



Organized by:
The Gymnastics Association
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Subvented by:
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Hong Kong Artistic Gymnastics Open & Novice Championships 2025-2026

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 **2025-2028**.
- D-score consists of Difficulty Value (DV), Composition Requirement (CR) and Connection Value (CV)
Open (Senior) : **8 elements (the highest 7 Elements and Dismount)**
Open (Junior) : 8 elements (the highest 7 Elements and Dismount)
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**
4 elements, subtracted from 7
3 elements, subtracted from 6
2 elements, subtracted from 5
1 element, subtracted from 4

Difficulty Value (DV)		
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、J 1.0	per FIG Code of Point 2025-2028
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 2025-2028
Elementary	A 0.3、B 0.4、C 0.5、D 0.6	One Vault ONLY
Novice	A 0.3、B 0.4、C 0.5、D 0.6	

- (2) Composition Requirement (CR)

Each element group (EG) requirement fulfilled by at least Difficulty Value "A" inside the counting elements, is awarded maximum 0.5 towards the routine's start value (with a maximum 2.0).

Open (Senior) and Open (Junior) : **Per FIG Code of Point 2025-2028**

Elementary and Novice : Per Specified Composition Requirement Table

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

Elementary	Still Rings (SR)	I	Swing elements
		II	Strength & Hold elements
		III	Slow roll & Swing to Strength hole elements
		IV	Dismounts
Novice	Floor Exercise (FX)	I	Non-acrobatic elements
		II	Acrobatic elements forward (salto/handspring)
		III	Acrobatic elements backward (salto/handspring)
		IV	Dismount using Handspring/Salto (Element II & III) *
	#Pommel Horse (PH)/Mushroom	specified difficulty must be used for the Mushroom	

* For the Element Group IV – Dismount,
 Open (Senior) and Open (Junior) : Per FIG Code of Point 2025-2028
 Elementary and Novice : A: 0.3, B: 0.4, C: 0.5

New event

Elementary: Pommel Horse & Ring's score will not account for all-around.

Novice: #Pommel Horse (PH)/Mushroom's score will not account for all-around.

(3) Connection Value (CV)

Open (Senior) and Open (Junior) : Per FIG Code of Point 2025-2028
 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	I	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 Straddled Vault	/	1.6
		Backward Uprise Squat Vault	1.6	1.6
		Start Value of Skills listed in the FIG Code of Points 2025-2028	+1.0	+1.0
PB	I	Backward uprise to support	0.1	/
		Kip from upper arm to support	0.1	/
	II	Swing to Shoulder stand (2 seconds)	0.1	/
		Press to Shoulder stand (2 seconds)	0.1	/
	III	Felge 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 swing 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)	0.2	/
		(Dismounts listed above fulfils 0.3 CR)		

HB	I	Backward swing from Hang to Support	0.1	/
		Cast to Handstand	0.1	/
		Back Pullover	0.1	/
	II	From hang to Swing forward to hang with 1/2 turn	0.1	/
		Pullover from hang swing	0.1	/
	III	Kip to support	0.1	/
		In bar element, including	0.1	/
		a. Forward Hip circle from support		
		b. Backward Hip circle from support		
		c. Forward straddled stoop circle		
		d. Backward straddled stoop circle		
		e. Forward pike stoop circle		
		f. Backward pike stoop circle		
		g. Cast through support to under swing forward to hang (swing to horizontal level)		
		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 turn)	0.1	/
		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 0.3 CR)		
SR	I	Swing forward & backward x2	0.2	/
		Under swing (to back swing)	0.2	/
	II	Slow roll backward with str arms & bent body to inverted hang	0.1	/
		Back lever	0.1	/
		Support scale straddle (2s.)	0.2	/
		Vertical pull up with bent arms to support	0.2	/
	III	Slow inlocate from hang	0.3	/
	IV	Salto backward straight	0.3	/
PH/ Mushroom (Novice)	I	Circle in side support	0.1	0.1
		Flair in side support	0.2	0.2
		90-degree turn from side support circle to cross support circle	0.2	/
		90-degree turn from side support flair to cross support flair	0.3	/
	II	Circle in cross support	0.1	/
		Flair in cross support	0.2	/
		90-degree turn from cross support circle to side support circle	0.2	/
		90-degree turn from cross support flair to side support flair	0.3	/
	III	Czech circles in side support	0.3	0.3
		Kehr	0.3	/
		1/4 spindle	0.3	/
		1/2 spindle (with max 2 circles for Novice)	0.4	0.4
		Any 1/1 spindle with max 2 circles	0.5	0.5
		Russian 360	0.3	0.3
		Russian 720	0.4	0.4
		Russian 1080	0.5	0.5
		Flair with 1/2 spindle (max 2 circles)	/	0.5
		Flair with 1/1 spindle (max 2 circles)	/	0.6
		Stockli A	/	0.3

	IV	Wende from circle	0.1	0.1
		Russian 360	0.3	0.3
		Russian 720	0.4	0.4
		Russian 1080	0.5	0.5
		Flair through handstand	0.5	0.5
		Special repetitions (Novice) ❖ Only 1 Spindle element allowed ❖ Only 1 Russian element allowed ❖ Repeated elements may be performed as counting 7 elements. However, only 1 Difficulty value will be awarded.		

(Others elements are per FIG Code of Points 2025-2028, 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)	Still Rings (SR)
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 Springboard / mini trampoline	Elementary Short Horse 80cm height	Elementary (per FIG requirement) (200cm height can be chosen when registering)
/	/	Novice 14m X 1.5m (Set on 14m x 1.5m folding mat on 12m x 12m floor)	Novice 1m Horizontal Box	Novice Mushroom	/

mini trampoline:



Mushroom:



In cases where a final resolution of competition rules is required, the Chinese version shall prevail.
The Technical Committee reserves the right to make any necessary amendments, and its decisions shall be final.