



# The CREATE<sup>®</sup> Team Cup 2019

3th International Tournament Artistic Gymnastics Opmeer

Saturday & Sunday 2nd and 3rd of February 2019

<b>Judge reglement competition 1</b> ( new code F.I.G. 2016-2020)	
<b>All categories (youth 2006 junior 2005/2004, senior &gt;2003)</b>	
<b>Vault</b>	1m25 2 identical or different vault Best score
<b>Bars</b>	8 elements CR = 2.00 pnt  <ol style="list-style-type: none"><li>1. Flight element from HB to LB or from LB to HB</li><li>2. Flight element on the same bar</li><li>3. Different grips (no cast, MT or DMT)</li><li>4. Non flight element with min. 180° turn (no MT)</li></ol>
<b>Beam</b>	8 elements (3 acro elements & 3 dance elements) CR = 2.00 pnt  <ol style="list-style-type: none"><li>1. One connection of at least 2 different dance elements, 1 being a leap, jump or hop with 180° split (cross or side), or straddle position</li><li>2. Turn (Gr. 3)</li><li>3. One Acro series, min. of 2 flight* elements, 1 being a salto (elements may be the same)</li><li>4. Acro elements in different directions (fwd/swd and bwd)</li></ol>
<b>Floor</b>	8 elements (3 acro elements & 3 dance elements) CR = 2.00 pnt  <ol style="list-style-type: none"><li>1. A dance passage composed of two different, leaps or hops, (from the Code) connected directly or indirectly</li><li>2. Salto with LA turn (min. 360°)</li><li>3. Salto with double BA</li><li>4. Salto bwd and salto fwd (no aerials)</li></ol>



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<b>Judge reglement competition 2</b> (new code F.I.G. 2016-2020)	
<b>Categories youth (2007-2008)</b> Start value = 10.00 pnt Bonus = 0.50 pnt; max. 4x Max. score = 12.00 pnt	
<b>Vault</b>	1m15 or 1m20 or 1m25 Two voluntary vaults, can be same or different. Best score to count Handspring = 10.00 pnt Tsukahara = 12.00 pnt Yurchenko = 12.00 pnt
<b>Bars</b>	<ul style="list-style-type: none"> <li>▪ Glide kip</li> <li>▪ Cast above horizontal; <b>bonus = cast to handstand</b></li> <li>▪ Hip circle; <b>bonus = free hip handstand</b></li> <li>▪ Glide kip</li> <li>▪ Squat on or sole circle</li> <li>▪ Long kip</li> <li>▪ Cast above horizontal; <b>bonus = cast to handstand</b></li> <li>▪ Baby giant; <b>bonus = giant</b></li> <li>▪ Layout flyaway</li> </ul>
<b>Beam</b>	8 elements (3 acro elements & 3 dance elements & 2 optional) Composition Requirements = 0.50 pnt each  <ol style="list-style-type: none"> <li>1. One connection of at least 2 different dance elements, 1 being a leap, jump or hop with 180° split (cross or side), or straddle position; <b>bonus = C element value</b></li> <li>2. Turn; <b>bonus = C element value</b></li> <li>3. Acro element with flight; <b>bonus = acro serie with flight</b></li> <li>4. Acro elements in different directions (fwd or swd and bwd); <b>bonus = C value element</b></li> </ol>
<b>Floor</b>	8 elements (3 acro elements & 3 dance elements & 2 optional) Composition Requirements = 0.50 pnt each  <ol style="list-style-type: none"> <li>1. A dance passage composed of two different, leaps or hops, (from the Code) connected directly or indirectly; <b>bonus = C value element</b></li> <li>2. Round off flic layout; <b>bonus = full twist</b></li> <li>3. Tumble pass with two minimum connected flight elements, one being a front salto; <b>bonus = salto layout forward</b></li> <li>4. Third tumble pass with a different salto; <b>bonus = B value element</b></li> </ol>



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<b>Judge reglement competition 3</b> (new code F.I.G. 2016-2020)	
<b>Categories youth (2010-2009)</b> Start value = 10.00 pnt Bonus = 0.50 pnt; max. 4x Max. score = 12.00 pnt	
<b>Vault</b>	1m 10 or 1m15 Two handspring vaults. Best score to count.
<b>Bars</b>	<ul style="list-style-type: none"> <li>▪ Glide kip</li> <li>▪ Cast horizontal</li> <li>▪ Hip circle</li> <li>▪ <b>Bonus = cast to handstand (hip circle)</b></li> <li>▪ Squat on</li> <li>▪ ¾ giant from low bar to high bar; <b>bonus Long kip</b></li> <li>▪ Cast 30°; <b>bonus = cast horizontal</b></li> <li>▪ Dismount: Underswing to stand; <b>bonus = flyaway in tuck position</b></li> </ul>
<b>Beam</b>	<p>8 elements (3 acro elements &amp; 3 dance elements &amp; 2 optional) Composition Requirements = 0.50 pnt each</p> <ol style="list-style-type: none"> <li>1. One connection of at least 2 different dance elements, 1 being a leap, jump or hop with 180° split (cross or side), or straddle position; <b>bonus = B element value</b></li> <li>2. Turn; <b>bonus = B element value</b></li> <li>3. Acro element; <b>bonus = acro element with flight</b></li> <li>4. Acro elements in different directions (fwd or swd and bwd); <b>bonus = B value element</b></li> </ol>
<b>Floor</b>	<p>8 elements (3 acro elements &amp; 3 dance elements &amp; 2 optional) Composition Requirements = 0.50 pnt each</p> <ol style="list-style-type: none"> <li>1. A dance passage composed of two different, leaps or hops, (from the Code) connected directly or indirectly; <b>bonus = B value element</b></li> <li>2. Round off flic 2x; <b>bonus = round off flic tuck</b></li> <li>3. Tumble pass with two minimum connected front flight elements; <b>bonus = one being a front salto tuck</b></li> <li>4. Third tumble pass with two minimum connected flight elements; <b>bonus = a different salto</b></li> </ol>