

The Gymnastics Association of Hong Kong, China





Hong Kong Artistic Gymnastics Open & Novice Championships 2024-2025

Judging Evaluation and Apparatus Requirement

Men's Artistic Gymnastics (MAG)

A. Judging Evaluation

- (1) The Competition, unless otherwise specified, will adhere to FIG rules and Code of Points 2022-2024.
- D-score consists of Difficulty Value (DV), Composition Requirement (CR) and Connection Value (CV)
 - Open (Senior) : 10 elements (the highest 9 Elements and Dismount)
 - : 8 elements (the highest 7 Elements and Dismount)
 - Open (Junior) Elementary and Novice : 7 elements (the highest 6 Elements and Dismount)

E-score consists of Execution, Composition and Combination and Artistry of Presentation

Elementary and Novice : 5 or more elements, subtracted from 10

3-4 elements, subtracted from 7 (Inconsistent against Chinese Version)

1-2 elements, subtracted from 3 (Inconsistent against Chinese Version)

Difficulty Value

Difficulty Value					
Group	Apparatus				
	Floor Exercise (FX), Pommel Horse (PH), Still Rings (SR), Parallel Bars (PB) and Horizontal Bars (HB)	Vault (VT)			
Open (Senior)	A 0.1 × B 0.2 × C 0.3 × D 0.4 × E 0.5 × F 0.6 × G 0.7 × H 0.8 × I 0.9	per FIG Code of Point 2022-2024			
Open (Junior)	A 0.1 × B 0.2 × C 0.3 × D 0.4 × E 0.5 × F 0.6 × G 0.7	per FIG Code of Point 2022-2024			
Elementary	A 0.3 \cdot B 0.4 \cdot C 0.5 \cdot D 0.6	One Vault ONLY			
Novice	A 0.3 \cdot B 0.4 \cdot C 0.5 \cdot D 0.6]			

(2)Composition Requirement (CR)

Each element group (EG) is worth 0.5 towards the routine's start value (with a maximum 2.0). Open (Senior) and Open (Junior) : Per FIG Code of Point 2022-2024 Elementary and Novice : Per Specified Composition Requirement Table

	Specified Compos	ition F	Requirement Table for Elementary and Novice	
Group	Apparatus	EG	Composition Requirement (CR)	
Elementary	Floor Exercise	Ι	Non-acrobatic elements	
	(FX)	II	Acrobatic elements forward (salto/handspring)	
		III	Acrobatic elements backward (salto/handspring)	
		IV	Dismount using Salto element (Element II & III) *	
	Parallel Bars	Ι	Elements in support or through support on 2 bars	
	(PB) II Elements starting in upper arm position			
		III	Elements starting in long swings in hang and underswings	
		IV	Dismount using Salto element *	
	Horizontal Bar	Ι	Long hang swings WITHOUT turns	
	(HB)	II	Long hang swings WITH turns	
		III	Inbar elements (including kip cast, inbar circle etc.)	
		IV	Dismount using Salto element *	
	<pre>#Pommel Horse</pre>	I	Circles in side support	
	(PH)	II	Circles in cross support	
		III	Spindles, Kehr, Russian, or Czech Circles	
l		IV	Dismount	

Novice	Floor Exercise	Ι	I Non-acrobatic elements		
	(FX)	II	Acrobatic elements forward (salto/handspring)		
		III	Acrobatic elements backward (salto/handspring)		
		IV	Dismount using Handspring/Salto (Element II & III) *		
For the Element Group IV – Dismount,					

* For the Element Group IV - Dismo	unt,
Open (Senior) and Open (Junior)	:
Elementary and Novice	:

Per FIG Code of Point 2022-2024 A: 0.1, B: 0.3, C: 0.5

New event

Pommel Horse's score will not account for all-around

(3) Connection Value (CV)

Open (Senior) and Open(Junior)	: Per FIG Code of Point 2022-2024	
Elementary and Novice	: FX – 0.2 for direct connection of two saltos (Not applicable for same elements)	

