depends on what skill is intended to follow.

For all of the above skills the arms and legs should be fully extended as they leave the track but entry may vary.

6 Tsukahara with 360˚ twist and Kasamatsu

Tsukahara (TSU) 360˚ in tucked or straight and Kasamatsu (KAS) in tucked or straight are judged as the same elements. This also applies to the elements performed with additional twists.

7 Recognition of Different Elements

Elements based on the same basic element can be counted as different if the gymnast performs with different body positions or different number of twists. This implies that in double and triple saltos an element is different even if the gymnast has changed the body position in only one salto and the difficulty value remains the same.

In doubles and triples the number of twists in each salto also makes different elements. E.g. a double salto with full twist in and half twist out is different from a double salto with half twist in and full twist out.

When performing double and triple saltos with two or more twists the exact placement of the twists is not considered. A double straight salto with 540˚ twist in the first and 360˚ twist in the second salto is thus recognised as the same element as a double straight with 360˚ twist in the first and 540˚ twist in the second salto.

These principles of shape and twist placement in salto may affect composition, in particular, the team round.

APPENDIX 6

1 Tumble and Trampet - General Execution Faults and Penalties

Various different deductions apply at each phase of salto and vaulting elements. Each deduction detailed below also notes how much or how many deductions can be given as follows:

Note:

i. All deductions in this section can be applied but must not exceed the maximum deduction noted in brackets in the header

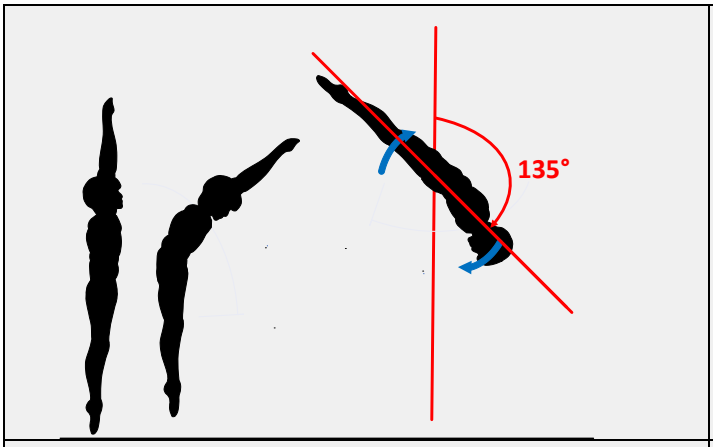
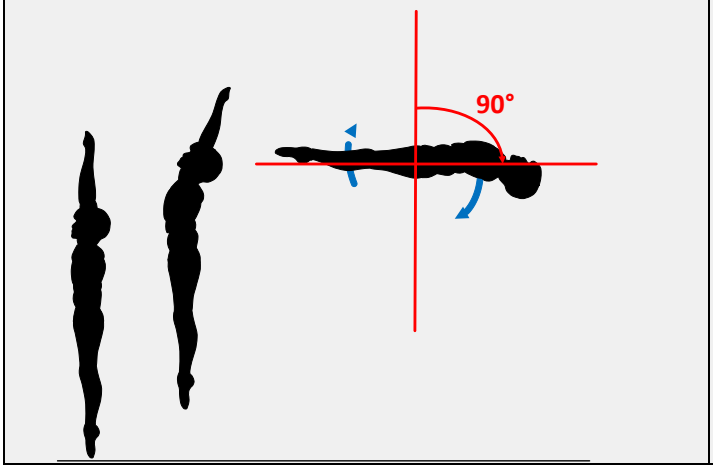
ii. Only one deduction can be applied

1.1 Phases of Salto and Vaulting Elements

1.1.1 Take-off phase

The deductions that apply to this phase are early twisting (Trampet & Tumble) and vault take off (Trampet vault only).

- Forward Saltos: This is from contact with the floor/apparatus to the first 135° of upper body rotation.
- Backward Saltos: This is from contact with the floor/apparatus to the first 90° for upper body rotation

	For all forward saltos, the take-off phase is evaluated from contact with the floor/apparatus to the first 135° of upper body rotation
	For all backward saltos, the take-off phase is evaluated from contact with the floor/apparatus to the first 90° for upper body rotation

1.1.2 Aerial Phase

This starts from the end of the take-off phase. The finish point depends on the salto shape. Body Shape in Saltos and Height of Single Saltos is the only deduction in this phase.

- Tucked, Pucked and Piked Shapes: The aerial phase of these skills ends after the optimal shape has been achieved and begins to open
- Straight Shape: The aerial phase of these skills ends in the last 120° of upper body rotation (2 o'clock for legs aligned with body)

1.1.3 Preparation for Landing Phase

This is from the end of the aerial phase (see above) to the arrival at the landing mats.

1.1.4 Landing Phase

This phase is from the point of first touch contact with the mats to the gymnast reaching a stationary position (inclusive of any coach action to secure this across all phases).

