

# FÉDÉRATION INTERNATIONALE DE GYMNASTIQUE


















## RHYTHMIC GYMNASTICS ERRATA CODE OF POINTS 2017-2020

CURRENT TEXT	REVISED TEXT
<b>Page 4, #1.4</b>	
<p><b>Penalty</b> by the Coordinator Judge: 0.05 point for each additional or missing second</p> <p><b>Penalty</b> by the Coordinator Judge: 0.30 point for musical introduction without movement longer than 4 seconds.</p>	<ul style="list-style-type: none"> <li>• <b>Penalty</b> by the Coordinator Judge: 0.05 point for each additional or missing second</li> <li>• <b>Penalty</b> by the <b>Artistic</b> Judge: 0.30 point for musical introduction without movement longer than 4 seconds.</li> </ul>
<b>Page 5, # 2.1.2.2.</b>	
a) ... number of specific Fundamental apparatus technical elements	a) ... number of specific Fundamental apparatus technical <b>groups</b>
b) ... and the Apparatus Difficulty ( <b>AD</b> )	b) ... and <b>number and technical value of</b> the Apparatus Difficulty ( <b>AD</b> )
<b>Page 6. Functions of the D- Panel judges after the Competition (for individual and Group):</b>	
<ul style="list-style-type: none"> <li>• If necessary, submit judging records of exercises using symbols and pass these records to the Apparatus Superior Jury at the end of the competition</li> </ul>	<ul style="list-style-type: none"> <li>• If necessary, submit judging records of exercises using symbols, <b>to the apparatus Superior Jury at the end of the competition</b></li> </ul>
<b>Page 6, # 2.1.2.3.</b>	
b)... evaluates the Technical faults by deduction (Average of the 2 middle scores, independently and without consulting the other judges)	b)... evaluates the Technical faults by deduction, <b>determining the total deduction independently and without consulting the other judges</b> (Average of the 2 middle scores)
<b>Page 8, # 2.4.2.</b>	
A tournament with 50% of the judges ...	A tournament with 50% <b>or more</b> of the judges ...
<b>Page 9, #4.2.6</b>	
If the apparatus falls and <b>leaves</b> the floor area or is unusable	<b>If the apparatus falls and leaves the floor area, the use of a replacement apparatus is</b>

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(large knot), the use of a replacement apparatus is allowed: <ul style="list-style-type: none"> <li>• <b>Penalty</b> by the Execution (E) Judge: 0.70 point for loss of apparatus outside the floor area (regardless of distance)/unusable apparatus</li> <li>• <b>Penalty</b> by the Coordinator Judge: 0.30 point for apparatus leaving the floor area</li> </ul>	allowed: <ul style="list-style-type: none"> <li>• <b>Penalty</b> by the Execution (E) Judge: <b>0.70</b> point for loss of apparatus outside the floor area (regardless of distance)</li> <li>• <b>Penalty</b> by the Coordinator Judge: <b>0.30</b> point for apparatus leaving the floor area. If the apparatus is unusable (large knot), the use of a replacement apparatus is allowed:</li> <li>• <b>Penalty</b> by the Execution (E) Judge: <b>0.70</b> point for unusable apparatus</li> </ul>
<b>Page 10, # 5.1. English version (error spelling)</b>	
... applications do not jeopardize the safety ...	... applications do not <b>jeopardize</b> the safety ...
<b>Page 12, # 7. Penalties taken by the Coordinator Judge</b>	
1. For each additional or missing second on the time of the music	1. For each additional or missing second on the time of the <b>exercise</b>
4. More than 2 Individual exercises/ 1 Group exercises with words	4. <b>For each additional music with words</b>
11. Dress of the Individual and Group gymnast not confirming to the regulations (one time per Group)	11. Dress of the Individual and Group gymnast not confirming to the regulations (one time per <b>exercise</b> )
19. Wrong apparatus chosen according to start order	19. Wrong apparatus chosen according to start order; <b>penalty deducted one time from the final score of the exercise performed in the wrong order</b>
<b>Page 14, # 2.1.3.</b>	
... the 9 highest will be counted	... the 9 highest <b>correctly performed Body Difficulties</b> will be counted
<b>Page 15, # 2.2.4 Explanations</b>	
... in the Difficulty Table in the Code of Points, including elements in the same family but in its their box	... in the Difficulty Table in the Code of Points, including elements in the same family but in <b>separate boxes</b>
<b>Page 15, # 3.1.2.</b>	
Each Group is listed in its own box in Table 3.4.	Each Group is listed in its own box in <b>Tables 3.3; 3.4.</b>
<b>Page 16, # 3.2.3.</b>	
Identical apparatus elements during <b>BD</b> will not be valid (see 2.2.1)	Identical apparatus elements during <b>BD</b> will not be valid (see <b>2.2.2</b> )

