



Secondary Girls C Grade – Vault

<i>Secondary Girls C Grade:</i> Vaulting box (1 attempt only)	
<i>Apparatus Requirement:</i>	<p>5-deck horizontal box, thick crash mats with same height as the box Springboard can be with 3 springs or 5 springs</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; padding: 5px; text-align: center;"> • ○ • ○ • ○ ○ ○ ○ </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> • ○ • ○ • ○ • ○ • </div> </div>
D-score + E-score = Final Score	
<i>Determination of Final Score:</i>	D-score (Difficulty Value): 5.0
	E-score: Maximum 10.0
	Final Score: Maximum 15.0

Skills	Difficulty Value
Run, hurdle step, 2 feet take off from springboard, repulsion into handspring flatback on thick mat	5.0

1. Evaluation of Invalid Vaults: (Score = 0.00)

- 1.1 More than two running attempts
- 1.2 Run and touch the springboard or apparatus without performing the skill
- 1.3 Performing a headspring vault
- 1.4 Dropping back to springboard or running pathway during handspring
- 1.5 Spotting assistance from coach

Unless otherwise specified, all execution and behavioural deduction will be applied according to the 2022-2024 FIG WAG Code of Points

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Secondary Girls C Grade – Floor Exercise

<i>Apparatus Requirement:</i>	14m x 1.5m
<i>Time:</i>	Maximum 60 seconds (no music required)
<i>Composition Requirements:</i>	<u>Choreography at the beginning and ending of the routine, as well as movement touching floor</u> must be included in each routine. Skills 1-6 can be performed in any order.
<i>Determination of Final Score:</i>	D-score + E-score = Final Score D-score (Max 5.0) E-score (Max 10.0) Final Score: Max 15.0

	Required Skills/Elements	Value
1	From two feet hurdle cartwheel to cartwheel	0.6, 0.6
2	Backward walkover OR From supine position to bridge, kick over	0.8 OR 0.4
3	Kick up to handstand, end with lunge	0.6
4	Straight jump with 1/1 turn (360°)	0.6
5	1/1 turn (360°) on one leg	0.6
6	Dance passage: Split leap to any single-leg take off jump/leap/hop from FIG group A/B (If using split leap, each leg must take off once)	0.6, 0.6

Judging Specifications

<i>Faults</i>	<i>Deductions/Evaluations</i>
Missing choreography at the beginning, ending, and/or movement touching floor	Evaluated according to 2022-2024 FIG WAG Code of Points (deductions will be taken from E-score)
Missing required skill(s)	No Difficulty Value(s) given and minus 1.0 from final score
Execution, choreography, and artistry requirements (except music requirements)	Evaluated according to 2022-2024 FIG WAG Code of Points

Unless otherwise specified, all execution and behavioral deduction
Will be applied according to the 2022-2024 FIG WAG Code of Points



Secondary Girls B Grade – Vault

<i>Secondary Girls B Grade:</i>	Vaulting box / Vaulting Table (2 attempt)	
<i>Apparatus Requirement:</i>	5-deck box or Vaulting Table of 1.15m Springboard can be with 5 springs or 8 springs <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; padding: 5px; text-align: center;"> • ○ • ○ • ○ • ○ • </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> • • • • • • • • • </div> </div>	
<i>Determination of Final Score:</i>	<p>D-score + E-score = Final Score for each vault</p> <p>D-score (Difficulty Value): Maximum 5.0</p> <p>E-score: Maximum 10.0</p> <p>Final Score: Maximum 15.0</p> <p>The <u>score of the first vault</u> will count towards the All Around and Team results.</p> <p>The <u>average score</u> of the two vaults will count towards the Final Score for Event Final.</p>	

1. Event Requirements: The same apparatus must be used for the two vaults

	Skills	Difficulty Value
Vault 1	Handspring forward	5.0
Vault 2	Skill of gymnast's own choice (please refer to the "Table of Elements" below)	

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2. Table of Elements

Vault Number	Name of Vault	Difficulty Value
100	Handspring forward	4.0
101	Handspring forward on, ½ (180°) turn off	4.2
120	Handspring forward with ½ (180°) on- repulsion off	4.2
121	Handspring forward with ½ (180°) on- ½ (180°) off (in either direction)	4.4
140	Round-off, flic-flac on – repulsion off	5.0

*During the competition, gymnast must flash the vault number on the flashboard provided by the organizer.

