



The One Page Judging Guide for the 2006 F.I.G. Code of Points and NCAA Program

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I. A Panel: 1. FIG: Select the 9 Best Skills plus the Dismount (10 skills) – no more than 4 skills from an element group.

A B C D E F

0.10 0.20 0.30 0.40 0.50 0.60 **FX: count dismount first**

- NCAA: 1. From each “element group (E.G.)”, select the highest valued skill.
 2. After each E.G. is satisfied, select from among the remaining highest valued parts.
 3. Of the 10 counting skills, only 4 skills from an E.G. will be recognized by the A-panel. Thus, the 5th skill (lowest value) from an E.G. will not be recognized.
2. **Connections (are part of the A- Score) (Same for F.I.G. and NCAA) on FX, R, HB**
NCAA: Cap Difficulty and Connections combined at 3.5

Floor Exercise

Connection Bonus for **acrobatic** (saltos only) connections between

- A + E or F = 0.10
- B + D or E or F = 0.10
- C + C or D = 0.10
- C + E or F = 0.20
- D + D or E or F = 0.20

Rings

Connection bonus is only for recognized, directly connected strength elements and of sufficient difficulty and include **ONLY** an ascending phase

FIG and NCAA Ring Bonus

- D + D or E or F (any order) = + 0.1**
- E + E or F (any order) = + 0.2**

Horizontal Bar

<u>On (In) Bar</u>	<u>Flight</u>	<u>Bonus</u>
D / E / F + D / E / F		= 0.2
<u>Flight</u>	<u>Flight</u>	<u>Bonus</u>
D / E / F + C		= 0.1
D / E / F + D / E / F		= 0.2

3. **Element Groups 1,2,3,4** are worth 0.5 each: total = 2.0

4. **Dismounts (or Group 5)** must be of D value: (FIG) = 0.5

If the dismount is a C: (FIG) = 0.3

A or B not acceptable: (FIG) = 0.0

Element Group/Dismount total

Dismt cannot also meet an E.G. req.

NCAA: D or C ok = + 0.5

NCAA: B dismt = + 0.3 / A dismt = + 0.0

= 2.5

5. **NCAA Stick Bonus = +0.1 FX (Natural D), SR, PB and HB (Not PH) any VT.**

II. B Panel Presentation (F.I.G.) NCAA =10.0

Small = 0.1	minor / slight	Small = 0.1
Medium = 0.3	strong / distinct /significant	Medium = 0.3
Large = 0.5	major /severe	Large = 0.5
Fall = 0.8		Fall = 0.5 except fall at VT = 0.8

Half intermediate swing / layaway = 0.3 full intermediate = 0.5

Holds = 1 - 2 sec = 0.1, 1 sec. = 0.3, < 1sec. = 0.5 + non-rec

Touch w/o assist = 0.3, Assistance = 0.8 and non-recognition

	<u>Holds</u>	<u>Swing to HS</u>	<u>Shoulders rise above rings (swing to strength hold on Rings)</u>
0 - 15 °	0.1	0.0	0.1
16 ° - 30 °	0.3	0.1	0.3
31 ° - 45 °	0.5	0.3	0.5
> 45 °	0.5 and non-rec	0.5 and non-rec	0.5 and non-rec

Total Start Value: (A Panel) + (B Panel) 10.0

Vault Vault Start Values for F.I.G. to max of 7.0 / NCAA: add 3.0 to May 2006 Start Value

Zone: Step out with 1 foot/hand = -0.1, with both = -0.3, land directly out = -0.5

Differing vaults: min 180° twist, or bwd vs fwd, or salto tuck v pike v stretched