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<b>Page 17, # 3.3.1. Rope</b> 	
 • Rotations of the free end of the Rope (ex: spirals)	 • Rotations of the free end of the Rope, <b>Rope held by one end</b> (ex: spirals)
<b>Page 18, # 3.3.3. Ball</b> 	
 Bounces ... • Visible rebound from a part of the body	 Bounces ... • Visible rebound from <b>the floor</b> or part of the body
 Figures eight of the Ball with circle movements of the arms	 Figures eight of the Ball with circle movements of the <b>arm(s)</b>
<b>Page 19, # 3.3.4. Clubs</b>  <b>Explanations</b>	
Note :  .....	Note :  ..... <b>⇔ in order for a BD to be valid throw and catch required (Clubs-Fundamental element)</b>
<b>Page 19, # 3.3.5. Ribbon</b>  <b>Explanations</b>	
<b>CURRENT TEXT</b>	
 Note: ... • BD is valid if either throw or catch (not both) is performed during the BD	
<b>REVISED TEXT</b>	
 Note: ... • BD is valid if either throw or catch (both <b>actions not required</b> ) is performed during the BD • <b>The ribbon generally must be caught by the end of the stick. However, it is permitted to intentionally catch the Ribbon by its material within a zone of approximately 50 cm. from the attachment, provided that this catch is justified for the next movement or the final pose</b> • <b>The value of AD given for “Boomerang” is 0.30 one time, regardless of the number of criteria on the release and/or the catch</b>	
 • <b>BD is valid if either throw or catch (both actions not required) is performed during the BD</b>	
<b>Page 20. Explanations</b>	

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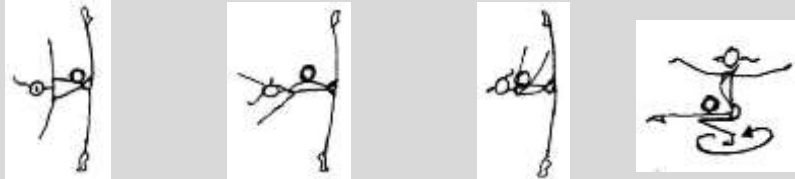
## CURRENT TEXT

- Exception: The open palm is considered a small surface only during a Pivot rotation
- 2) with risk of loss of the apparatus with or without body rotation

1) Examples



2) Examples



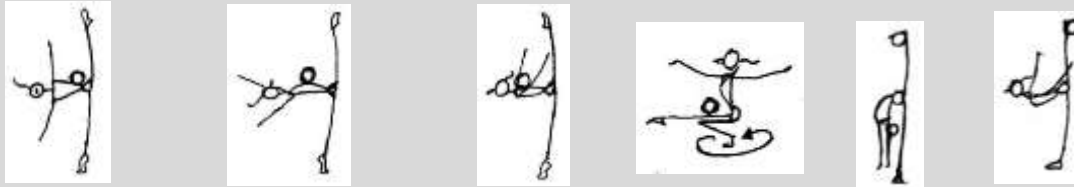
## REVISED TEXT

- Exception: The open palm is considered a small surface during *Rotation on one leg (on releve – Pivot or flat foot – Ex. Penche; Illusion)*
- 2) with risk of loss of the apparatus with or without body rotation