3. Evaluation of Invalid Vaults: (Score = 0.00)

- 3.1 More than two running attempts
- 3.2 Run and touch the springboard or apparatus without performing the skill
- 3.3 Performing a headspring vault
- 3.4 Dropping back to springboard or running pathway during handspring
- 3.5 Spotting assistance from coach

Unless otherwise specified, all execution and behavioural deduction will be applied according to the 2022-2024 FIG WAG Code of Points

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Secondary Girls B Grade – Beam

<i>Apparatus Requirement:</i>	Height of 1.0 metre
<i>Time:</i>	Within 60 seconds
<i>Composition Requirements:</i>	Skills #2-5 can be performed in any order
<i>Determination of Final Score:</i>	<p>D-score + E-score = Final Score</p> <p>D-score (Difficulty Value of Skills) – Maximum 5.0</p> <p>E-score (Execution &/or Artistry Deductions) – Maximum 10.0</p> <p>Final Score: Maximum 15.0</p>

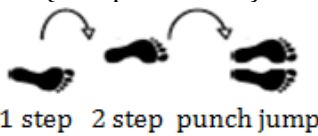
Skills Summary

	Skills	Value
1	Leap onto beam to land in scale position (back leg at min. horizontal)	0.6
	or	or
	Jump to clear straddle support (from end or side of beam). Hold 2 seconds	0.4
	or	Or
	From stand facing side of the beam, jump to tuck stand	0.4
2	Lift one leg to side passé, then move leg to front passé. Repeat on other leg. 1/2 (180°) turn on one foot	0.2, 0.2, 0.6
3	Straight jump to sissone jump series	0.4, 0.6
4	Handstand in cross position (legs in split or together), step down to lunge	0.8
	or	or
	Scale balance (leg at min. horizontal)	0.4
5	Forward walkover / Backward walkover / Tic-toc / Cartwheel / Free forward roll	0.8
	or	or
	Forward roll	0.4

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6	Run (2 steps or above) into punch (feet together) straddle pike jump off the beam	0.4
	 <p>1 step 2 step punch jump</p>	
	or Round-off dismount off the end of beam	0.8

Judging Specifications

<i>Faults</i>	<i>Evaluations</i>
Missing of each required skill/element	-1.0, and no Difficulty Value
Execution, choreography, and artistry requirements (except mount requirements)	Unless otherwise specified, all these will be evaluated according to 2022-2024 FIG WAG Code of Points

Unless otherwise specified, all execution and behavioural deduction will be applied according to the 2022-2024 FIG WAG Code of Points

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Secondary Girls B Grade – Floor Exercise

<i>Apparatus Requirement:</i>	14m x 1.5m
<i>Time:</i>	Maximum 60 seconds (no music required)
<i>Composition Requirements:</i>	<u>Choreography at the beginning and ending of the routine, as well as movement touching floor</u> must be included in each routine. Skills 1-6 can be performed in any order.
<i>Determination of Final Score:</i>	D-score + E-score = Final Score D-score (Max 5.0) E-score (Max 10.0) Final Score: Max 15.0

	Required Skills/Elements	Value
1	Run 2-3 steps, round-off rebound to straight jump	0.8, 0.4
2	Handstand to forward roll	0.8
3	Backward walkover OR From stand, back bend to bridge, kick over	0.8 OR 0.4
4	1/1 turn (360°) on one leg	0.4
5	Tuck jump with 1/1 turn (360°)	0.6
6	Dance passage: Switch leg leap, Split leap (any order)	0.8, 0.4

Judging Specifications	
<i>Faults</i>	<i>Deductions/Evaluations</i>
Missing choreography at the beginning, ending, and/or movement touching floor	Evaluated according to 2022-2024 FIG WAG Code of Points (deductions will be taken from E-score)
Missing required skill(s)	No Difficulty Value(s) given and minus 1.0 from final score
Execution, choreography, and artistry requirements (except music requirements)	Evaluated according to 2022-2024 FIG WAG Code of Points

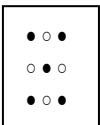
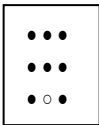
Unless otherwise specified, all execution and behavioural deduction will be applied according to the 2022-2024 FIG WAG Code of Points

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Secondary Girls A Grade – Vault

<i>Secondary Girls A Grade:</i>	Vaulting box / Vaulting Table (2 attempt)	
<i>Apparatus Requirement:</i>	5-deck box or Vaulting Table of 1.25m Springboard can be with 5 springs or 8 springs  	
<i>Determination of Final Score:</i>	D-score + E-score = Final Score for each vault D-score (Difficulty Value): Maximum 5.0 E-score: Maximum 10.0 The score of the first vault will count towards the All Around and Team results. The average score of the two vaults will count towards the Final Score for Event Final.	

