



January 9, 2006

From: Dennis McIntyre, Men's Program Director

To: Men's Gymnastics Community

Re: 2006 FIG Code of Points

The Continental FIG Judges Course held in Houston, January 6 to 8, served to confirm the information that we received from the Intercontinental Judges Course held in Leipzig, Germany. In addition, one new point of information was provided in Houston concerning the 2006 Code.

The purpose of this memo is to confirm that, for the purposes of the men's elite program, the items presented in the "Notes from Leipzig, Germany (Intercontinental Course)" will be considered to be a valid part of the 2006 FIG *Code of Points* through the conclusion of the Winter Cup Challenge. There is one addition to the notes document on still rings which has been added to the Notes from Leipzig document. This change on rings appears in bold print. The updated Notes from Leipzig, Germany (Intercontinental Course) document has been included as part of this document. Two other areas were noted as possible changes in Houston (straddle/pike press at SR & PB, and forward rolls at PB) were discussed, but since there was no real consensus among the three Technical Committee members giving the course and since these changes could potentially change some routine construction it has been decided not to include them at this time.

It was indicated that a final version of the 2006 FIG Code of Points which reflects all updates, changes and modifications will soon be posted on the FIG web site for free download. However, regardless of when the final code is released, the October Version of the FIG Code of Points along with the attached Notes from Leipzig, Germany (Intercontinental Course) will be the rules used to evaluate elite routines, through the Winter Cup Challenge.

Please feel free to contact me if you have any questions.

Dennis McIntyre  
Men's Program Director  
[dmcin@usa-gymnastics.org](mailto:dmcin@usa-gymnastics.org)  
317-829-5634 office  
317-237-5069 fax

December 21, 2005

From: Dan Bachman  
National Technical Vice President  
National Gymnastics Judges Association

To: Men's Gymnastics Community

Re: Notes from Leipzig, Germany (Intercontinental Course)

**NOTE: The following information was gathered from the intercontinental course in Germany. NOTE: This is unofficial pending an official FIG update, however, this is what we believe to be accurate information. Changes can occur.**

---

## General Rules

1. Count the 10 best elements which most benefit the gymnast.
  - First, eliminate any repetition or non-recognized elements (e.g. 3<sup>rd</sup> roll out on FX, etc.).
  - Second, lock in the dismount, regardless of the value.
  - Third, count the next highest valued 9 elements.
    - A. Only 4 skills can count from an element group. The 5<sup>th</sup> and subsequent elements are eliminated using chronological order (again, only among the counting 10 elements except on FX where the dismount is counted first, then only 3 other skills from that element group are counted in chronological order).
    - B. If you eliminate a 5<sup>th</sup> skill, replace it with another skill.
  - In the case where you have additional elements of equal value to the lowest counting elements, then you may choose the one which benefits the gymnast.
  - An "A" skill can fulfill an element group.
2. If the 5<sup>th</sup> element in an element group is involved in a connection, then no connection is awarded. The reason no connection is given is because the 5<sup>th</sup> element is not recognized.
3. Article 14.2 – Connection Points may be awarded only for directly connected recognized high valued elements performed without a large error.
4. For all apparatus, during a landing which falls, deduct 0.8 plus additional deductions for the steps prior to the fall.
5. Remove from the code the B jury deduction for more than 50% from one element group for each of the events.

6. Code correction: Article 24 (page 30) “Deduction for Technical Errors: Deviations in swings to or through handstands ~~or to strength holds~~ or in circle elements”. Remove the phrase “or to strength holds”.
7. Article 24: Touching apparatus deduction = changed to medium (not small & medium).
8. There is no deduction for doing 3 skills in a row. Repeated skills are not recognized.
9. Always start the B score at 10.0 even if the routine contains less than 10 elements. This is to allow for junior gymnasts with less difficulty.
10. The +/- 0.05 adjustment to the B score has been eliminated because this is totally subjective. To avoid additional ties, the hope is that the B judges will more rigorously apply the code of points.

*A few examples regarding the rules:*

**Example #1: Must include the dismount regardless of the value.**

I   I   I   II   III   III   III   III   IV   IV   V   (Element Group)  
 B   B   B   B   C   C   C   C   C   C   A   (Skill Value)

- In this case, the A dismount is counted while a “B” skill is not recognized because it is not in the 10 counting parts.

**Example #2: Select the dismount & the remaining 9 skills in the best interest of the gymnast.**

I   I   I   II   III   III   III   III   IV   IV   V   (Element Group)  
B   B   B   B   B   B   B   C   C   C   D   (Skill Value)

↑   Pick this B to fulfill Group II

- For this routine, it is better to pick the “B” skill that fulfills an element group.

