



LEVELS REQUIREMENTS

Includes Vault, Bars, Beam, Floor and the General Table of Faults.

JUDGING RESOURCE PACK

NEW

IGA has provided judging resource packs which will sit on every judges' table at an IGA official Event. These are also available for download. These packs include deductions for each apparatus, along with a general table of faults. We encourage you to download these resources for your reference.

[CLICK HERE TO DOWNLOAD THE JUDGING PACK](#)






IGA CODE OF POINTS - TECHNIQUE TOOLBOX

NEW

The Code of Points for all skills is now available on our Technique Toolbox, part of the Insight Hub. This growing platform will eventually house detailed information, including skill difficulty, coaching and judging points, as well as videos and photos. You may notice slight changes as we aim to make our skills more progressive and to broaden opportunities for gymnasts. Each skill is categorised by discipline, apparatus, and skill type for ease of reference.

A B C D E F G H I J K L M N
O P Q R S T U V W X Y Z

Filter By: Skill Difficulty ▼

Skill Name	Skill Difficulty	Summary	
1/2 Spin	A	WAG - Floor/Beam - Spin	LEARN MORE 
Arabesque (Leg Above Horizontal)	B	Floor/Beam (WAG) - Balance	LEARN MORE 
Arabesque (Leg Below Horizontal)	A	Floor/Beam (WAG) - Balance	LEARN MORE 

[DIRECT LINK TO THE INSIGHT HUB](#)



VAULT

NEW

IGA have set Vault Heights for Levels, Floor & Vault and Invitational Competitions. Warm up for Vault will match the Floor Warm up of 4 minutes each half. Each half will Warm Up and compete to allow more than one warm up.

IGA CODE OF POINTS VAULTING TABLE

VAULT HEIGHTS LEVEL	1.00m			1.10m	1.20m	1.25m				
	10	9	8	7	6	5	4	3	2	1
Squat onto block step to handstand flat back on stacked mats	1.00									
Handspring to flat back on stacked mats	1.50	1.50								
Handspring over block		2.00								
Half on over block			2.20							
Handspring			2.40	2.40	2.40	2.40	2.40	2.40	2.40	2.40
Half on			2.60	2.60	2.60	2.60	2.60	2.60	2.60	2.60
Half on half off				2.80	2.80	2.80	2.80	2.80	2.80	2.80
Handspring half off				2.80	2.80	2.80	2.80	2.80	2.80	2.80
Half on full off					3.20	3.20	3.20	3.20	3.20	3.20
Yurchenko flic (no salto)					3.20	3.20	3.20	3.20	3.20	3.20
Yamashita					3.20	3.20	3.20	3.20	3.20	3.20
Yurchenko tucked						3.60	3.60	3.60	3.60	3.60
Tsukahara tucked							3.80	3.80	3.80	3.80
Yurchenko piked							3.80	3.80	3.80	3.80
Tsukahara piked								4.20	4.20	4.20
Yurchenko straight								4.20	4.20	4.20
Handspring front tucked								4.20	4.20	4.20
Tsukahara tucked with 1/1 twist									4.40	4.40
Handspring front piked									4.40	4.40
Tsukahara straight									4.40	4.40
Handspring front tucked with 1/2 twist									4.40	4.40
Handspring front piked with 1/2 twist									4.60	4.60
Yurchenko straight with 1/1 twist									4.80	4.80
Yurchenko straight with 1 1/2 twist									5.00	5.00
Tsukahara straight with 1/1 twist									5.00	5.00
Yurchenko straight with 2/2 twist									5.40	5.40

KEY POINTS FOR COACHES

The Handspring Flat Back set up for Levels 10 & 9 (Mini Marvels Only) will compete the vault height at 80cm. For Level 10, 9 & 8 vault will be 1.00m table or 1.00m block and mat set up dependent on equipment available at the Venue where there are dual panels

NEW

Best score of two attempts will be counted as the final score. Levels 10, 9, 8 & 7 two vaults must be the same over the same set up.

Gymnasts who 'run out' of the Vault, but do not touch the springboard will be allowed the opportunity to try again.

Failure to touch the vault with both hands or with the head touching the vault will render the Vault void.