1.2 Execution faults during the Take off Phase

1.2.1 Early Twisting (0.1 - ii)

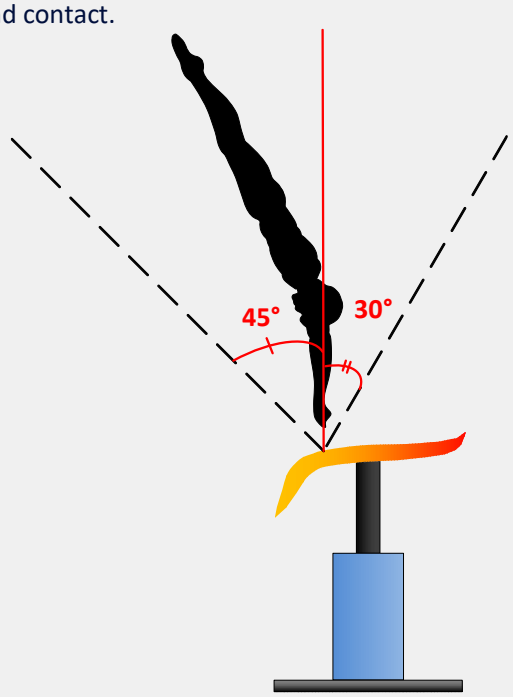
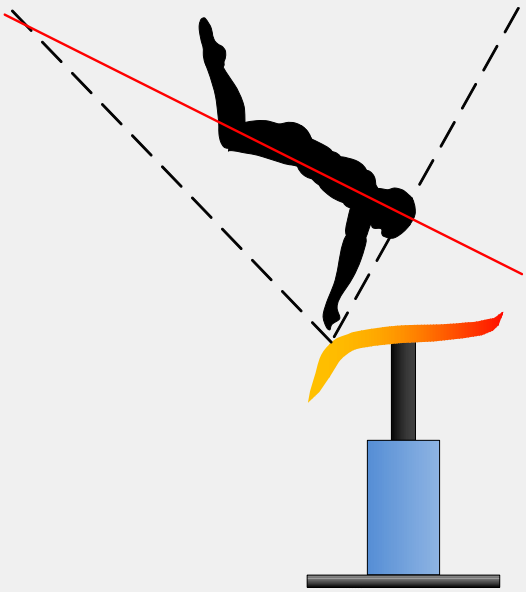
Early Twist	Application:	All salto elements. Not intended for vault or other tumble elements e.g. handsprings, cartwheels and flick flac. The hip should be transversely aligned at the point of take-off (45° tolerance)		
	Scope	0.1	0.2	0.3
Hip >45° at the point of take-off	Per gymnast/per element	X		

1.2.2 Contact with the Vault (0.6 - i)

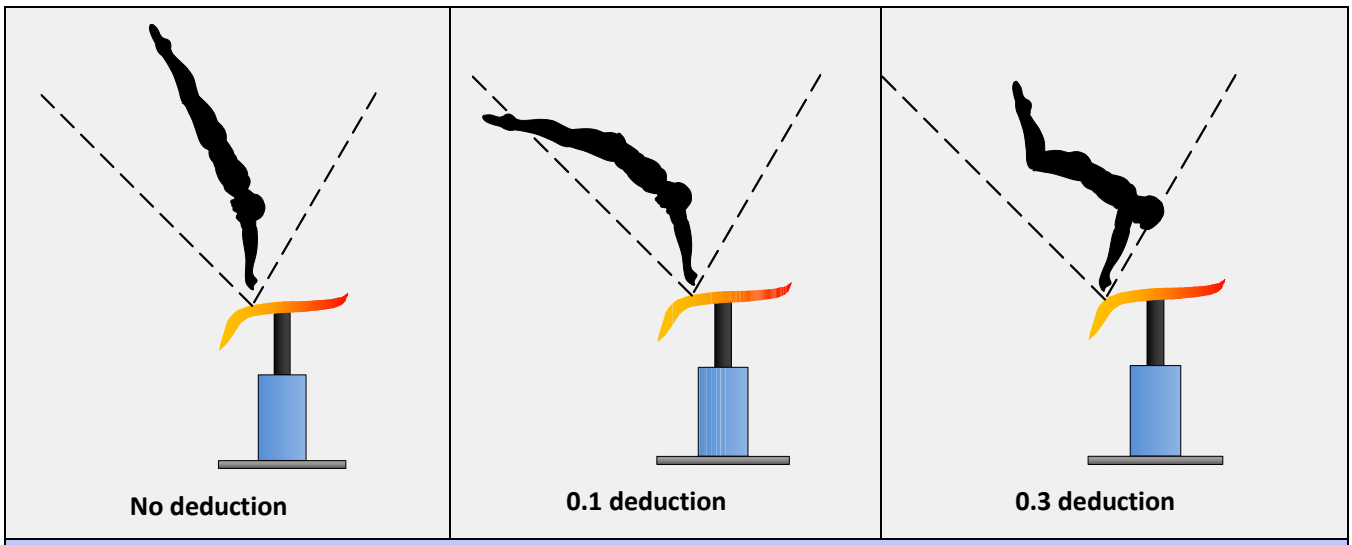
Gymnasts must touch the table with both hands, leaving** the vaulting table in an extended body position through the vertical*, and use the vaulting table to achieve a visible lift off the table.

When leaving the vaulting table, the gymnast should be vertical (-45° to +30° from the vertical line through the point of contact), and in an extended body position (knee, hips, shoulder angle >150°) with straight arms (>135° in the elbows).