1) Examples



2) Examples

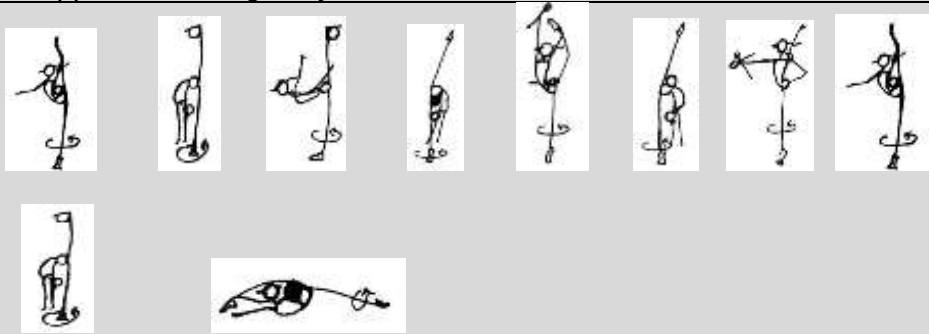


# FÉDÉRATION INTERNATIONALE DE GYMNASTIQUE

## CURRENT TEXT



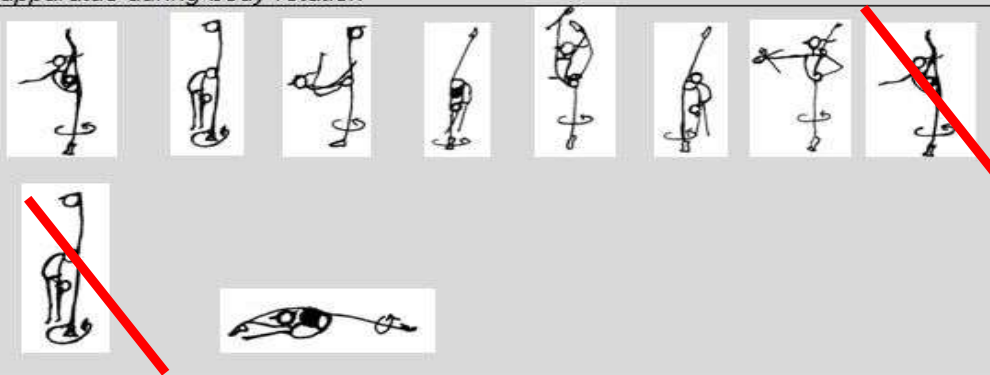
*Apparatus squeezed in a difficult body-apparatus relationship with risk of loss of the apparatus during body rotation*



## REVISED TEXT



*Apparatus squeezed in a difficult body-apparatus relationship with risk of loss of the apparatus during body rotation*











Page 22

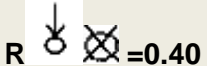










Add note

Note: Apparatus element can only validate one BD even if there are 2 actions of the apparatus element
















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<b>Page 23, # 4.3. Explanations</b>			
Created with different rhythmical patterns with the apparatus in motion during the entire combination (planes, directions, levels and axis)		Created with different rhythmical patterns with the apparatus in motion during the entire combination ( <b>different</b> planes /axis, directions <b>and</b> levels)	
<b>Page 24, #5.1.1.</b>			
Basic requirements for <b>R</b> :		Basic requirements for <b>R</b> : <b>the R will be valid only when all three of the basic requirements (below) are met</b>	
<b>Page 24, # 5.1.3.</b>			
<b>R</b> value is determined by the number of rotations and executed criteria: if the final rotation is executed after the catch, this rotation and the criteria belonging to this rotation are not valid		<b>R</b> value is determined by the number of rotations and executed criteria: if the final rotation is executed after the catch, this rotation and the criteria belonging to this rotation ( <b>possibly level and/or axis</b> ) are not valid	
<b>Page 25, # 5.2.</b>			
	Passing through the apparatus during catch (U, O)		Passing through the apparatus during catch (U, O) <b>To change the symbol</b>
	Throw (O, II) with rotation around its axis		Throw with rotation around its axis ( <b>Hoop</b> ) or rotation in the horizontal plane ( <b>Club(s)</b> )
<b>Clubs</b> (  ) ➤ <b>Asymmetric throws</b> ... The movements of the two clubs during flight must be of different shape or amplitude (one throw higher than the other), or of different plane or direction		<b>Clubs</b> (  ) ➤ <b>Asymmetric throws</b> ... The movements of the two clubs during flight must be of different shape or amplitude (one throw higher than the other) <b>and</b> of different plane or direction	
<b>Page 25, #5.2. Note.</b>		<b>To add</b>	
<b>*Note: Direct re-throw/re-bound without any stops</b> (  ) – all apparatus ... ➤ Criteria during catch of the apparatus after the re-throw/ re-bound is not evaluated because in most cases, the height of the re-throw/ re-bound is not the same height as the initial throw		<b>Note: Direct re-throw/re-bound without any stops</b> (  ) – all apparatus ... ➤ Criteria during catch of the apparatus after the re-throw/ re-bound is not evaluated <b>as part of R</b> because in most cases, the height of the re-throw/ re-bound is not the same height as the initial throw. <b>The catch of the re-throw may be used as part of an Apparatus Difficulty (AD).</b>	