(4) Specified Difficulty Table for Elementary and Novice

*For Elementary PB & HB: Swing back down not continuing in intended direction will not be deducted					
		Specified Difficulty	Elementary	Novice	
Apparatus	EG	Skill	Difficulty	Value	
FX	Ι	L-sit / Straddled L-sit (2 seconds)	0.1	0.1	
		Headstand	/	0.1	
	II	Forward roll	/	0.1	
		Headspring	0.1	0.2	
	III	Backward roll	/	0.1	
		Cartwheel	0.1	0.1	
		Cartwheel with 1/4 turn	0.1	0.1	
		Aerial Cartwheel (Tucked or Piked)(also straddled)	0.1	0.2	
VT	/	Backward Uprise Astride Vault	/	1.6	
		Backward Uprise Squat Vault	1.6	1.6	
		Start Value of Skills listed in the FIG Code of Points 2017-20	+1.0	+1.0	
PB	Ι	Swing to Shoulder stand (2 seconds)	0.1	/	
		Press to Shoulder stand (2 seconds)	0.1	/	
	II	Backward uprise to support	0.1	/	
		Forward uprise to support	0.1	/	
	III	Glide kip to upper arm hang	0.2	/	
		Long swing forward uprise to upper arm hang	0.1	/	
		Long swing backward uprise to upper arm hang	0.1	/	
		Moy to upper arm hang	0.2	/	
	IV	Forward / Backward uprise with 1/2 turn dismount	0.1	/	
		Handstand with 1/2 turn dismount	0.1		
		Salto Forward / Backward dismount (Tucked)	0.2		
		From hang on end, Salto Backward dismount (Tucked) (Dismounts listed above fulfils 0.1CR)	0.2		

