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# Annette Brown Classic 2024 MAG Criteria

# General Rules

* Gymnasts can enter the competition as either Phase 1 or Phase 2
* Phase 1 Gymnasts can choose from different optional routines for Floor, Parallel Bars, High Bars, Vault.
  + Gymnasts can decide to omit an element from a routine if they wish.
* Phase 2 Gymnasts can choose their own routines from the supplied lists of Uncoded elements, plus Coded FIG A Elements.
* Gymnast Total Score is based on top 3 scores from Floor, Parallel Bars, High Bars, Vault

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Scoring & Judging  * Total score is worked out as per F.I.G.   + i.e. The total of the Difficulty (D) Score plus the Execution(E) Score * **Execution Score** starts at 10 and is reduced based on faults in elements seen by the judge as per the MAG deduction criteria – See Appendix A * **Difficulty Score** is T***otal Element Group Value*** ***+ Total Element Value***   + N.B. Vault Difficulty score is based on the vault performed. * Maximum of 8 elements to be scored within a routine * Short routines will incur an additional Natural Deduction   + A natural deduction is taken for a routine which is considered short. I.e. The number of elements shown as outlined in the table. | Natural Deductions  |  |  |  | | --- | --- | --- | | **No of Elements Seen** | **Natural Deduction** | | | **Floor /P-Bars** | **H-Bar** | | **8** | 0 | 0 | | **7** | 0 | 0 | | **6** | 0 | 0 | | **5** | 0 | 0 | | **4** | 2 | 0 | | **3** | 4 | 4 | | **2** | 6 | 6 | | **1** | 8 | 8 | | **0** | 10 | 10 | |
| Total Element Group Value  * Elements are broken into different element groups and a score is award for each group of elements seen in a routine. * There are 4 element groups in each apparatus. * Score awarded per group is:  |  |  |  | | --- | --- | --- | | **Uncoded** | **Coded A Element** | **B or Higher** | | 0.3 | 0.5 | No Award | | Element Score  |  |  |  |  | | --- | --- | --- | --- | | **A Coded Elements** | **Uncoded Elements** | **B Coded or Higher** | * Elements can only be used once for D Score * Repeated elements are scrutinised for the E score | | 0.2 | 0.1 | 2.0 penalty |  * In the case of Horizontal Bar, we have added a separate list of uncoded “A” elements that will be considered as FIG A elements to make the competition accessible. |

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# Floor

## Phase 1 Set Routines Options

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ROUTINE A (MAX VALUE 12)** | | | | |  | **ROUTINE B (MAX VALUE 12.7)** | | | | |
| **ID** |  | **EG** | **TYPE** | **Value** |  | **ID** |  | **EG** | **Type** | **Value** |
|  | Start 1/3 up the mat strip facing remaining 2/3rds of strip |  |  |  |  |  | Start 1/3 up the mat strip facing remaining 2/3rds of strip |  |  |  |
| 1 | Straight Arm Forward Roll to stand | 2 | U | 0.1 |  | 1 | Straight Arm Forward Roll to stand | 2 | U | 0.1 |
| 2 | Stretch Jump 1/2 Turn | 1 | U | 0.1 |  | 2 | Cartwheel | 1 | U | 0.1 |
| 3 | Backward Roll to stand (bent or straight arms) | 3 | U | 0.1 |  | 3 | Round off | 3 | U | 0.1 |
| 4 | Swedish Fall | 1 | U | 0.1 |  | 4 | Swedish Fall | 1 | U | 0.1 |
|  | Bring legs together and push to |  |  |  |  | 5 | splits (2s) -  either push front leg into front splits or  twist and move into box splits | 1 | A | 0.2 |
| 5 | Front support (2s) | 1 | U | 0.1 |  | 6 | Bring legs together to pike, and lift to back support (2s) | 1 | U | 0.1 |
| 6 | Turn into Backup Support (2s) | 1 | U | 0.1 |  |  | Bring legs together to pike and roll backwards in tuck, and then roll forwards to stand. Turn and face back to start position |  |  |  |
|  | Lower to pike, roll backwards in Tuck and then roll forwards to stand. Turn and face back to start position |  |  |  |  | 7 | Arabesque (2s) | 1 | A | 0.2 |
| 7 | Cartwheel | 2 | U | 0.1 |  |  |  |  |  |  |
| 8 | Round Off | 4 (3) | U | 0.1 |  | 8 | 2-3 steps to Dive Roll | 4 (2) | A | 0.2 |
|  |  |  |  |  |  |  |  |  |  |  |
| **D Score** | | | | |  | **D Score** | | | | |
|  | **Element Group Score - 4 x.3 (uncoded)** | **1.2** |  |  |  |  | **Total Element Group Score - 2x.3 (uncoded) + 2 x.5 (Coded)** | **1.6** |  |  |
|  | **Total Element Score = 8 x 0.1** |  |  | **0.8** |  |  | **Total Element Score = 5 x 0.1, 3 x 0.2** |  |  | **1.1** |
|  | **Total D Score** | **2** |  |  |  |  | **Total D Score** | **2.7** |  |  |
|  | **With maximum E score of 10 -> Routine value** | **12** |  |  |  |  | **With maximum E score of 10 -> Routine value** | **12.7** |  |  |