UNEVEN BARS

DIFFICULTY A = 0.10 B = 0.20 C = 0.30 D = 0.40 E = 0.50 F = 0.60	10		9		8		7		6		5		4		3		2		1																																													
	A MOVES ONLY		A + B		A + B moves only		A, B & C		A, B & C		A, B, C & D		A, B, C & D		A, B, C, D & E		A, B, C, D, E & F		A, B, C, D, E & F																																													
SV	Max SV = 10.6	Max SV = 11.8	Max SV = 13.0	Max SV = 13.2	Max SV = 13.8	Max SV = 14.0	Max SV = 14.8	Max SV = 15.0	Max SV = 15.7	Max SV = 16.2																																																						
CR's 0.50 Each (Compositional Requirement)	Best 4 moves to count - LB only		Best 5 moves to count - to count.		Best 5 moves to count.		Best 6 moves to count		Best 7 moves to count		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Upward circle to front support</td> <td>Upward circle to front support</td> <td>Upward circle to front support</td> <td>Upward circle to front support</td> <td>Upstart Handstand</td> <td>Upstart Handstand</td> <td>Upstart Handstand</td> <td>Upstart Handstand</td> <td>Upstart Handstand</td> <td>1 Flighted Low to High Bar</td> <td>Minimum 2 Bar changes</td> </tr> <tr> <td>Upward circle to front support</td> <td>Cast to horizontal</td> <td>Cast to horizontal</td> <td>Cast to horizontal</td> <td>Cast to horizontal</td> <td>Cast above horizontal</td> <td>Cast above horizontal</td> <td>Cast above horizontal</td> <td>Cast above horizontal</td> <td>Cast above horizontal</td> <td>2 change of hand grips. E.g.- Swing Turn, Blind Change or Full Turn from swing or circling element</td> </tr> <tr> <td>Upward circle to front support</td> <td>Cast to horizontal</td> <td>Cast to horizontal</td> <td>Cast to horizontal</td> <td>Cast to horizontal</td> <td>Cast above horizontal</td> <td>Cast above horizontal</td> <td>Cast above horizontal</td> <td>Cast above horizontal</td> <td>Cast above horizontal</td> <td>2 change of hand grips. E.g.- Swing Turn, Blind Change or Full Turn from swing or circling element</td> </tr> <tr> <td>Any undershoot dismount</td> <td>Circling element</td> <td>Circling element</td> <td>Circling element</td> <td>Circling element to come out to horizontal</td> <td>Clear Circling element to come out above horizontal</td> <td>Clear Circling element to come out above horizontal</td> <td>Clear Circling element to come out above horizontal</td> <td>Clear Circling element to come out above horizontal</td> <td>Clear Circling element to come out above horizontal</td> <td>1 change of hand grip. E.g.- Swing 1,2 Turn, Blind Change or Full Turn from swing or circling element</td> </tr> </table>										Upward circle to front support	Upward circle to front support	Upward circle to front support	Upward circle to front support	Upstart Handstand	Upstart Handstand	Upstart Handstand	Upstart Handstand	Upstart Handstand	1 Flighted Low to High Bar	Minimum 2 Bar changes	Upward circle to front support	Cast to horizontal	Cast to horizontal	Cast to horizontal	Cast to horizontal	Cast above horizontal	Cast above horizontal	Cast above horizontal	Cast above horizontal	Cast above horizontal	2 change of hand grips. E.g.- Swing Turn, Blind Change or Full Turn from swing or circling element	Upward circle to front support	Cast to horizontal	Cast to horizontal	Cast to horizontal	Cast to horizontal	Cast above horizontal	Cast above horizontal	Cast above horizontal	Cast above horizontal	Cast above horizontal	2 change of hand grips. E.g.- Swing Turn, Blind Change or Full Turn from swing or circling element	Any undershoot dismount	Circling element	Circling element	Circling element	Circling element to come out to horizontal	Clear Circling element to come out above horizontal	Clear Circling element to come out above horizontal	Clear Circling element to come out above horizontal	Clear Circling element to come out above horizontal	Clear Circling element to come out above horizontal	1 change of hand grip. E.g.- Swing 1,2 Turn, Blind Change or Full Turn from swing or circling element
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- Skills can be repeated twice on LB and HB to gain difficulty score.
- Any move can be used to gain a CR and need not be counted in the difficulty score.
- If less than the required number of moves is shown a deduction of 1.00 will apply for each missing move.

BEAM

	10	9	8	7	6	5	4	3	2	1
DIFFICULTY A moves= 0.10 B moves= 0.20 C moves= 0.30 D moves= 0.40 E moves= 0.50 F moves= 0.60	A moves only	A & B moves only, a maximum of 2 B moves	A & B moves only	A, B & C moves only a maximum of 4 C moves	A, B & C moves only	A, B, C & D moves only a maximum of 4 D moves	A, B, C & D moves only	A, B, C, D & E moves only a maximum of 4 E moves	A, B, C, D, E & F moves a maximum of 2 F moves	A, B, C, D, E & F moves
	Max SV = 12.6	Max SV = 12.8	Max SV = 13.6	Max SV = 14.0	Max SV = 14.4	Max SV = 14.8	Max SV = 15.2	Max SV = 15.6	Max SV = 16.2	Max SV = 16.8
	Best 6 moves to count									
CR's 0.50 Each (Compositional Requirement)	Jump	Jump	Non-flight acro	Acro element that passes through vertical	Acro element that passes through vertical	Flighted acro element	Acro series at least one with flight	Acro series with 2 flight elements	Acro series with 2 flight elements	Acro series with 2 flight elements
	Leap	Isolated split leap or split jump	Isolated split leap or split jump	Isolated split leap or split jump	Minimum "B" spin on one foot	Minimum "B" spin on one foot	Minimum "C" spin on one foot	Minimum "C" spin on one foot	Minimum "C" spin on one foot	Minimum "C" spin on one foot
	Balance	Balance	Dance series of at least 2 elements one must be a leap/jump with splits	Dance series of at least 2 elements one must be a leap/jump with splits	Dance series of at least 2 elements one must be a leap/jump with splits	Dance series of at least 2 elements one must be a leap/jump with splits	Dance series of at least 2 elements one must be a leap/jump with splits	Dance series of at least 2 elements one must be a leap/jump with splits	Dance series of at least 2 elements one must be a leap/jump with splits	Dance series of at least 2 elements one must be a leap/jump with splits
	Any "A" Spin	Minimum "A" Spin	Any B dismount no saltos	Acrobatic Dismount	Acrobatic Dismount	Minimum Acrobatic C Dismount	Minimum Acrobatic D Dismount	Minimum Acrobatic D Dismount	Minimum Acrobatic E Dismount	Minimum Acrobatic E Dismount
	8.00 for execution									
	2.00 for composition (0.5- changes of level & direction, 0.5- changes of rhythm & tempo, 0.5- creative movements & transitions (artistry), 0.5- amplitude and surety of performance									
	No compositional requirements for these levels									