1. Event Requirements:

- 1.1 Must be choose the skill from “Table of Elements”
- 1.2 Gymnast must perform two different skill
- 1.3 **The same apparatus** must be used for the two vaults

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2. Table of Elements

Vault Number	Name of Vault	Difficulty Value
100	Handspring forward	4.0
101	Handspring forward on, ½ (180°) turn off	4.2
102	Handspring forward on, 1/1 (360°) turn off	4.4
120	Handspring forward with ½ (180°) on- repulsion off	4.2
121	Handspring forward with ½ (180°) on- ½ (180°) off (in either direction)	4.4
140	Round-off, flic-flac on – repulsion off	4.8
210	Handspring forward on – tucked / piked salto forward off	5.0
310	Tsukahara tucked / piked	5.0
410	Round-off, flic-flac on – tucked / piked salto backward off	5.0

*During the competition, gymnast must flash the vault number on the flashboard provided by the organizer.

3. Evaluation of Invalid Vaults:

Unless otherwise specified, all execution and behavioural deduction will be applied according to the 2022-2024 FIG WAG Code of Points

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Secondary Girls A Grade – Bars

<i>Apparatus Requirement:</i>	Height of high bar 2.55 m, low bar 1.75 m										
<i>Combination of Elements:</i>	All elements must be chosen from the Table of Elements below.										
<i>Determination of Final Score:</i>	(D-score + E-score) = Final Score										
	D-score										
	1. Difficulty Value (DV) – Total value of <u>minimum 4, maximum 6 elements</u> chosen from Table of Elements below performed in the routine (including Dismount)										
	2. Composition Requirements (CR) – According to the 4 composition requirements listed below, each worth 0.5, maximum 2.0										
	3. Connection Value (CV) – according to the CV listed below										
	E-score (Maximum 10.0)										
	- Any execution deductions applied										
	*Short Exercise Deductions										
	<table><tr><td>No. of elements performed</td><td>Neutral Deductions</td></tr><tr><td>4-6</td><td>0</td></tr><tr><td>3</td><td>4.0</td></tr><tr><td>2</td><td>6.0</td></tr><tr><td>1</td><td>8.0</td></tr></table>	No. of elements performed	Neutral Deductions	4-6	0	3	4.0	2	6.0	1	8.0
No. of elements performed	Neutral Deductions										
4-6	0										
3	4.0										
2	6.0										
1	8.0										

1. Table of Elements

Element Groups	Values			
	0.2	0.4	0.6	0.8
Mount	- Pullover	- Chin-up pullover		- Any 'A'-value or above mounts listed in FIG Code of Points
Cast & Swings	- Cast to squat on	- Cast to above horizontal - Cast to pike on - #Long hang swing (high bar) x 2 *min. 45° past vertical in each swing		- Cast to handstand (between 10° before or after vertical; legs straddled or together)

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Circling elements		<ul style="list-style-type: none"> - Backward hip circle - Forward hip circle - Long hang pullover (high bar) 	<ul style="list-style-type: none"> - Clear hip circle - Stalder circle (fwd/bwd) - Sole circle piked (fwd/bwd) 	- Any 'B'-value or above circle elements listed in FIG Code of Points
Dismount	<ul style="list-style-type: none"> - ^ Swing fwd (min. 45° past vertical) with 180° turn release - ★ Roll forward to L-hang (hold 2 seconds) 	<ul style="list-style-type: none"> - From low bar, toe-shoot dismount (pike/straddle) - From low bar, clear underswing dismount 	<ul style="list-style-type: none"> - From high bar, toe-shoot dismount (pike/straddle) - From high bar, clear underswing dismount 	- Any 'A'-value or above dismounts listed in FIG Code of Points

If a long hang swing does not reach min. 45° before or after vertical, no value will be awarded and a deduction of 0.5 for empty swing will be applied

^ If the forward swing does not reach min. 45° past vertical before the 180° turn and release, no value and dismount will be awarded (D-score minus 0.5)

★ During the L-hang, the chin must remain above the top of the bar. No value and dismount will be awarded otherwise. (D-score minus 0.5)

*Glide-kip (low bar) and long hang kip (high bar) will be counted as two different skills. A pullover on the low bar and one on the high bar will also be counted as two different skills.