|  |  |
| --- | --- |
| Apparatus Specifications  * Phase 1 can use a 12m strip or floor area without deduction. * Phase 2 can use the whole floor area. No deduction for not using all floor. * Floor routines should not exceed the time limit of 70 seconds. | Element Group Requirements   1. Non-Acrobatic element 2. Forward acrobatic element 3. Backward acrobatic element 4. Dismount (must be an acrobatic element not yet performed in the routine). |

## Uncoded Elements

|  |  |  |
| --- | --- | --- |
| Non-Acrobatic | Forward Elements | Backward Elements |
| Back or Front Support hold | Handstand (not held) forward Roll | Backward roll to handstand |
| Swedish fall or Jump to Prone | Any other forward roll variation to stand | Backward roll to Front Support |
| Any jump Variation (stretch/tuck/straddle/star) | Cartwheel | Any Backward roll variation to stand |
| Jump ½ or Jump full turn | Round Off |  |

N.B.

* Swedish fall will be judged on level of leg separation and body extensions.
* Jump to Prone will be judged on height of jump and body extension.

# Vault

Best of Two Vaults

D Score for Vault is as per the current table

|  |  |  |
| --- | --- | --- |
| Vault | Tariff | Notes |
| Squat on (Any jump variation off) | 11.0 |  |
| Straddle over / Squat Through | 12.0 | When judging the judge is evaluating on heigh and shape over table, in addition to distance from table on landing. |
| Handspring | 13.6 | Standard FIG judging rules apply. (Can only be used in Phase 2) |

# Parallel Bars

## Phase 1 Set Routine Options (Can also be used for Phase 2)

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ROUTINE A (MAX VALUE 11.4)** | | | | |  | **ROUTINE B (MAX VALUE 12.4)** | | | | |
| **ID** |  | **EG** | **Type** | **Value** |  | **ID** |  | **EG** | **Type** | **Value** |
| 1 | Jump from 60cm block to support | 1 | U | 0.1 |  | 1 | Float swing back to \*\*block (upstart prep) | 3 | U | 0.1 |
| 2 | Tuck half lever (2 seconds) | 1 | U | 0.1 |  | 2 | Jump from 60cm block to support | 1 | U | 0.1 |
| 3 | In support show arch shape (2 seconds) | 1 | U | 0.1 |  | 3 | Dip | 2 | U | 0.1 |
| 4 | Lift legs to straddle sit on the bars | 1 | U | 0.1 |  | 4 | In support show arch shape (2 seconds) | 1 | U | 0.1 |
| 5 | Straddle back support (2 seconds) | 1 | U | 0.1 |  | 5 | Pike half lever (2 seconds) | 1 | A | 0.2 |
| 6 | Show pike half lever not held | 1 | U | 0.1 |  | 6 | Swing backward, swing forward | 1 | U | 0.1 |
| 7 | Swing back to land on block | 4 | U | 0.1 |  | 7 | Swing backward above 22.5ᵒ, swing forward | 1 | A\* | 0.2 |
| 8 |  |  |  |  |  | 8 | Swing Backward to land on block | 4 | U | 0.1 |
| **D Score** | | | | |  | **D Score** | | | | |
| **Element Group Score – 2 x.3 (uncoded)** | | **0.6** |  |  |  | **Element Group Score – 3 x .3 (uncoded) + 1 0.5** | | **1.4** |  |  |
| **Total Element Score = 7 x 0.1** | |  |  | **0.8** |  | **Total Element Score = 2 x 0.2 + 6 x 0.1** | |  |  | **1.0** |
| **Total D Score** | | **1.4** |  |  |  | **Total D Score** | | **2.4** |  |  |
| **With maximum E score of 10 - Routine value = 11.4** | | | | |  | **With maximum E score of 10 - Routine value = 12.4** | | | | |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ROUTINE C (MAX VALUE 12.7)** | | | | |  | **ROUTINE D (MAX VALUE 13.0)** | | | | |
| **ID** |  | **EG** | **Type** | **Value** |  | **ID** |  | **EG** | **Type** | **Value** |
| 1 | Float swing back to \*\*block (upstart prep) | 3 | U | 0.1 |  | 1 | Upstart to straddle sit / upstart | 3 | A\* | 0.2 |
| 2 | Jump from 60cm block to support | 1 | U | 0.1 |  | 2 | Straddle back support (2 seconds) | 1 | U | 0.1 |
| 3 | Dip | 2 | U | 0.1 |  | 3 | In support show arch shape (2 seconds) | 1 | U | 0.1 |
| 4 | In support show arch shape (2 seconds) | 1 | U | 0.1 |  | 4 | Dip | 2 | U | 0.1 |
| 5 | Pike half lever (2 seconds) | 1 | A | 0.2 |  | 5 | Pike half lever | 1 | A | 0.2 |
| 6 | Swing backward, swing forward | 1 | U | 0.1 |  | 6 | Swing backward, swing forward | 1 | U | 0.1 |
| 7 | Swing backward above 22.5ᵒ, swing forward | 1 | A\* | 0.2 |  | 7 | Swing backward above 22.5ᵒ, swing forward | 1 | A\* | 0.2 |
| 8 | Swing Backward to flank off | 4 | A\* | 0.2 |  | 8 | Swing Backward to flank off | 4 | A\* | 0.2 |
| **D Score** | | | | |  | **D Score** | | | | |  |  |  | **D Score** |
| **Element Group Score – 2 x 0.3 + 2 x 0.5** | | **1.6** |  |  |  | **Total Element Group Score – 1 x 0.3 + 3 x 0.5** | | **1.8** |  |  |
| **Total Element Score = 2 x 0.2 + 6 x 0.1** | |  |  | **1.1** |  | **Total Element Score = 4 x 0.2 + 4 x 0.1** | |  |  | **1.2** |
| **Total D Score** | | **2.7** |  |  |  | **Total D Score** | | **13.0** |  |  |
| **With maximum E score of 10 - Routine value = 12.7** | | | | |  | **With maximum E score of 10 - Routine value = 13.0** | | | | |