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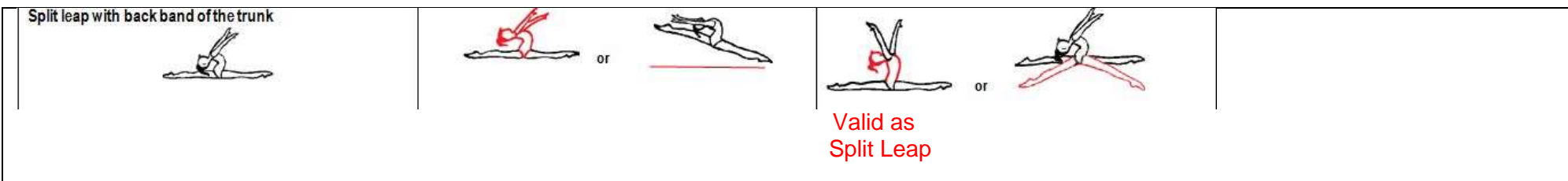
<b>Page 26, Explanation and Example: recoding R</b>																			
 R   =0.40		 R2   =0.4																	
<b>Page 26, # 5.3.1. Body Difficulties may be used:</b>																			
<ul style="list-style-type: none"> <li>With rotation with a value of 0.10 during the throw, as rotations or during the catch</li> </ul>		<ul style="list-style-type: none"> <li>With rotation with a value of 0.10 during <b>any phase of R</b>, as rotations</li> </ul>																	
<b>Page 26, # 5.4.1. Example</b>																			
<p>It is possible to use the criteria «change of level»  for the Dive Split Leap during R.</p> <p>“Dive Split Leap” followed directly by another 2 rolls = R3 (R with 3 rotations).</p>		<p>Judges should give credit for the criterion “change of level”  for the Dive Split Leap during R.</p> <p>“Dive Split Leap” followed directly by another 2 rolls = R3  (R with 3 rotations).</p>																	
<b>Page 26, # 5.4.2.</b>																			
<ul style="list-style-type: none"> <li>starting positions: on the floor or standing</li> </ul>		<ul style="list-style-type: none"> <li>starting <b>and landing</b> positions: on the floor or standing</li> </ul>																	
<b>Page 27, # 6.2.3.</b>																			
AD elements will not be valid with: ...		<ul style="list-style-type: none"> <li><b>Repetition of Pre-acrobatic elements</b></li> </ul>																	
<b>Page 27, # 6.3.2.</b>																			
	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 70%;">Description of Base</th> <th style="width: 30%;">Value</th> </tr> </thead> <tbody> <tr> <td>Without throw</td> <td style="text-align: center;"><b>0.30</b></td> </tr> <tr> <td>During throw of the apparatus</td> <td style="text-align: center;"><b>0.30</b></td> </tr> <tr> <td>During catch of the apparatus after a medium/large throw</td> <td style="text-align: center;"><b>0.40</b></td> </tr> </tbody> </table>	Description of Base	Value	Without throw	<b>0.30</b>	During throw of the apparatus	<b>0.30</b>	During catch of the apparatus after a medium/large throw	<b>0.40</b>		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 70%;">Description of Base</th> <th style="width: 30%;">Value</th> </tr> </thead> <tbody> <tr> <td>Any Fundamental or Non-Fundamental (except catch from large or medium throw)</td> <td style="text-align: center;"><b>0.30</b></td> </tr> <tr> <td><del>During throw of the apparatus</del></td> <td style="text-align: center;"><b>0.30</b></td> </tr> <tr> <td>During catch of the apparatus after a medium/large throw</td> <td style="text-align: center;"><b>0.40</b></td> </tr> </tbody> </table>	Description of Base	Value	Any Fundamental or Non-Fundamental (except catch from large or medium throw)	<b>0.30</b>	<del>During throw of the apparatus</del>	<b>0.30</b>	During catch of the apparatus after a medium/large throw	<b>0.40</b>
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During catch of the apparatus after a medium/large throw	<b>0.40</b>																		
<b>Page 28, # 6.4.</b>																			
	Throw with rotation around its axis (Hoop, Clubs)		Throw with rotation around its axis ( <b>Hoop</b> ) or rotation in the horizontal plane ( <b>Club(s)</b> )																

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<b>Page 28, # 6.4.1. Explanation and Examples</b>			
With an element with rotation (180° and more) on the vertical, horizontal or sagittal axis of the body		With an element with rotation (180° and more) on the vertical, sagittal <b>or frontal</b> axis of the body	
<b>Page 35, # 8.2. Table Jumps/Leaps Difficulty</b>			
# 30 Switch Stag leap (passing with bent leg)		#30 Switch Stag leap (passing with <b>bent or straight leg</b> )	
<b>Page 36, # 8.3. Technical Directives</b>			
<b>CURRENT TEXT</b>			
Split leap with ring		 or 	 or 
<b>REVISED TEXT</b>			
Split leap with ring		 or 	 or 
<b>Page 36, # 8.3. Technical Directives</b>			
<b>CURRENT TEXT</b>			
Split leap with back band of the trunk		 or 	 or 
<b>REVISED TEXT</b>			



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**Page 37, # 9.1.2. C. Dynamic Balances**

<p>b. Defined and clearly fixed shape</p>	<p>b. Clearly Defined shape. <b>All relevant parts of the body are in the correct position in the same moment of time</b></p>
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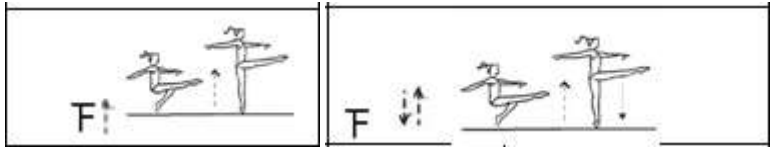
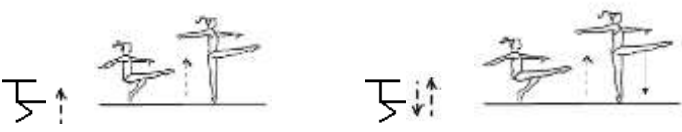
**Page 37, # 9.1.15.**