- A dance series must contain at least two elements which must be directly connected without pause, adjustment stop or step; made up from jumps, leaps and spins on one foot only.
- Turn on two feet does not qualify as a coded spin.
- If less than the required number of moves is shown a deduction of 1.00 will apply for each missing move.
- Moves may be repeated to gain credit for a CR but will not be counted for DV. One skill cannot be used to fulfil more than one CR.
- Balance skills must be held for 2secs to be credited.

FLOOR

Difficulty- best 10 difficulty scores as specified below (elements need not be different; same moves can be used)										
	10	9	8	7	6	5	4	3	2	1
DIFFICULTY A move= 0.10 B moves= 0.20 C moves= 0.30 D moves= 0.40 E moves= 0.50 F moves= 0.60	A moves only	A & B moves only a maximum of 6 B moves	A, B & C moves only a maximum of 2 C moves	A, B & C moves only a maximum of 6 C moves	A, B, C & D moves only a maximum of 2 D moves	A, B, C & D moves only a maximum of 6 D moves	A, B, C, D & E moves only a maximum of 2 E moves	A, B, C, D & E moves only a maximum of 6 E moves	A, B, C, D, E & F moves only a maximum of 2 F moves	A, B, C, D, E & F moves
	Max SV =13.0	Max SV = 13.6	Max SV = 14.2	Max SV = 14.6	Max SV = 15.2	Max SV = 15.6	Max SV = 16.2	Max SV = 16.6	Max SV = 17.2	Max SV = 18.0
Best 10 moves to count – if less than 10 moves a deduction of 1.00 will be made for each missing move										
CR's 0.50 each (Compositional Requirement)	Acro move (no saltos or flighted "B" moves anywhere in routine)	Acro series (no saltos or flighted "C" moves anywhere in routine)	Min two element acro series, at least one with flight	Min three element acro series, at least one with flight	Min three element flighted acro series with salto	Min three element flighted acro series with salto	Min three element flighted acro series OR passage with two saltos	Min three element flighted acro series OR passage with two saltos	Min three element flighted acro series OR passage with two saltos	Min three element flighted acro series OR passage with two saltos D difficulty or higher
	Jump or leap	Jump or leap with splits	Dance series or passage including leap with splits	Dance series or passage including leap with splits	Dance series or passage including leap with splits	Dance series or passage including leap with splits	Dance series or passage including leap with splits	Dance series or passage including leap with splits	Dance series or passage including leap with splits	Dance series or passage including leap with splits
	Balance	2 element mixed series	Forward acro series of two elements	Forward flighted acro element	Forward flighted acro series of two elements	Forward flighted acro series with salto	Forward flighted acro series with 2 saltos	Forward flighted acro series with 2 saltos	Forward flighted acro series with 2 saltos directly connected.	Forward flighted acro series with 2 saltos directly connected. Must include at least 1 E move.
Notes:	Floor Routine completed in a straight line. NO MUSIC	Minimum "A" Spin	Minimum "B" Spin	Minimum "B" Spin	Minimum "B" Spin	Minimum "C" Spin	Minimum "C" Spin	Minimum "C" Spin	Minimum "D" Spin	Minimum "D" Spin
		2.00 for composition (0.5- use of floor area, variety of patterns and levels, 0.5- variation of elements and difficulty, 0.5- variety of linking skills, 0.5- musical interpretation & artistry)								
		8.00 for execution								

- A dance series must contain at least two elements which must be directly connected without pause, adjustment stop or step.
 - A dance passage must be continuous without pauses, stops, hesitation, or lunge preparation directly or in directly connected by steps, chassée, small leaps or turns.
 - If less than the required number of moves is shown a deduction of 1.00 will apply for each missing move.
 - An acro series must contain at least two elements which can be made up from one difficulty move such as double cartwheel, RO/flic/flic, handspring/front salto.
- Cartwheels and rounds offs are sideways elements and cannot be counted in forward acro series. Free walkovers will not be counted for a forward flighted acro element. Moves may be repeated to gain credit for a CR but will not be counted for DV. One skill cannot be used to fulfil more than one CR