|  |  |
| --- | --- |
| Apparatus Specifications  * P-Bars set to 170cm with optional 60cm block to be placed under or at end of bars. * Uncoded and Uncoded A elements have been outlined. * Additional 30cm landing mat available for dismounts * No empty or partial empty swing deductions (still judge height of swings).  Element Group Requirements  1. Elements in support 2. Elements from upper arm 3. Elements in hang under the bars 4. Dismount | Swing Height Deductions A screenshot of a computer  Description automatically generated |

|  |  |  |  |
| --- | --- | --- | --- |
| UNCODED Elements | | | |
| Support | **Upper arm** | **Elements in hang** | **Dismount** |
| Jump to support | Dip | Float swing back to block (upstart prep) | Swing back to block |
| Show arch shape | Muscle up | Under bar swings |  |
| Straddled back support | Swings in upper arm |  |  |
| Tuck half lever |  |  |  |
| Pike half lever not held |  |  |  |
| Swing backward, swing forward to horizontal |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| UNCODED - "A\*" Elements | | | |
| Support | **Upper arm** | **Elements in hang** | **Dismount** |
| Swing backward above 22.5ᵒ, Swing forward | Shoulder stand | Upstart to straddle sit | Flank Dismount |
| Swing to handstand not held | Roll out from shoulder stand |  |  |
|  | Back uprise to support |  |  |