<p>Balances on other parts of the body or Dynamic Balances may be performed either in relevé or flat foot without changing the value or the symbol.</p>	<p><del>Balances on other parts of the body or</del> Dynamic Balances may be performed either in relevé or flat foot without changing the value or the symbol <b>(except Fouette Balance)</b>.</p>
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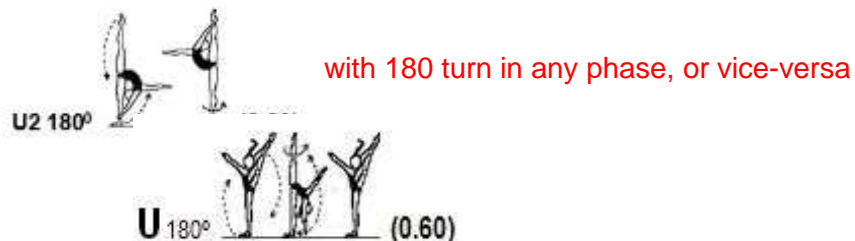
**Page 38, # 9.1.6.**

- |  |  |
|--|--|
| <ul style="list-style-type: none"> <li>• The first shape determines the base value</li> <li>• It is necessary to maintain vertical position of the trunk and horizontal position of the free leg.</li> <li>• The transition from one shape - “support leg straight” to another shape - “support leg bent” (or/and vice versa) must be slow and obviously gradual, during which the gymnast from the beginning to the end must maintain a relevé position.</li> <li>• It is necessary to add an arrow (arrows) specifying a direction of change of gymnast’s level to the right of a symbol:</li> </ul> <p>↓ support leg bending progressively;</p> | <ul style="list-style-type: none"> <li><del>• The first shape determines the base value</del></li> <li>• It is necessary to maintain vertical position of the trunk and horizontal position of the free leg.</li> <li>• The transition from one shape - “support leg straight” to another shape - “support leg bent” (or/and vice versa) must be slow and obviously gradual, during which the gymnast from the beginning to the end must maintain a relevé position.</li> <li><del>• It is necessary to add an arrow (arrows) specifying a direction of change of gymnast’s level to the right of a symbol:</del></li> </ul> <p>↓ support leg bending progressively;</p> <p>↑ support leg returns to stretch position;</p> <p>↕ support leg bending progressively and return to stretch position or vice versa</p> |
|--|--|

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<p>↑ support leg returns to stretch position;          ↓ support leg bending progressively and return to stretch position or vice versa</p>	
<p><b>Page 39 #4</b></p>	<p><b>Corrected symbol</b></p>
	
<p><b>Page 40-41, # 9.2. Table of Balances Difficulty</b></p>	
<p><b>9.</b> Ring with or without hand support or below split with horizontal trunk</p>	<p><b>9.</b> Ring with or without hand support or <b>below</b> split with horizontal trunk</p>
<p><b>10.</b> Attitude or ring backward</p>	<p><b>10.</b> Attitude, <b>also with trunk bent backward</b></p>
<p><b>17.</b> Balance with support on a stomach</p>	<p><b>17.</b> <del>Balance with support on a stomach.</del> Balance lying on the floor with trunk lifted (legs maybe be separated until shoulder-width)</p>
<p><b>21.</b> Fouetté Leg at the horizontal for min. 2 shapes; Leg above horizontal for min.2 shapes</p>	<p><b>21.</b> Fouetté: <b>min. 3 same or different shapes with leg</b> at the horizontal for min. 2 shapes; Leg above horizontal for min.2 shapes</p>
<p><b>22.</b> Dynamic balances with support on elbows with or without the movements of legs (Difficulties are considered the same)</p>	<p><b>22.</b> Dynamic balances with support on <del>elbows</del> <b>the forearms</b> with or without the movements of legs (Difficulties are considered the same)</p>
<p><b>Page 41, # 23. Dynamic Balance with 2 or 3 shapes (Utyacsheva); also with rotation</b></p>	<p><b>Page 41, # 23. Dynamic Balance with 2 or 3 shapes (Utyacsheva); also with <b>rotation turn</b></b></p>

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Page 46, # 10.1.9.

To add

**Illusion.**

During every two Illusions, one different Fundamental technical element or Non-Fundamental apparatus element is required

**Illusion.**

- Counts as 1 Difficulty
- 2 or more identical shapes connected with or without heel support (0.10 for each additional rotation above the base 360°)
- During every two Illusions, one different Fundamental technical element or Non-Fundamental apparatus element is required

Page 46

To add # 10.1.11.