**Example #3: Select dismount & remaining 9 skills in the best interest of gymnast**

III   III   I   II   II   II   III   III   III   III   IV   V   (Element Group)  
 B   B   B   B   B   B   B   D   D   D   D   D   (Skill Value)

↑   ↑   **Don't pick these 2 B's**

**Pick the non group III B's to avoid exceeding 4 elements from one group.**

**Example #4: Identify connections**

III II I II II III III III IV IV IV (Element Group)

E+ A B B B B B D D D D (Skill Value)

- Connection IS awarded, even if the connecting element is not among the top 10 elements. NOTE: Connection will not be awarded if the skill is not recognized because it is the 5<sup>th</sup> skill from an element group or repetition.
- 

**Example #5: Group 3 performed more than 4 times**

I III I II III III III III IV IV V (Element Group)

A B B B B B B € C C D (Skill Value)

1 2 3 4 5

- Must delete the 5<sup>th</sup> skill chronologically even if it is a higher value than the other skills in the element group.
  - Since there are 5 skills from an element group III, the 5<sup>th</sup> element is replaced by another skill.
- 

## Skill Evaluations & Event Interpretations

---

### Floor Exercise

1. If an element is not recognized for any reason (repetition, 5<sup>th</sup> element, large deduction, etc.), NO connection bonus will be awarded for elements adjacent to the non-recognized element.
2. When you have 5 or more skills from one element group within the 10 counting elements, and one is the dismount, always count the dismount first, then the 3 remaining skills are taken in chronological order (see example #2 below).
3. The dismount IS included when evaluating 4 elements from each group. So, if the dismount is from element group 2 (acrobatic elements backwards), then there can only be a max of 3 more counting elements from element group 2.
4. If the dismount is not recognized for any reason, then an additional element may not be brought in to replace it, even if there are more than 10 skills in a routine.

5. One skill cannot fulfill the dismount element group and another element group requirement. For example: if the only element group 4 (Arabian double front) in a routine is performed as the dismount, then element group 4 (acrobatic elements sideways) will be missing from the routine because it will only meet the dismount requirement.

**A few examples regarding the rules:**

**Example #1 (FX):** Must remove all non-recognized skills prior to selecting dismount + top 9. Maximum 2 acro rolls or prone landings.

I	I	I	II	III	III	III	III	IV	II	II	(Element Group)
<u>B</u>	<u>B</u>	<u>B</u>	<u>B</u>	<u>C+</u>	<u>C</u>	<u>B</u>	<u>C+</u>	<u>Ⓓ</u>	<u>D</u>	<u>D</u>	(Skill Value)
			roll		roll			roll			

- Cannot connect to non-recognized element
- No credit for element group IV

**Example #2 (FX):** Group 3 performed more than 4 times

I	I	I	II	III	III	III	III	IV	IV	III	(Element Group)
<u>A</u>	<u>A</u>	A	<u>A</u>	<u>B</u>	<u>B</u>	<u>B</u>	<u>C</u>	<u>C</u>	<u>C</u>	<u>D</u>	(Skill Value)
				2	3	4	5			1	

- Must delete chronologically (count the dismount first)

**Example #2 (FX continued):** (replace non-recognized skill – 5<sup>th</sup> element with additional element)

I	I	I	II	III	III	III	III	IV	IV	III	(Element Group)
<u>A</u>	<u>A</u>	<u>A</u>	<u>A</u>	<u>B</u>	<u>B</u>	<u>B</u>	€	<u>C</u>	<u>C</u>	<u>D</u>	(Skill Value)
		↑		2	3	4	5			1	

- Since there are 5 skills from element group III, the 5<sup>th</sup> element is replaced by another skill.

**Example #3:**

III II I II II III III III I I IV (Element Group)  
E B B B B B B D C D D (Skill Value)

- Missing element group IV among best 9 skills
  - The dismount cannot fulfill 2 element groups
  - No 0.5 value for element group IV.
- 

**Example #4:**

I I I II III III III IV II II (Element Group)  
B B B B C+ C B C+ D D D (Skill Value)  
roll roll roll

- **Must remove all non-recognized skills prior to selecting top 10**
  - **Max 2 acro rolls or prone landing; can't roll on dismount**
  - **Can't replace a non-recognized dismount**
  - **Only 9 elements selected for difficulty**
- 

**Pommel Horse**

1. Elements begin and end in front support.
    - Using a Czechkehr as an example: From front support, ½ circle to rear support, czechkehr to rear support, ½ circle to front support. This is all part of the Czechkehr.
  2. SSLSSR36 may be performed on one pommel to get E+E, however, you cannot do more than 2 of the same flop skill in a row.
  3. Code correction: Article 33 (Specific Errors and Deductions).
    - Lack of amplitude in circles or flairs: Delete “throughout exercise”, and only have small & medium deductions. These are to apply to each element.
    - Bent Legs in circles or flairs: Delete “throughout exercise”, and apply small, medium, and large deductions. These are to apply to each element.
-