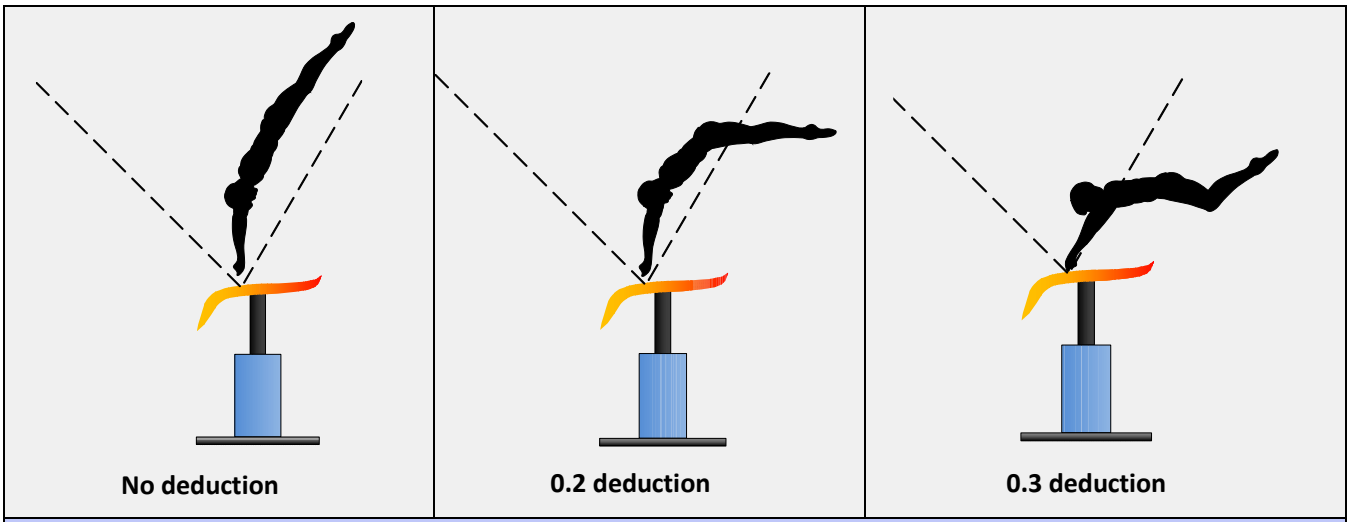
There are no requirements for body position before leaving the vaulting table (first flight).

* How to assess the vertical: A vertical line from the point of hand contact establishes 'the vertical' with 45° to the trampet side of the vault and 30° to the landing zone side. This creates a cone shaped zone about the point of hand contact.  	** How to assess the position upon leaving the vault: At the point where the hands leave the vault, a straight line is assessed from shoulders to knees. This angle of leaving the vault should be within angle of tolerance about the vertical*. 
Assessing the vertical and angles of tolerance	Angle when leaving the vault

Execution Faults		0.1	0.2	0.3 or more
- Leaving the vaulting table too early (angle when leaving outside the 45° to the trampet side)	per gymnast	X	-	-
- Leaving the vaulting table too late (angle when leaving outside the 30° to the landing zone side)		-	X	-
- Not leaving the vaulting table with extended body position (>150°)		X	X	-
- Not having straight arms when leaving vaulting table		-	X	-
- Touching the vaulting table with only one hand		-	-	0.6
- No visible lift of the vaulting table		X	-	-



Deduction guidelines for Contact with the Vault - Handspring



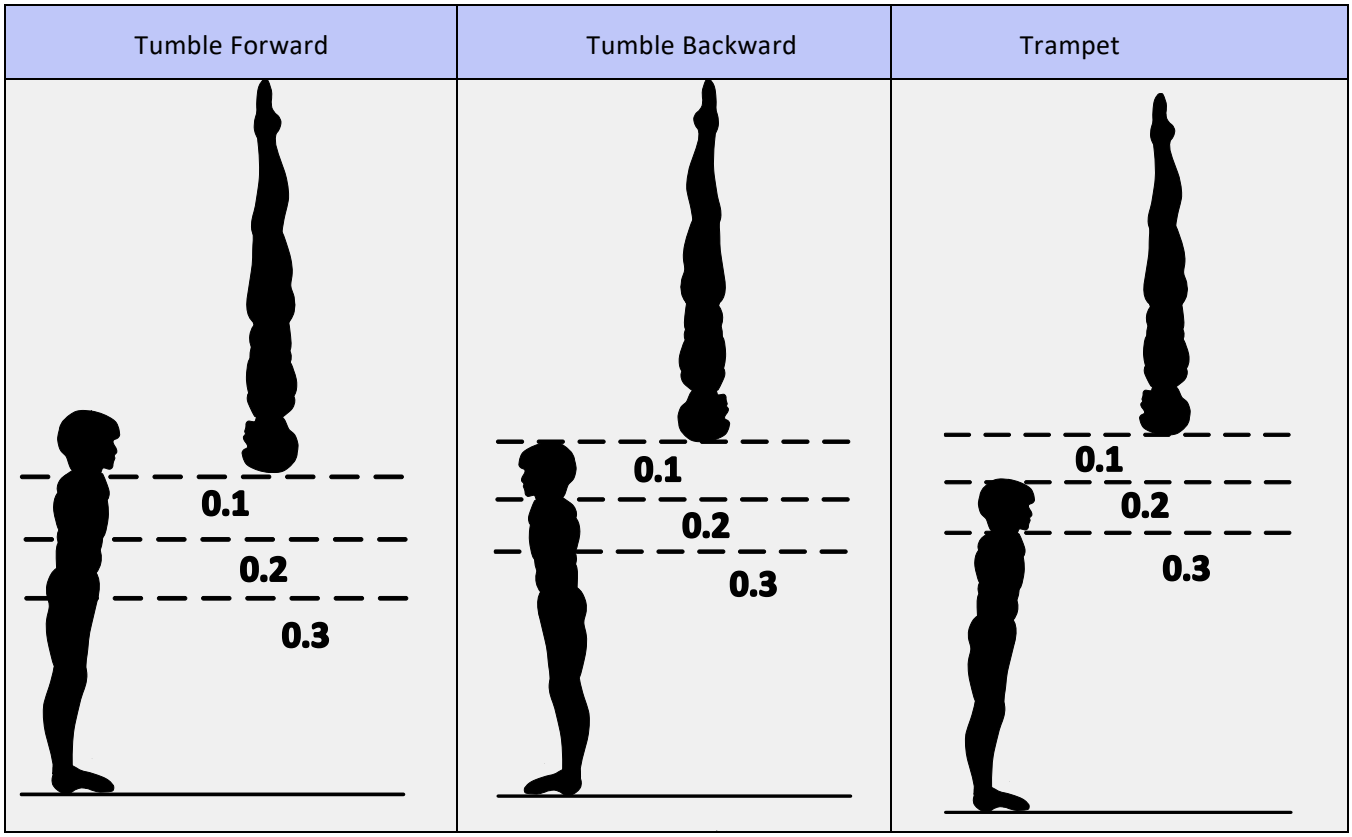
Deduction guidelines for Contact with the Vault - Tsukahara