HB	Ι	Backward swing from Hang to Support	0.1	/
	Ι	Cast to Handstand	0.1	/
	Ι	Back Pullover	0.1	/
	II	From hang to Swing forward to hang with 1/2 turn.	0.1	/
	II	Pullover from hang swing	0.1	/
	III	Kip cast to support	0.1	/
	III	Inbar Circle element, including	0.1	/
		a. Forward Hip circle from support		1
		b. Backward Hip circle from support		
		c. Forward straddled stoop circle		
		d. Backward straddled stoop circle		
		e. Forward stoop circle		
		f. Backward stoop circle		
		g. Cast through support to under swing forward to hang		
		(swing to horizontal level)		
	III	Free Hip Circle (handstand level not required)	0.1	/
	IV	Cast through support to under swing forward dismount	0.1	/
		Sole Circle (piked or straddled) dismount(with or without 1/2	0.1	
		turn)		
		Cast to handstand with half turn over the bar dismount	0.1	
		Salto Forward / Backward dismount (Tucked or Piked)	0.2	
		(Dismounts listed above fulfils 0.1CR)		
PH	I	Circle in side support	0.1	<mark>/</mark>
		Flair in side support		
	I		0.2	
	I I	90 degree turn from side support circle to cross support circle	0.2 0.2	
	I	90 degree turn from side support circle to cross support circle	0.2	
	I I	90 degree turn from side support circle to cross support circle90 degree turn from side support flair to cross support flair	0.2	
	I I II	90 degree turn from side support circle to cross support circle90 degree turn from side support flair to cross support flairCircle in cross support	0.2 0.3 0.1	
	I I II	90 degree turn from side support circle to cross support circle 90 degree turn from side support flair to cross support flair 90 circle in cross support Flair in cross support	0.2 0.3 0.1 0.2	
		 90 degree turn from side support circle to cross support circle 90 degree turn from side support flair to cross support flair Circle in cross support Flair in cross supprt 90 degree turn from cross support circle to side support circle 	0.2 0.3 0.1 0.2 0.2	
		 90 degree turn from side support circle to cross support circle 90 degree turn from side support flair to cross support flair Circle in cross support Flair in cross support 90 degree turn from cross support circle to side support circle 90 degree turn from cross support flair to side support flair 	0.2 0.3 0.1 0.2 0.2 0.3	
		 90 degree turn from side support circle to cross support circle 90 degree turn from side support flair to cross support flair Circle in cross support Flair in cross support 90 degree turn from cross support circle to side support circle 90 degree turn from cross support flair to side support flair Czech circles in side support 	0.2 0.3 0.1 0.2 0.2 0.3 0.3	
		90 degree turn from side support circle to cross support circle90 degree turn from side support flair to cross support flairCircle in cross supportFlair in cross support90 degree turn from cross support circle to side support circle90 degree turn from cross support flair to side support flairCzech circles in side supportKehr	0.2 0.3 0.1 0.2 0.2 0.3 0.3 0.3	
		90 degree turn from side support circle to cross support circle90 degree turn from side support flair to cross support flairCircle in cross supportFlair in cross support90 degree turn from cross support circle to side support circle90 degree turn from cross support flair to side support circle90 degree turn from cross support flair to side support flairCzech circles in side supportKehr1/4 spindle	0.2 0.3 0.1 0.2 0.2 0.3 0.3 0.3 0.3	
		 90 degree turn from side support circle to cross support circle 90 degree turn from side support flair to cross support flair Circle in cross support Flair in cross support 90 degree turn from cross support circle to side support circle 90 degree turn from cross support flair to side support flair Czech circles in side support Kehr 1/4 spindle 1/2 spindle 	0.2 0.3 0.1 0.2 0.2 0.3 0.3 0.3 0.3 0.3 0.3 0.4	
		 90 degree turn from side support circle to cross support circle 90 degree turn from side support flair to cross support flair Circle in cross support Flair in cross support 90 degree turn from cross support circle to side support circle 90 degree turn from cross support flair to side support circle 90 degree turn from cross support flair to side support flair Czech circles in side support Kehr 1/4 spindle 1/2 spindle Any 1/1 spindle with max 2 circles 	0.2 0.3 0.1 0.2 0.2 0.3 0.3 0.3 0.3 0.3 0.3 0.3 0.4 0.5	
		 90 degree turn from side support circle to cross support circle 90 degree turn from side support flair to cross support flair Circle in cross support Flair in cross support 90 degree turn from cross support circle to side support circle 90 degree turn from cross support flair to side support flair Czech circles in side support Kehr 1/4 spindle 1/2 spindle Any 1/1 spindle with max 2 circles 	0.2 0.3 0.1 0.2 0.2 0.3 0.3 0.3 0.3 0.3 0.3 0.3 0.4 0.5 0.3	
		90 degree turn from side support circle to cross support circle90 degree turn from side support flair to cross support flairCircle in cross supportFlair in cross support90 degree turn from cross support circle to side support circle90 degree turn from cross support flair to side support flairCzech circles in side supportKehr1/4 spindle1/2 spindleAny 1/1 spindle with max 2 circlesRussian 360Russian 720	0.2 0.3 0.1 0.2 0.2 0.3 0.3 0.3 0.3 0.3 0.3 0.3 0.4 0.5 0.3 0.3 0.4	
		90 degree turn from side support circle to cross support circle90 degree turn from side support flair to cross support flairCircle in cross supportFlair in cross support90 degree turn from cross support circle to side support circle90 degree turn from cross support flair to side support flairCzech circles in side supportKehr1/4 spindle1/2 spindleAny 1/1 spindle with max 2 circlesRussian 360Russian 1080	0.2 0.3 0.1 0.2 0.2 0.3 0.3 0.3 0.3 0.3 0.3 0.4 0.5 0.3 0.4 0.5	

IV	Russian 720	<mark>0.4</mark>	
IV	Russian 1080	<mark>0.5</mark>	
IV	Flair through handstand	<mark>0.5</mark>	

(Others elements are per FIG Code of Points 2022-2024, specified difficulty must be used for the pommel horse)

B. Apparatus Specifications

All specifications of equipment provided by the Committee are per FIG unless otherwise stated. Replacement or adjustment of apparatus without any notifications is **NOT** allowed.

Equipment for Elementary and Novice are listed below:

Parallel Bars (PB)	Horizontal Bar (HB)	Floor Exercise (FX)	Vault (VT)	Pommel Horse (PH)
Elementary (per FIG requirement) (160cm height can be chosen when registering)	Elementary (per FIG requirement) (240cm height can be chosen when registering)	Elementary 12m X 12m	Elementary 1.15m / 1.25m Vaulting Table	Elementary <mark>Short Horse</mark> 80cm height
/	/	Novice 14m X 1.5m (Set on 14m x 1.5m x 8cm folding mat on 12m x 12m floor)	Novice 1m Horizontal Box	/

(Fragment sentence)

In cases where the final resolution of all competition rules is needed, the Chinese version shall prevail.