# \*\*can be a springboard

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# High Bar

## Phase 1 Set Routine Options (Can also be used for Phase 2)

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ROUTINE A (MAX VALUE 12)** | | | | |  | **ROUTINE B (MAX VALUE 13)** | | | | |
| **ID** |  | **EG** | **Type** | **Value** |  | **ID** |  | **EG** | **Type** | **Value** |
| 1 | Pull Up under grip | 2 | U | 0.1 |  | 1 | Toes to Bar x 2 | 2 | A | 0.2 |
| 2 | Turn | 1 | U | 0.1 |  | 2 | Circle up to support | 3 | U | 0.1 |
| 3 | Pull Up over grip | 2 | U | 0.1 |  | 3 | Cast to above horizontal | 3 | A | 0.2 |
| 4 | Circle up to Support | 3 | U | 0.1 |  | 4 | Cast to Back hip Circle | 3 | A | 0.2 |
| 5 | Forward Roll to hang | 1 | U | 0.1 |  | 5 | Forward Roll to hang | 1 | U | 0.1 |
| 6 | Trolley Swing | 1 | U | 0.1 |  | 6 | Trolley Swing | 1 | U | 0.1 |
| 7 | Swing 15' below horizontal | 1 | U | 0.1 |  | 7 | Swing to Horizontal | 1 | A | 0.2 |
| 8 | Swing and Drop to Floor | 4 | U | 0.1 |  | 8 | Swing and Drop to Floor | 4 | U | 0.1 |
| **D Score** | | | | |  | **D Score** | | | | |
| **Element Group Score - 4 x.3 (uncoded)** | | **1.2** |  |  |  | **Total Element Group Score - 1x.3 (uncoded) + 3 x .5 (uncoded A)** | | **1.8** |  |  |
| **Total Element Score = 8 x 0.1** | |  |  | **0.8** |  | **Total Element Score = 4 x 0.1** | |  |  | **1.2** |
| **Total D Score** | | **2** |  |  |  | **Total D Score** | | **3** |  |  |
| **With maximum E score of 10 - Routine value = 12** | | | | |  | **With maximum E score of 10 - Routine value = 13** | | | | |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ROUTINE C (MAX VALUE 12.4)** | | | | |  | **ROUTINE D (MAX VALUE 11.3)** | | | | |
| **ID** |  | **EG** | **Type** | **Value** |  | **ID** |  | **EG** | **Type** | **Value** |
| 1 | Toes to Bar x 2 | 2 | A | 0.2 |  | 1 | toes to bar | 2 | U | 0.1 |
| 2 | Circle to support | 3 | U | 0.1 |  | 2 | Trolley Swing | 1 | U | 0.1 |
| 3 | Cast to above horizontal | 3 | A | 0.2 |  | 3 | swing to 15’ below horizontal | 1 | U | 0.1 |
| 4 | Cast to Back hip Circle | 3 | A | 0.2 |  | 4 | swing and drop | 4 | U | 0.1 |
| 5 | Undershoot | 4 | A | 0.2 |  | 5 |  |  |  |  |
| **D Score** | | | | |  | **D Score** | | | | |  |  |  | **D Score** |
| **Element Group Score - 3 x .5 (uncoded A elements)** | | **1.5** |  |  |  | **Total Element Group Score - 3x.3 (uncoded)** | | **0.9** |  |  |
| **Total Element Score = 8 x 0.1** | |  |  | **0.9** |  | **Total Element Score = 4 x 0.1** | |  |  | **0.4** |
| **Total D Score** | | **2.4** |  |  |  | **Total D Score** | | **1.3** |  |  |
| **With maximum E score of 10 - Routine value = 12.4** | | | | |  | **With maximum E score of 10 - Routine value = 11.3** | | | | |

## Apparatus Specifications

* 30cm landing mats are permitted for all age groups with no deduction.
* Uncoded and Uncoded A elements have been outlined.
* WAG Asymmetric Bar frame will be used for the competition. Gymnast can use either lower or higher bar.

## Element Group Requirements

1. Long Hang Elements
2. Strength Elements
3. In Bar elements
4. Dismount

|  |  |  |  |
| --- | --- | --- | --- |
| UNCODED Elements | | | |
| **Long hang elements** | **Strength** | **In Bar Elements** | **Dismount** |
| Trolley Swing | Chin Up - both grips | Circle Up to support | Swing and Drop Off |
| Turn in Hang | Toes to Bar | Front Support |  |
| Forward roll to hang |  | Cast to Horizontal |  |
| Swing 15' below horizontal |  |  |  |
| Float back to block |  |  |  |
| Fish swings |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| UNCODED - "A" Elements | | | |
| **Long hang elements** | **Strength** | **In Bar Elements** | **Dismount** |
| Swing to Horizontal | 2 x consecutive toes to Bar | Back Hip Circle | Undershoot |
|  |  | Forward Hip Circle | Straddle Undershoot |
|  |  | Mill Circle |  |
|  |  | Cast to 25’ above horizontal |  |
|  |  | Upstart to Support |  |