1.3 Execution Faults during the Aerial phase

1.3.1 Height of Single Salto (0.3 - ii)

This deduction only applies to single saltos not multiple saltos. For tumble this only relates to the final skill in a gymnast's series.

Reference position would be the gymnast's standing height on the landing mat.



1.3.2 Body Shape in Saltos (0.5 - i)

Body shape is evaluated during the aerial phase. For tucked, pucked and piked shapes this is between take off phases and the achievement of the optimal shape before the shape begins to open. Opening is the release of the optimal body shape moving towards the extended body position before landing. In the absence of any opening the aerial phase shall finish at the last 120° of upper body rotation. Therefore, this deduction applies to the best shape achieved during the aerial phase. However, for straight shapes, the shape must be held from the end of the take-off phase to the last 120° of upper body rotation.

Where double and triple saltos are concerned, the shape of each rotation is evaluated when deciding the overall deduction for the element.

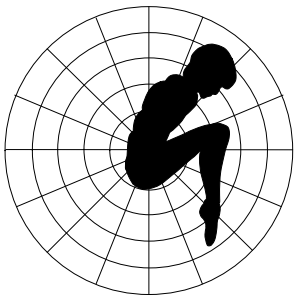
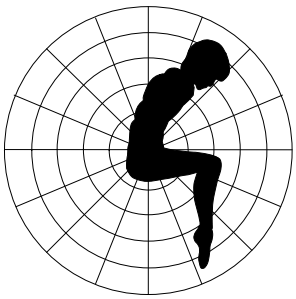
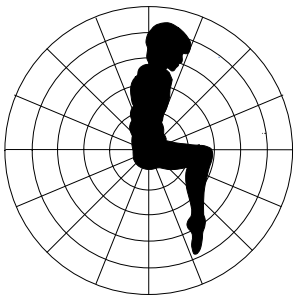
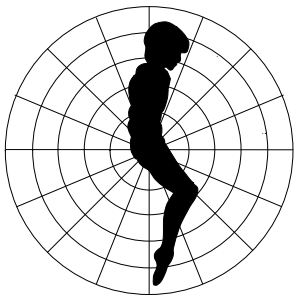
Other body errors (split/crossed legs, head errors, feet errors and arms not close to body/axis of rotation) are deductible across the aerial phase (including the opening), but each can only be taken once per gymnast.

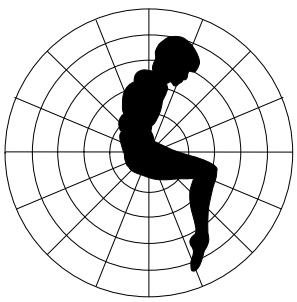
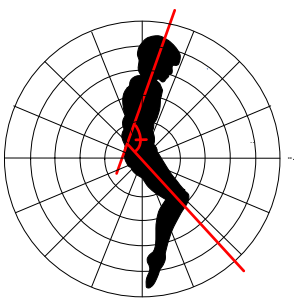
Not intended for other tumble elements e.g. handsprings, cartwheels and flic flac.

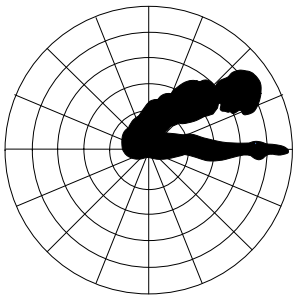
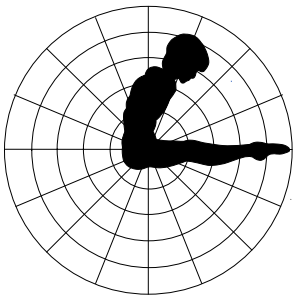
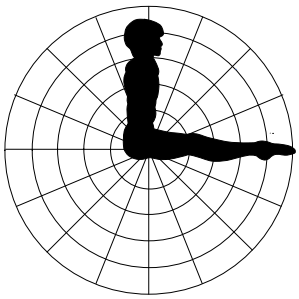
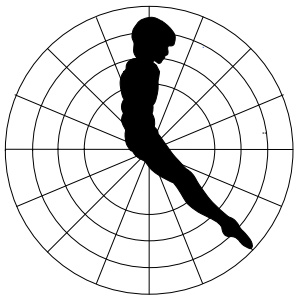
Tucked/pucked, piked and straight body positions must be performed with clear and defined body shape, with feet and legs kept together and the feet and toes pointed. Both hip and knee angles must be considered for body position deductions. Deductions for body position in multiple saltos are taken per element (not for each rotation of the element) and should be an overall impression of the shapes shown in the element.