## Still Rings

1. It is very clear in the code and at the course that swings to strength must arrive at the correct position, otherwise, deduct 0.1 for 1-15 degrees, 0.3 for 16-30 degrees, and 0.5 for 31-45 degrees.
2. Code clarification: Article 37. Remove the “small” deduction from “touching cables or straps”. This is only a medium deduction.
3. Kip to planche is always evaluated as A+C because it always moves through a support.
4. Connection bonus is awarded only for upward (ascending) connections of sufficient value:  
**-D+D = +.01 (New From Houston Continental Course)**  
-D+E or F (in any order) = +0.1  
-E+E or F (in any order) = +0.2

### Here are some examples:

- Back uprise Planche (D) to Azarian Maltese (F) = NO CONNECTION because of descending phase
- Back uprise Maltese (E) press to Planche (D) = +0.1 connection
- Azarian Cross (D) press to inverted (E) = +0.1 connection
- Azarian Cross (D) Azarian Maltese (F) = NO CONNECTION because of descending phase.
- Back uprise Maltese (E) press to inverted (E) = +0.2 connection
- Back uprise Maltese (E) press to handstand (D) = +0.1 connection
- Victorian (E) Azarian Maltese (F) = NO CONNECTION because of descending phase

---

## Vault

1. There is no longer a 1 meter distance line on vault. Also, in Article 41 (B jury deductions), remove the deduction for “Insufficient distance”.
2. The landing zone dimensions are 1 meter width at the end of the table. The zone widens to 1.5 meters at 6 meters away from the table. In addition, there will be a single line judge sitting at the end of the landing area taking line violations. These violations will be reported to the A1 judge and subtracted from the final score.
3. The 2 vaults in finals or the qualifying round must be from different element groups and have different flight phases. Different flight phases are defined as:
  - at least a difference of 180 degrees or more on the twist
  - or going backwards vs. forwards
  - or on saltos differing in body position: tuck, pike, stretched

---

## Parallel Bars

1. There were 3 skill value changes:
  - Element Group 1, #75: Any 1/1 turn on 2 rails = B (not C).
  - Element Group 2, #2: Front uprise straddle back to handstand = C (not B).
  - Element Group 5, #29: Double salto backwards with 1/1 turn = F (not E).
2. Article 45: Illegal placement of the vaulting board = Apparatus deduction = 0.5.

---

## Horizontal Bar

1. Code correction: Element Group 2, #76 (Gaylord 2) = E (not D).
2. Article 49 (Errors & Deductions): Passing through the lower vertical more than 2 times with 1 arm = non-recognition and ADD medium B jury deduction for poor composition.
3. Grip changes NOW separate elements.
  - 1/1 pirouette performed with multiple grip changes = A+A for two ½ pirouettes.
  - Stalder ½ pirouette = B
  - Stalder 1/1 pirouette to overgrip (NO HOP but with multiple grip changes) = B+A. This is a stalder ½ (B) + ½ pirouette (A).
  - Stalder Quast to overgrip = C. There are no multiple grip changes, therefore, this can be recognized as 1 skill.
  - Stalder 3/2 turn to elgrip (NO HOP) = B+A+B. This is a stalder ½ (B) + ½ pirouette (A) + ½ turn to elgrip (B).
  - Stalder Rybalko to elgrip = E.
  
  - From double undergrip, endo ½ turn = B.
  - From overgrip or mixed grip, endo with grip change ½ turn = B+A.
  - From double undergrip, endo with 1/1 turn to elgrip = D.
  - From mixed grip, endo with grip change, 1/1 turn to elgrip = B+C
  
  - From elgrip, hop, or hop ½ turn = B (same as before)

- From elgrip, hop with 1/1 turn to elgrip (previously D) = B+C. The hop is a B and the 1/1 turn to elgrip is a C.
- From elgrip, hop with 1/1 turn elgrip, elgrip giant hop to undergrip = B+C+\_\_ (no value). The hop is a B value. The 1/1 turn to elgrip is a C value. And the hop to undergrip is repetition (no value).
- Endo elgrip, grip change 1/1 turn to double elgrip (previously E) = C+A+C. The endo elgrip is a C value, the grip change is an A, and the 1/1 turn to elgrip is a C value.
- Rybalko = D.
- Rybalko to one arm = C.
- Rybalko to one arm, hop 1/1 turn to one arm elgrip (like Paul Hamm competed) = C+A+B. The Rybalko to one arm is a C value. The hop to one arm is an A value. And the 1/1 turn to one arm elgrip is a B value. (The 1-arm sequence illustrated shows all 3 elements are downgraded one letter value from the corresponding 2-arm sequence).