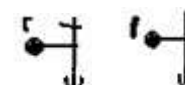
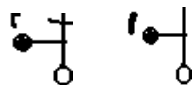
Requirements for Rotation Difficulty with ring and with back bend of the trunk(see page 37, Balances # 9.1.6 and # 9.1.7)

Page 48. Table of Rotations Difficulty

Correct symbols

# 9 Split side with or without support, trunk horizontal

# 9 Split side with or without support, trunk horizontal



Page 51, # 3. English version

E- Panel Panel

E- Panel

Page 51, # 4.1.1.












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b) The character of the music should be chosen in respect to the age, technical level of the gymnast, and ethical norms d) The different parts in the music should be harmoniously combined even if there are changes in character or speed.	b) The character of the music should be chosen in respect to the age, technical level, <b>the artistic qualities</b> of the gymnast, and ethical norms <b>d) Changes in the character and/or speed in the music should be reflected by changes in the character and/or speed of the movements; these changes should be harmoniously combined.</b>
<b>Page 53, # 4.2.2. Dynamic Changes</b>	
b) The gymnast shows changes in dynamism by contrasts in the energy, power, speed and intensity of both her body and apparatus movements according to changes in the music	b) The gymnast <b>should</b> show <b>the dynamic changes</b> by contrasts in the energy, power, speed and intensity of both her body and apparatus movements according to changes in the music
<b>Page 53, # 4.4. VARIETY</b>	<b>To delete</b>
d) <b>Decorative Apparatus Elements: ...</b>	<b><del>e) Decorative Apparatus Elements: ...</del></b>
<b>Page 54, # 5 and page 71, # 5. Artistic Faults. Guiding Idea: Character</b>	
The character or idea is evident and developed with only few, if any, brief inconsistencies due to small faults	The character or idea is evident and developed with only few, <b>if any</b> , brief inconsistencies due to small <b>Artistic</b> faults
<b>Page 54, # 5 and page 72, # 5. Artistic Faults. RHYTHM.</b>	<b>To add: Penalty 0.30</b>
	<b>A musical introduction longer than 4 seconds without movement</b>
<b>Page 54, # 5 and page 72, # 5. Artistic Faults. Dynamic Changes. Penalty 0.20</b>	
The gymnasts movements do not respect <b>dynamic changes</b> OR The music itself is entirely <b>monotonous</b> without any dynamic changes	<b>The gymnast's movements do not respect <b>dynamic changes</b> in the music OR the gymnast's movements do not create dynamic changes when the music lacks dynamic changes</b>
<b>Page 56; # 6. Technical Faults (Individuals) Page 73; # 6. Technical Faults (Groups)</b>	
<b>CURRENT TEXT</b>	

# FÉDÉRATION INTERNATIONALE DE GYMNASTIQUE

	<b>Rotations</b>	<ul style="list-style-type: none"> <li>• Shape neither fixed nor held</li> <li>• Support on the heel during a part of the rotation when performed in "relevé"</li> <li>• Hop(s)</li> <li>• Travelling (sliding) during the rotation</li> </ul>	Axis of the body not at the vertical and ending with one step
<b>REVISED TEXT</b>			
	<b>Rotations</b>	<ul style="list-style-type: none"> <li>• Shape neither fixed nor held</li> <li>• Support on the heel during a part of the rotation when performed in "relevé"</li> <li>• Hop(s) without travelling</li> <li>• Travelling (sliding) during the rotation</li> </ul>	<ul style="list-style-type: none"> <li>• Axis of the body not at the vertical and ending with one step</li> <li>• Hop(s) with travelling</li> </ul>
<b>Page 56. # 6. Technical Faults (Individuals)</b>			
<b>Page 73; # 6. Technical Faults (Groups)</b>			
<b>Pre-acrobatic Elements</b> <ul style="list-style-type: none"> <li>• Heavy landing</li> <li>• Unauthorized technique</li> </ul>		<b>Pre-acrobatic Elements</b> <ul style="list-style-type: none"> <li>• Heavy landing</li> <li>• Unauthorized <b>pre-acrobatic/non-pre-acrobatic element</b> technique</li> </ul>	
<b>Page 56. # 6. Technical Faults (Individuals)</b>		<b>To delete</b>	
<b>Basic technique</b> Static gymnast * <b>*Static gymnast: the gymnast should not remain static (motionless) if at any moment she is not in contact with the apparatus (for example: throws, rolls of the apparatus on the floor, etc)</b>			
<b>Page 57. # 6. Technical Faults. Technique</b>		<b>To add</b>	
		<b>Unusable apparatus (0.70)</b>	