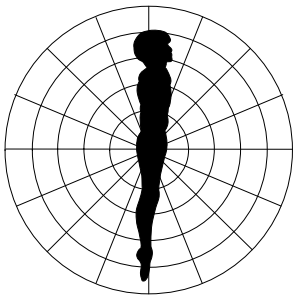
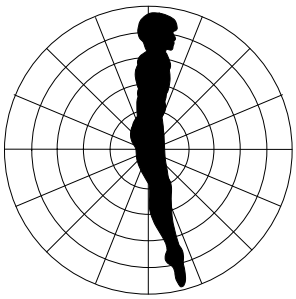
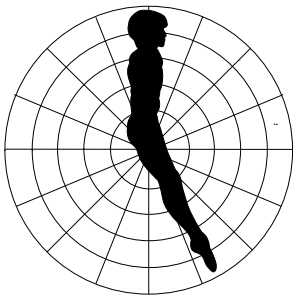
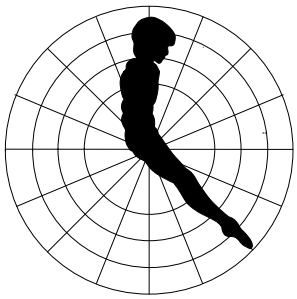
The pucked position is allowed when twisting more than 180° in multiple saltos.

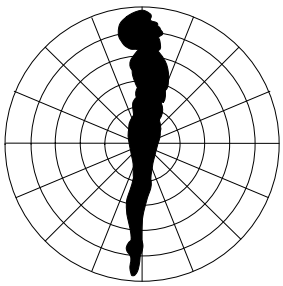
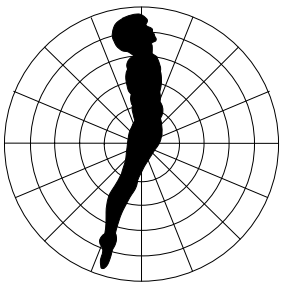
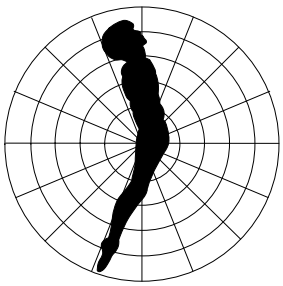
Body shape and other body errors	Application:	All salto elements		
	Scope	0.1	0.2	0.3
Body shape (hip and knee angle faults)	Per gymnast/ per element	X	X	X
Split/crossed legs		X		
Head errors		X		
Feet errors		X		
Arms not close to body and axis of rotation in twists		X		

			
No deduction	0.1 deduction	0.2 deduction	0.3 deduction
Deduction guidelines - Tucked position			

			
No deduction Hip angle ~120°	0.1 deduction Hip angle ~135°		
Deduction guidelines - Pucked position			

			
No deduction	0.1 deduction	0.2 deduction	0.3 deduction
Deduction guidelines - Piked position			

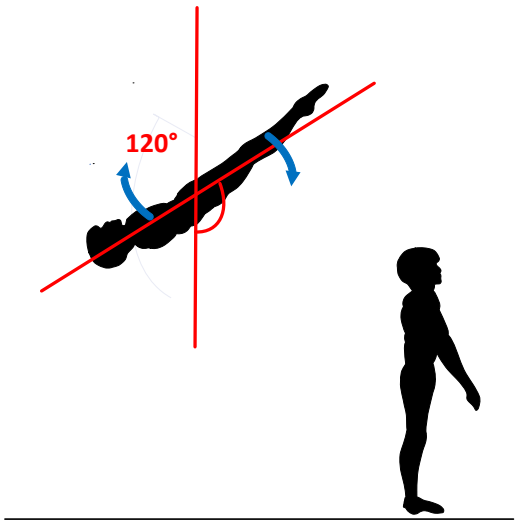
			
No deduction	0.1 deduction	0.2 deduction	0.3 deduction
Deduction guidelines - Straight position			

			
No deduction Open chest - straight line through the hips	0.1 deduction	0.2 deduction	0.3 deduction
Deduction guidelines - Straight position			

1.4 Execution Faults during Preparation for landing

1.4.1 Opening (0.3 - i)

Where there is a direct kick out from the optimal aerial shape (tucked/pucked/piked) to extended body position (>150° hip and knee angle), which is held until the last 120° of upper body rotation (all shapes) there should be no deduction for opening.