# Appendix A – MAG Deduction Tables

## Aesthetic & Execution

|  |  |  |  |
| --- | --- | --- | --- |
| **Error** | **Small (0.1)** | **Medium (0.3)** | Large (0.5) |
| Non-distinct position (tuck, pike, straight) | X | X |  |
| Adjust or correct hand or grip position each time | X |  |  |
| Walking in handstand, or hoping (each step or hop) | X |  |  |
| Touching apparatus or floor with legs or feet | X |  |  |
| Hitting apparatus of floor |  |  | X |
| Gymnast touched by not assisted by spotter during an exercise |  | X |  |
| Interruption of exercise without fall. |  |  | X |
| Bent arms, bent legs or legs apart | X | X | X |
| Poor posture or body position or postural corrections in end positions | X | X |  |
| Saltos with knees or legs apart | <= Shoulder Width | >= Shoulder Width |  |
| Legs apart on landing | <= Shoulder Width | >= Shoulder Width |  |
| Unsteadiness, minor adjustment of feet, or excessive arm swings on landing | x |  |  |
| Loss of balance during any landing with no fall or hand support (maximum 1.0 total for steps and hops) | Slight imbalance, small step or hop, 0.1 per step | Large Step or hop or touching the mat with 1 or 2 hands |  |
| Fall or support with 1 or 2 hands during any landing. |  |  | 1.0 |
| Fall during any landing without feet contacting mat first |  |  | 1.0 and non recognition of skill for D Score |
| Atypical Straddle |  | x |  |
| Other Aesthetic errors | x | x | x |

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## Technical Errors

|  |  |  |  |
| --- | --- | --- | --- |
| **Error** | **Small (0.1)** | **Medium (0.3)** | **Large (0.5)** |
| Deviations in swings to or through handstand or in circle elements. | 15’ - 30’ | > 30’ - 45’ | >45’ and NR |
| Angular deviations from perfect hold positions | Up to 15’ | >15 – 30' | <30’ – 45'  >45’ and NR |
| Press from poorly held positions | Deductions equivalent to those for the hold positions are repeated (max 0.3) | | |
| Incomplete Twists | Up to 30’ | >30’ - 60’ | >60’ - 90’  > 90 and NR |
| Lack of heigh or amplitude on Salto and flight elements | X | X |  |
| Additional or intermediate hand support | X |  |  |
| Strength with Swing and vice versa | X | X | X |
| Duration of hold parts (2 secs) |  | Less than 2 secs | No stop and NR |
| Interruption in upward movement | X | X |  |
| Lowering of legs on any element to handstand or hold parts | 0 – 15' | > 15’ - 30’ | >30 ‘ - 45’  >45 - NR |
| Unsteadiness in or fall from handstand | X | Swing or Big Disturbance |  |
| Fall from or onto apparatus |  |  | 1.0 |
| Intermediate swing or layaway |  | Half or layaway | full |
| Assistance by spotter in the completion of an element |  |  | 1.0 and NR |
| Lack of extension in preparation for landing | X | X |  |
| Other Technical errors | X | X | X |

## Floor Specific Deductions

|  |  |  |  |
| --- | --- | --- | --- |
| **Error** | **Small (0.1)** | **Medium (0.3)** | **Large (0.5)** |
| Insufficient height in acrobatic elements | X | X |  |
| Lack of flexibility during static elements | X | X |  |
| Rollout elements without hand support |  | On back of hands | Without support |
| Pause 2 sec or more before element or acrobatic series | X |  |  |
| Uncontrolled momentary landings (also in transitions) | X | X | X |
| Jump to prone landing after salto |  |  | X |

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## Vault Specific Deductions

|  |  |  |  |
| --- | --- | --- | --- |
| **Error** | **Small (0.1)** | **Medium (0.3)** | **Large (0.5)** |
| Execution errors in 1st flight | X | X | X |
| Technical errors in 1st flight | X | X | X |
| Passing the handstand position not through the vertical | X | X | X |
| Execution errors in the 2nd flight | X | X | X |
| Technical errors in the 2nd flight | X | X | X |
| Insufficient height, no conspicuous rise of the body | X | X | X |
| Lack of extension in preparation for landing. | X | X |  |

## Parallel Bars Specific Deductions

|  |  |  |  |
| --- | --- | --- | --- |
| **Error** | **Small (0.1)** | **Medium (0.3)** | **Large (0.5)** |
| One leg step or swing on mount |  | X |  |
| Layaway on the back swing |  | X |  |
| Not controlled momentary handstand positions on 1 or 2 rails |  |  |  |
| Pre-element |  |  | X |
| Stepping or hand adjustment in handstand | X (each time) |  |  |

## High Bar Specific Deductions

|  |  |  |  |
| --- | --- | --- | --- |
| **Error** | **Small (0.1)** | **Medium (0.3)** | **Large (0.5)** |
| Legs apart or other poor execution during jump or lift to Horizontal Bar |  | X |  |
| Lack of swing or pause in handstand or elsewhere |  |  |  |
| Illegal elements with or from feet on bar |  | X |  |
| Bent knees during swing actions | X | X |  |

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