# FÉDÉRATION INTERNATIONALE DE GYMNASTIQUE

<b>Page 57, # 6. Technical Faults. Rope. (Individuals)</b>			
<b>Page 74, # 6. Technical Faults. Rope. (Groups)</b>			
Feet caught in the rope during jumps or hops		<del>Slightly</del> feet caught in the rope <del>during jumps or hops</del>	
<b>Page 61, # 2.2.4.</b>			
Body Difficulty with a value of 0.10 may be performed during the <b>ED</b> (as criteria in the value of the <b>ED</b> ) but will not count as a <b>BD</b> .		Body Difficulty with a value of 0.10 may be performed during the <b>ED</b> (as criteria in the value of the <b>ED</b> ). <del>A <b>BD</b> with a value of more than 0.10 performed during an <b>ED</b> will not be evaluated as a <b>BD</b> not counted as criteria for the <b>ED</b>.</del>	
<b>Page 62, # 2.2.6.3. Explanations / Examples</b>			
 Re-throw		<del>Re-throw</del> <b>To delete symbol</b>	
 Throw after bounces on the floor/ throw after rolling on the floor		Throw after bounces on the floor/ throw after rolling on the floor <del>Direct re-throw/ re-bounce without any stops – all apparatus</del>	
 Throw (  ,  ) with rotation around its axis		Throw with rotation around its axis ( <del>Hoop</del> ) or rotation in the horizontal plane ( <del>Club(s)</del> )	
		<del>Mixed catch of</del>  ,  <b>To add.</b>	
<b>Page 63, # 3.5.</b>		<b>To delete</b>	
<b>Decorative apparatus elements:</b> See Individual Execution 4.4			
<b>Page 64, # 5. Dynamic elements with Rotation</b>		<b>To add new # 5.6.</b>	
		<del>The same rotation (pre-acrobatic elements, chaîné, etc.) may be used one time in <b>R</b> and one time in <b>ED</b> and / or in <b>C</b></del>	
<b>Page 65, # 6.3.</b>			
<b>Table of Collaborations without body rotation</b>			
<b>CURRENT TEXT</b>			

# FÉDÉRATION INTERNATIONALE DE GYMNASTIQUE

Value			Types of Collaboration
0.10	0.20	0.30	
<b>C</b>			<b>Without throw of the apparatus:</b> <ul style="list-style-type: none"> <li>gymnasts or apparatus passing over, under, or through the apparatus movements or partners</li> </ul>
	<b>CC</b>		<b>With throw or multiple transmission of the apparatus:</b> <ul style="list-style-type: none"> <li>throw: small, medium, or large of one or more apparatus</li> <li>transmission: passing the apparatus between partners with different techniques: rolls, rolls on the floor, bounces</li> </ul>
		<b>C↗</b>	<b>With throw (a medium or large ) of 2 or more apparatus simultaneously</b> Note: a minimum of 3 clubs must be thrown, or 1 (or 2) club + 1 additional apparatus
		<b>C⇓</b>	<b>Catch after medium or large throw of 2 or more apparatus simultaneously by the same gymnast</b>

## REVISED TEXT

### 6.3. Tables of Collaborations **without body rotation**

Value			Types of Collaboration
0.10	0.20	0.30	
<b>C</b>			<b>Without throw of the apparatus</b> <ul style="list-style-type: none"> <li>gymnasts or apparatus passing over, under, or through the apparatus movements or partners</li> </ul>
	<b>CC</b>		<b>With throw or transmissions of one or more apparatus</b> <ul style="list-style-type: none"> <li>throw: small, medium, or large of one or more apparatus</li> <li>transmission: passing the apparatus between partners with different techniques: rolls, rolls on the floor, bounces, <b>sliding, etc.</b></li> </ul>
			<b>With a simultaneous medium or large throw or medium or large catch of two or more apparatus by the same gymnast</b>
		<b>C↗</b>	<b>Throw</b> Note: a minimum of 3 clubs must be thrown, or 1 (or 2) club + 1 additional apparatus
		<b>C⇓</b>	<b>Catch</b> Note: not valid when two or more apparatus are connected together in a tight ("locked") position.