The following is deductible under opening:

- Partial opening: The optimal body shape moves to a more deductible shape without kicking out to the extended body position (150° hip and knee angle). There are 0.1 for partial opening (135°-150° hip and knee angle).
- Late opening: Extended body position achieved after 120° of upper body rotation (i.e. 2 o'clock kick out)
- Extended shape not held: This is where the extended body shape (of any salto) is not held until the last 120° of upper body rotation (2 o'clock kick out)
- No Opening: This is where the shape never achieves the open body position before landing

Opening	**Application:**	**All final saltos (including the last rotation in multiple saltos)**		
	Scope	**0.1**	**0.2**	**0.3**
Partial opening to minimum extended body position	Per gymnast	X		
Late opening or opening not held		X		
No opening				X

1.4.2 Completion of Twist (0.4 - i)

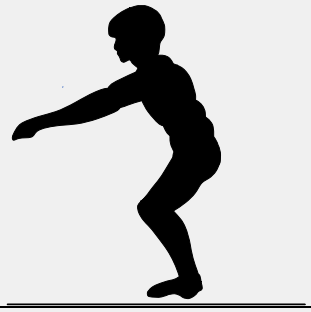
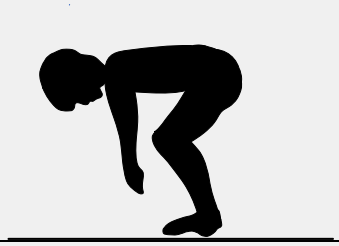
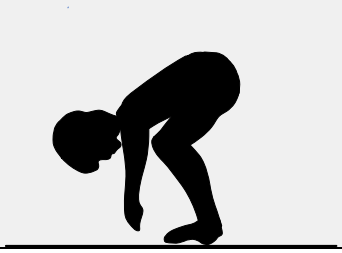
Twisting	Application:	All salto elements		
	Scope	0.1	0.2	0.3
Twist not completed by the last 90° of upper body rotation	Per gymnast / per element	X		
Under / over rotated twist at the point of arrival		X (30°-45°)		X (>45°)

1.5 Execution Deductions during the Landing Phase

1.5.1 Landing position (0.3 - ii)

Landing positions are assessed at the point where a gymnast has absorbed the initial force of arrival, which may be before control has been established. Gymnasts should land the last element with an upright body with feet within the landing area. Upper body positions clearly above horizontal (90°) are not deductible. Bending the legs are also not deductible unless hips drop below the knees (which is a deep squat).

Landing Position	Application:	All final elements		
	Scope	0.1	0.2	0.3
Upper body position	Per gymnast / per element	X	X	
Deep knee bend (squat)				X

Hip Angles (There is no deduction for bending the knees unless below hips)	Deductions
	No deduction - Upper body clearly above horizontal (90° relative vertical)
	0.1 Upper body close to horizontal (90° relative vertical)
	0.2 Upper body clearly below horizontal (90° relative vertical)

1.5.2 Landing the Last Element inside the Landing Zone (0.3 - ii)

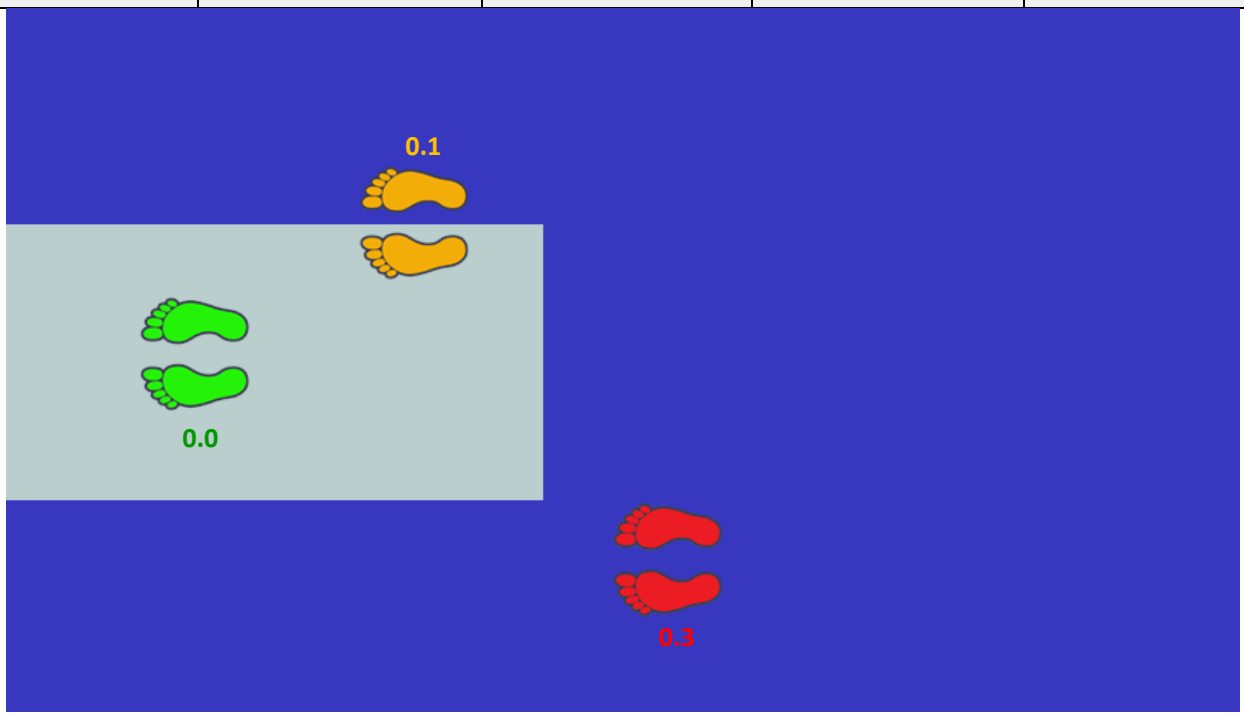
The first point of contact with the landing area should be inside the coloured landing zone (1.5 x 3.0 m).