2. Composition Requirements (each worth 0.5)

- (1) Mount
- (2) Cast (no value if cast below horizontal)
- (3) Circle skill
- (4) Dismount

3. Connection Value

- (1) Long swing (min. 45° past vertical) x 2 connected to long hang kip award 0.2
- (2) Kip + Cast to above horizontal award 0.2
- (3) One bar change (low → high bar or high → low bar) award 0.2

Unless otherwise specified, all execution and behavioural deduction will be applied according to the 2022-2024 FIG WAG Code of Points

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Secondary Girls A Grade – Beam

<i>Apparatus Requirement:</i>	Height of 1.25 metres
<i>Time:</i>	Within 90 seconds
<i>Combination of Elements:</i>	All elements counted for DV must be chosen from the Table of Elements below
<i>Determination of Final Score:</i>	<p style="text-align: center;">(D-score + E-score) – Neutral Deduction = Final Score</p> <p>D-score</p> <ol style="list-style-type: none"> 1. Difficulty Value (DV) – Total value of the <u>highest 8 elements</u> performed in the routine (including Dismount) *must include min. 3 acro and min. 3 dance elements 2. Composition Requirements (CR) – According to the 4 composition requirements listed below, each worth 0.5, maximum 2.0 3. Connection Value (CV) – maximum 0.4 <p>E-score (Maximum 10.0)</p> <ul style="list-style-type: none"> - any execution and/or artistry deduction <p>Neutral Deduction (ND):</p> <ul style="list-style-type: none"> - Deductions such as over-time, attire, behavior etc. - For more details please refer to the 2022-2024 FIG WAG Code of Points

1. Table of Elements

Groups of Elements	0.1	0.2	0.3	0.4
Mounts	Facing and with hands on side of beam, jump to squat on Jump to straddle support (hold 2 sec.) – from side stand or cross stand		Any 'A'-value mounts listed in FIG Code of Points	Any 'B'-value or above mounts listed in FIG Code of Points
Gymnastics leaps, jumps and hops	Straight jump	Tuck jump Straight jump with ½ turn (180°)	Any 'A'-value jumps, leaps or hops listed in FIG Code of Points	Any 'B'-value or above jumps, leaps or hops listed in FIG Code of Points
Gymnastics turns	½ turn on two feet (pivot turn)	½ turn on one leg (180°)	Any 'A'-value gymnastic turns listed in FIG Code of Points	Any 'B'-value or above gymnastics turns listed in FIG Code of Points

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Balance / Hold		Scale balance (back leg reaches horizontal to 135°) Side scale (horizontal to 135°)	Any 'A'-value hold or balance elements listed under Hold and Acro Non-flight elements in FIG Code of Points	Any 'B'-value or above hold or balance elements listed under Hold and Acro Non-flight elements in FIG Code of Points
Acrobatic elements		Forward roll	Any 'A'-value Acrobatic Elements listed in FIG Code of Points	Any 'B'-value or above acrobatic elements listed in FIG Code of Points
Dismount	Round-off performed off the end of beam	Free (aerial) cartwheel Cartwheel step-in to straight jump off*	Any 'A'-value Dismounts listed in FIG Code of Points	Any 'B'-value or above dismounts listed in FIG Code of Points

*Tic-toc will be counted as a forward acrobatic element

✕For the "cartwheel step-in to straight jump off" dismount, the connection needs to be immediate and the arms must lift to above shoulder height in the straight jump. Otherwise, it will be counted as an acro skill (cartwheel) with no dismount.