# FÉDÉRATION INTERNATIONALE DE GYMNASTIQUE

<p><b>Additional Criteria ...</b></p> <ul style="list-style-type: none"> <li>when executed by a minimum 1 gymnast performing the main action in the Collaboration: body rotation with loss of visual control valid one time per Collaboration with rotation: on the throw and the catch</li> </ul>	<p><b>Additional Criteria ...</b></p> <ul style="list-style-type: none"> <li><b>For CR, CRR, CRRR:</b> when executed by a minimum 1 gymnast performing the <b>main action of body rotation</b> with loss of visual control, valid one time per Collaboration with rotation: on the throw and/or the catch</li> </ul>
<p><b>Page 66, # 6.5.</b></p>	
<p>e) Static gymnast/ apparatus (one or several gymnasts are without apparatus or they are immobile for more than 4 seconds) f) Non-conforming decorative apparatus element</p>	<p>e) <b>Immobile gymnast or apparatus/gymnast without apparatus, each for more than 4 seconds</b> f) <del>Non-conforming decorative apparatus element</del></p>
<p><b>Page 69, # 4.1.5.</b></p>	
<p>... the gymnasts must transition out from the lift not more than 4 seconds after the music begins</p>	<p>... the gymnasts must transition out from the lift not more than 4 seconds after the <b>exercise</b> begins</p>
<p><b>Page 69, 4.1.8.3</b></p>	<p><b>To delete</b></p>
<p><b>Collaboration:</b> Various types of Collaborations and various kinds of organization within each type of Collaboration are described in the Collaboration Table (See Difficulty 6.3, 6.4). A lack of variety will be penalized.</p>	
<p><b>Page 71, 5. Artistic Faults</b></p>	
<p><b>RHYTHM</b> Harmony between movements and: <i>Musical accents, phrases,</i> and <i>tempo</i> Isolated interruption, <b>each time up to 1.00</b></p>	<p>Entire exercise is disconnected from the <b>rhythm</b> (background music)</p>
<p>Lack of synchronization between individual rhythm and that of the group <b>Each lack of synchronization, each time up to 1.00</b></p>	<p><b>Entire exercise lacks synchronization between the gymnasts (1.00)</b></p>
<p><b>Page 72, Artistic Faults,</b></p>	
<p><b>Dynamic Change ...</b> Lack of synchronization between the intensity of the movements between the gymnasts</p>	<p><b>To delete</b> Penalty 0.10 <del>Lack of synchronization between the intensity of the movements between the gymnasts</del></p>
<p><b>Formation ...</b> Alteration of the formation due to technical fault</p>	<p><b>To delete</b> Penalty 0.10 <del>Alteration of the formation due to technical fault</del></p>



# FÉDÉRATION INTERNATIONALE DE GYMNASTIQUE

<p><b>Collaborations</b> Lack of variety within the same types of Collaboration (more than 4 of the same type of Collaboration or the same kind of organization within each type of Collaboration)</p>	<p><b>To delete</b> Penalty 0.20 <del>Lack of variety within the same types of Collaboration (more than 4 of the same type of Collaboration or the same kind of organization within each type of Collaboration)</del></p>		
<p><b>Page 74, # 6. Technical Faults. Technique (Penalty 0.30)</b></p>			
<p>“Imprecise trajectory and catch in flight with 2 or more steps (each gymnast). “Chasse” steps in <b>Exchange, R, Collaboration with Rotation</b></p>	<p>“Imprecise trajectory and catch in flight with 2 or more steps <del>(each gymnast)</del> (including “chasse” steps in ED, R, Collaboration with rotation)</p>		
<p><b>Page 74, # 6. Technical Faults. Technique (Penalty 0.10)</b></p>			
<ul style="list-style-type: none"> <li>• Incorrect catch with the help of one hand (Exception: catches outside the visual field for both hands for ball) or help of the body. For Exchange, R and Collaboration (each time, regardless of the number of gymnasts)</li> <li>• Involuntary contact with the body</li> </ul>	<ul style="list-style-type: none"> <li>• Incorrect catch with the help of one hand (Exception: catches outside the visual field for both hands for ball) or help of the body <b>(each time)</b>. For Exchange, R and Collaboration <b>only one penalty regardless of the number of gymnasts.</b></li> <li>• Involuntary contact with the body</li> </ul>		
<p><b>Page 74. Technique (Penalty 0.30)</b></p>			
<p>Static apparatus <b>**</b>(each time, regardless the number of the gymnasts) or non-conforming decorative elements</p>	<p>Static apparatus <b>**</b>(each time, regardless the number of the gymnasts) <del>or non-conforming decorative elements</del></p>		
<p><b>Page 75.</b></p>			
<p><b>**</b> Static apparatus: See Individual Exercise 3.5, 4.4 and Group 4.1.</p>	<p><b>**</b> Static apparatus: See Individual Exercise <b>page 22</b>, # 3.5 and Group <b>page 63</b>, # <b>3.4</b>.</p>		
<p><b>Page 79, # 6.1. Penalties by D-judges (D1 and D2)</b> <b>Technical Program for Junior Individual Exercises</b></p>	<p><b>To add</b></p>		
	<p><b>Difficulty</b></p>	<p><b>Minimum/Maximum</b></p>	<p><b>Penalty 0.30</b></p>
	<p>Fundamental Apparatus Technical elements</p>	<p>Minimum 1 from each group</p>	<p>For each missing element group</p>