If the landing area outside the landing zone is touched with any part of the body as first point of contact, there will be a 0.1 deduction.

If the first point of contact is completely outside the landing zone, there will be a 0.3 deduction.

It is allowed to step outside the landing zone after the initial contact with the landing area.

Landing Zone	**Application:**	**All final elements**		
	Scope	**0.1**	**0.2**	**0.3**
Landing Zone	Per gymnast / per element	X		X



Landing area

1.5.3 Control in Landing (1.0 - ii)

The landing should be controlled and show a visible 'stop' position (even if not held, as gymnasts will need to exit the landing area without delay)

It is also permitted for one foot to step away from the apparatus so long as the hips do not turn more than 45°

There is no need to bring the feet back together after control has been attained before departing the landing area

Movement of other body parts (e.g. non supportive arm movement) are not deductible

0.1 is deducted for a minor correction before controlling the landing. E.g. a single step or jump away from the apparatus that either turns the hips more than 45° or moves both feet from the point of arrival

0.2 is deducted for a moderate correction before controlling the landing. E.g. a single step or jump back towards the apparatus or to the side

0.3 is deducted for a major or multiple corrections in an effort to gain control. E.g. multiple steps in any direction

0.5 is deducted for light touch of hands, elbow or knee with landing mat or apparatus without weight bearing

1.0 is deducted when a gymnast falls (supportive weight is taken by any other part of the body besides the feet before control can be shown). Where a gymnast has made multiple steps to gain control and leaves the landing mat on their feet, and then falls, the deduction will be 0.3 not 1.0

Control in Landing	**Application:**	**Final elements**		
	Scope	**0.1**	**0.2**	**0.3 or more**
Loss of control	Per gymnast / per element	X	X	X 0.5 1.0

1.5.4 Coaches' Actions (1.5 - ii)

Coach Actions	Application:	A compulsory coach standing in on the landing area is only there to react in case of dangerous situations, not to draw attention to themselves. The coach is there to avoid injury to the gymnasts and not to stop gymnasts from falling over.		
	Scope	0.1	0.2	0.3 or more
Coach support *	Per gymnast/ per element			1.0
Coach not taking action in a dangerous situation **	Per gymnast/ per element			1.5

* Only support that results in a feet first landing is deductible

** Gymnast coming down to contact head and shoulders/chest first with no reasonable action to try and remedy from the coach

1.6 Other deductions

1.6.1 Streaming (0.1 - i)

Streaming (time between each gymnast in the series) must be even between all gymnasts. At least two gymnasts must be moving at the same time. On Tumble the next gymnast is not allowed to start the first element until the previous gymnast has completed the last element				
Execution Faults	**Scope**	**0.1**	**0.2**	**0.3**
Irregular streaming/lack of streaming	per gymnast each time	X	-	-

1.6.2 Jogging Back Together Between Rounds (0.4 - ii)

Gymnasts must jog back to the run up after round one and two. They should return together				
Execution Faults	**Scope**	**0.1**	**0.2**	**0.3 or more**
Not jogging back	per team for each round	-	-	0.4
Not returning together		-	-	

1.6.3 Running through (3.0 - i)

In case a gymnast runs through without performing any valid element there will be a deduction. No other execution faults are taken for the gymnast				
Execution Faults	**Scope**	**0.1**	**0.2**	**0.3 or more**
Running through	per gymnast	-	-	3.0

1.6.4 Wrong Number of Gymnasts (3.0 - i)

In case there are too few or too many gymnasts performing or there are not three male and three female gymnasts in a mixed team in each round, there will be a deduction. No other execution faults or special deductions are taken for the extra gymnast				
Execution Faults	**Scope**	**0.1**	**0.2**	**0.3 or more**
More than 6 or less than 6 gymnasts	per missing/extra gymnast	-	-	3.0
More or less than 3 men and less or more than 3 women in a mixed team		-	-	
Examples: 2 men and 4 women will be deducted 1 x 3.0 = 3.0 (1 woman should be replaced by 1 man) 5 men and 1 woman will be deducted 2 x 3.0 = 6.0 (2 men should be replaced by 2 women) 3 men and 2 women will be deducted 1 x 3.0 = 3.0 (1 gymnast/woman is missing)				

1.6.5 Body Shape for Elements other than Saltos (0.4 - i)

Tumble only. Elements like round off, flic flac and handspring (not the saltos) must be performed with a clear and defined body shape, with feet and legs kept together when appropriate, as well as feet pointed. Legs and arms should be straight as they leave the track. It is possible to deduct for both head and feet errors				
Execution Faults	**Scope**	**0.1**	**0.2**	**0.3**
Arms/shoulder, hip, and knee angle faults	per gymnast/ element	X	X	-
Split/crossed legs, head, or feet errors		X	-	-
One hand support		X	-	-

1.6.6 Momentum (0.3 - i)

Tumble only. The gymnast must keep momentum until the final landing. The kinetic energy can be transferred between rotation, speed, and height. Loss of momentum is deducted from minor to major. The maximum deduction 0.3 is applied when the gymnast is almost standing still				
Execution Faults	**Scope**	**0.1**	**0.2**	**0.3**
Loss of momentum	per gymnast	X	X	X