2. Composition Requirements (each worth 0.5, maximum 2.0)

- 2.1. One direct connection of at least **two (2)** different dance elements chosen from the table of elements below
- 2.2. Acrobatic elements in different directions (forward/sideward and backward)
- 2.3. A 1/1 (360°) turn, roll or flairs on the balance beam
- 2.4. Dismount

3. Connection Value (each of the following can be credited maximum one time)

- 2.1 Direct connection of an acro element to a dance element award 0.2
- 2.2 Direct connection of two (2) acro elements award 0.2

Unless otherwise specified, all execution and behavioural deduction will be applied according to the 2022-2024 FIG WAG Code of Points

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Secondary Girls A Grade – Floor Exercise

<i>Apparatus Requirement:</i>	12m x 12m
<i>Time:</i>	Maximum 90 seconds (Music required)
<i>Combination of Elements:</i>	All elements must be chosen from the Table of Elements below and each routine must be performed to music.
<i>Determination of Final Score:</i>	<p>D-score + E-score = Final Score</p> <p>D-score</p> <ol style="list-style-type: none">1. Difficulty Value (DV) – Total value of the <u>highest 8 elements</u> performed in the routine (including Dismount); must include <u>min. 3 acro and min. 3 dance</u> elements2. Composition Requirements (CR) – Each worth 0.5, maximum 2.03. Connection Value (CV) – Maximum 0.4 <p>E-score (Maximum 10.0)</p>

1. Specific Apparatus Requirements

- (1) Dismount is the highest-value element in the last counting acro line*. If the gymnast only performs 1 (one) acro line, **no dismount** will be credited (**Neutral Deduction -0.5**)

**An acro line consists of a minimum of 2 directly connected acro elements*

** Any acro elements performed after Dismount will not count towards DV*

- (2) All counting elements must be from the table of elements below. Acro skills with hand support that worth 0.2 or above may be repeated only once to fulfill CR below, but DV and CV will only be credited once according to chronological order of performance.

2. Composition Requirements (each worth 0.5, max 2.0)

- (1) A dance passage composed of 2 (two) different hops or leaps connected directly or indirectly (with running steps, small leaps, hops, chasse, chaine turns), one of them with 180° cross/side split or straddle position
- (2) An acro line consisting minimum 2 (two) acro elements, one of which is a flight element
- (3) Forward/sideways and backward acro elements in same or different acro lines
- (4) Any salto (from two legs rebound)

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3. Table of Elements

	Element Groups	Values			
		0.1	0.2	0.3	0.4
<i>Dance elements</i> <i>*Select at least 3 from these groups</i>	Jumps, Leaps, and Hops	<ul style="list-style-type: none"> - Cat leap - Wolf jump - Stag jump - Sissone Jump 	<ul style="list-style-type: none"> - Split jump - Straight jump with 1/1 turn (360°) - Straddle jump - Split leap 	<ul style="list-style-type: none"> - Switch leap - Ring jump - Wolf jump with 1/2 turn (180°) - Split jump with 1/2 turn (180°) - Straddle jump with 1/2 turn (180°) - Straight jump with 2/1 turn (720°) 	<ul style="list-style-type: none"> - Switch leap with 90°/180° turn - Tour jeté with 1/2 turn (180°) - Split ring leap - Switch leap to ring - Split jump with 1/1 turn (360°) - Straddle jump with 1/1 turn (360°)
	Spins	<ul style="list-style-type: none"> - 1/1 turn on one leg (360°) 	<ul style="list-style-type: none"> - 1/1 turn in tuck stand on 1 leg (360°) 	<ul style="list-style-type: none"> - 2/1 turn on one leg (720°) 	<ul style="list-style-type: none"> - 1/1 turn with heel of free leg at horizontal throughout (360°) - 1/1 turn with free leg held upward in 180° split position throughout (360°) - Illusion with 1/1 turn (360°)
<i>Acro elements</i> <i>*Select at least 3 from these groups</i>	Acro w/ Hand Support	<ul style="list-style-type: none"> - Cartwheel - One-arm cartwheel - Fwd walkover - Bwd walkover - Handstand to fwd roll 	<ul style="list-style-type: none"> - Front handspring - Back Handspring - Round-off - Backward roll to handstand 		
	Salto			<ul style="list-style-type: none"> - Aerial cartwheel - Aerial walkover - Whip back salto - Salto fwd (tucked/piked) - Salto bwd (tucked/piked) 	<ul style="list-style-type: none"> - Salto fwd (Stretched) - Salto fwd with 180°/360° twist - Salto bwd (Stretched) - Salto bwd with 180°/360° twist

4. Connection Value (each worth 0.2, max 0.4)

(1) Salto + jump (must have rebound) (must be in this order)

(2) Direct connection of 2 acro elements, one must be a salto (must have rebound)

Unless otherwise specified, all execution and behavioural deduction will be applied according to the 2022-2024 FIG WAG Code of Points