APPENDIX 7

TARIFF FORMS

1. Floor Tariff Forms

How to mark elements on the tariff form:

a) Composition

- Composition requirements must be marked in the correct order of performance and next to the formation where they are to be performed
- A minimum of eight formations (different shapes) to be shown, in the order they are to be performed. A shape is marked by using one dot or cross per gymnast, even though what comes to judging the shape is what counts not the perfect position of single gymnasts. Only different shapes are to be marked, not different orientations, locations or sizes of the same shapes. The Rhythmic sequence should be shown in one box unless the shape changes during the sequence
- Rhythmic sequence RS →, RS ←
- Planes

  - Sideways ↔

  - Backwards↑
- Large Formation LF
- Small Formation SF
- Moving Curved Formation CF

b) Difficulty

- A maximum of eight difficulty elements can be marked on the tariff form
  - Balance elements (2 or 3 including handstand)
  - Jumps/Leaps/Hops (1 or 2)
  - Acrobatic elements (1 or 2)
  - Group element (1)
  - Flexibility element (1)
- Difficulty elements must be marked in the correct order of performance and next to the formation where they are to be performed
- Difficulty elements must be marked with the code numbers and should also show the symbol whenever possible
- Where movements in and out of the element are intended a “+” must be added after the element’s code number
- Difficulty distribution (DD) must be marked with “DD” and a horizontal line

2. Tumble Tariff Forms

How to mark elements on the tariff form:

- Add symbols for all elements in the series
- Values of difficulty elements are counted by the tariff system or manually

3. Trampet Tariff Forms

How to mark elements on the tariff form:

- Add symbols for all elements in the series
- Values of difficulty elements counted by the tariff system or manually

4. Tariff Form Examples

The next three pages show examples of tariff forms for all three apparatus

a) Floor

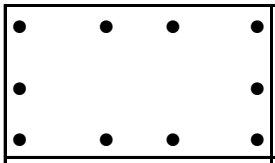
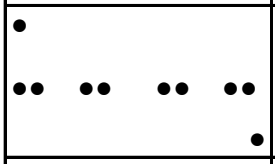
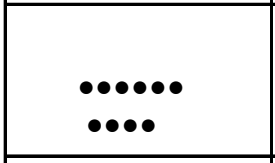
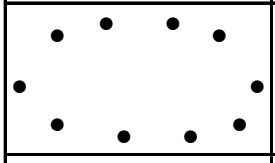
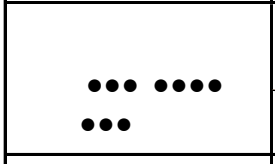
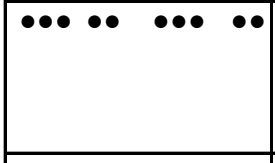
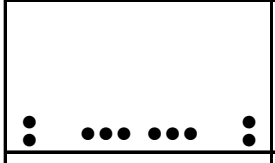
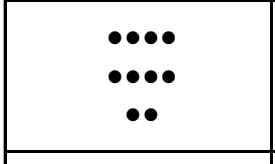
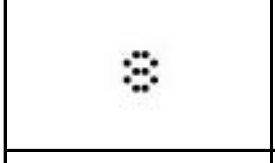
b) Tumble

c) Trampet

Floor tariff form

Name of competition

Country code, category, section

	!	LF HB1001
		
		J606+
		CF
	 	A805 DB801
		RS
		RS DD F1003
	 	A604+ J803
		G802 SF

Composition and difficulty requirements in performing order		
LF	0.2	
HB1001	1.0	
J606+	0.6+0.2	
	0,4	
CF	0.2	
A805	0.8	
DB801	0,8	
RS	0,4	
DD		
F1003	1,0	
A604+	0.6+0.2	
	0,4	
J803	0,8	
G802	0.8	
SF	0,2	
Formations		

Tumble tariff form

Name of competition
Country code, category, sectic

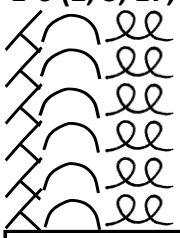
Round 1

1-6 (8, 3, 17, 18, 11, 5)

	Sum deductions
	Score
Running through (3.0) - Wrong number of gymnasts (3.0)	

Round 2

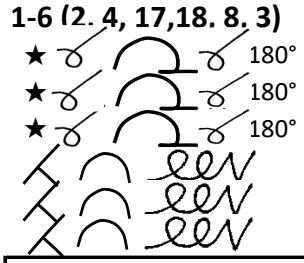
1-6 (2, 3, 17, 18, 11, 5)



	Sum deductions
	Score
Running through (3.0) - Wrong number of gymnasts (3.0)	

Round 3

1-6 (2. 4, 17,18. 8. 3)



	Sum deductions
	Score
Running through (3.0) - Wrong number of gymnasts (3.0)	

Bonus (0.1)	E1	E2		Head Judge deductions
Score	E3	E4		

Trampet tariff form

Name of competition
Country code, category, section

Round 1

1-6 (8, 3, 17, 18, 11, 5) 180

	Sum deductions
	Score
Running through (3.0) - Wrong number of gymnasts (3.0)	

Round 2

1-6 (2, 3, 17, 18, 11, 5)

360 180
360 180
360 180
360 180
360 180
360 180

	Sum deductions
	Score
Running through (3.0) - Wrong number of gymnasts (3.0)	

Round 3

1-6 (2, 4, 17,18, 8, 3)

TSU/

180
180
180
180
180

	Sum deductions
	Score
Running through (3.0) - Wrong number of gymnasts (3.0)	

Bonus (0.1)	E1	E2		Head Judge deductions
Score	E3	E4		