



CORRECTIONS TO LETTER N° 25

To make the changes more obvious, this letter gives you the entire paragraphs with the corrections done in red. Symbols have been added to the apparatus and collaboration tables (see Attachments).















TEXT OF THE 2007 CODE

2.4. MASTERY CRITERIA (for all apparatus)

2.4.1. Large Throws, Rethrows, and Rebounds/Push-back

The height of a large throw must be about double **the size** of the gymnast measured from her head. Only the height of the boomerang throw of the **ribbon** can be less; the boomerang throw on the floor must be evaluated according to the criteria for *small /medium* throws).

For each of the following large throws: **0.10** point (or more)

- Without help of hands 
- Outside the visual field 
- During an element with rotation on the vertical or horizontal axis of the body (for example, pivot, illusion, « chaînés », etc) 
- During a jump/leap 
- Below the leg(s) 
- Passing through the apparatus and throw immediately 
- Throw with rotation of the apparatus (**Hoop**: rotation around its axis. **Clubs**: very fast rotations 
- Throw in a position on the floor (also valid with « support on the knee) 
- Rethrow (throw and without a catch, throw again immediately) or push-back: 0.10 each time 
- Asymmetric throw (**clubs**) 
- Throw open **rope** held by the end or in the middle  
- Throw in "double cascade" (clubs) 
- Throw in « triple cascade » (clubs)  (**0.20**)



The LETTER from RHYTHMIC

2.4.3. Catch of large throws (including boomerang throws of the ribbon), rethrow and push back, and catch of an apparatus balanced on one part of the body: 0,10 point each time

- Catch directly **with** a roll 

2.4.4. Catch of small or medium throws (including tosses/"échappés" of the ribbon), rethrow and push back

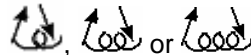
- Catch directly **with** a roll 

Notes valid for all THROWS and CATCHES listed above in Paragraphs 2.4.1 - 2.4.4.

1. In case of throws/catches of 2 apparatus, the value of the criterion or a combination of criteria must be increased by **+ 0.20 point**.
2. The value of large throws/catches performed during a difficulty (represented by the letter A) from the **Compulsory Body Movement Group (GCO)** specific to the apparatus (**Hoop: from the 4 GCO**) is increased by **+ 0.20 point**.
3. The value of small and medium throws/catches during a **GCO difficulty (A)** is calculated according to the same norm as for the other criteria. For example, to achieve **0.20 point** requires at the minimum **A + 1 other criterion ($A = 0.20 + \text{Criterion } 0.10 - 0.10 = 0.20$, see Paragraph 2.4.2)**.
4. In all cases, the **GCO difficulty (A)** combined with several criteria and performed during the same throw/catch counts only once.
5. Concerning jumps/leaps, the criterion « during an element of rotation » is only valid for jumps/leaps with a rotation of 180° or 360° (the half-turn of 180° is only valid for jumps/leaps with a rotation of the whole body).

2.4.5. Large throw and catch during or immediately at the end of

One **element or a combination** of 2 **dynamic** elements or more without difficulty, with passing **or without** passing on the floor, all with rotation of the body or walkover/cartwheels (rotation on the vertical or horizontal axis of the body):



- 0.10 point for catch during the 1st element with rotation or immediately at the end
 - 0.20 point for catch during the 2nd element with rotation or immediately at the end
 - 0.30 point for catch during the 3rd element or more with rotation or immediately at the end
- + 0.10 or + 0.20 point or more, depending on the difficulty of the catch, if any.

Notes:

1. Any catch facilitating the control of the apparatus cancels the value of the element (see Apparatus Chapter).
2. If one or more elements (all with rotation) are difficulties (**GCO**), add an **A** and an additional **0.20 point** to the value.
3. If 2 apparatus are used, the value will be respectively:
 - **0.30** for catch during the 1st element with rotation or immediately at the end
 - **0.40** for catch during the 2nd element with rotation or immediately at the end
 - **0.50** for catch during the 3rd element or more elements, with rotation or immediately at the end

2.4.6. Large throw and catch during or immediately at the end of

A series of **dynamic difficulties (GCO)** (3 or more), all with rotation, without passing on the floor:

- **0.30** at the minimum for the throw (large throw during a difficulty with rotation)
- **0.30** at the minimum for the catch (catch of a large throw during a difficulty with rotation)
- 0.10 for an intermediary difficulty or difficulties with rotation.

Total: 0.70 point at the minimum







3. APPARATUS

GENERAL CRITERIA for the use of apparatus (without throws) with CAP

- Each « **basic** technical element » of the apparatus (see details on the Attachments) has a value of 0.00 pt.
- The technical element the **most typical** of the apparatus, usually one or 2 elements depending on the type of apparatus (see Attachments), has a **start** value of 0.10 point, **when it is coordinated with one of the below-mentioned criteria.**
- In the following cases, their value increases each time by 0.10 point (**or more**):
 - If the technical element of the apparatus is coordinated with a body movement difficulty of the GCO (Hoop: the 4 GCO): **0.20 pt.**
 - If it is coordinated with a body movement element of total body wave: **0.20 pt.**
 - If it is coordinated with a **sequence** of rhythmic steps (**4 steps at the minimum**)
 - If it is coordinated with a body movement element with rotation/walkover/cartwheel
 - If it is performed without the help of hands (or on the open hand(s) or on the fingers)
 - If it is performed outside the visual field (**normally** this criterion **does not apply** to the « Handling » group of the apparatus, **aside from the unstable position of the apparatus and the free rotation or roll of the club(s)**)
 - If it is performed in a series (3 at the minimum), aside from skips/hops into the rope/hoop or rotations of the hoop around the hand or on the floor, for which the series is the actual basis (0.00)
 - If it is performed in a position on the floor and this element includes a brief loss of contact with the hands (for example, rolls, rebounds, handlings without the hands, tosses/"échappés" of the rope, etc.) **or with the floor (rope)**
 - For each additional passing through the apparatus or in the rope folded in 2 during the flight time of the same jump/leap
 - If it is performed with a change of plane or a change in the direction of the apparatus or of the gymnast
 - If it is performed with total passing (the whole body) above **or through** the apparatus
 - When the CAP is performed and repeated during two or three **successive** difficulties of jumps/leaps or pivots, there will be a 0.20 point increase of the value for each consecutive difficulty. If the jump/leap is coordinated with a toss ("échappé") of one end of the rope: 0.30 each time
 - Passing the apparatus below one or two legs during the flight of a jump/leap (valid for all apparatus) or passing the apparatus without the help of the hand (Hoop and Rope: see Attachments).

Notes valid for all apparatus

1. An unstable position of the apparatus is considered as a handling without the hand(s); its symbol is 
2. This symbol indicates a change of plane in the movements of the apparatus: 
3. This symbol indicates that the movements of the apparatus are from forward to backward direction: 
4. This symbol indicates that the movements of the apparatus are moving to a backward direction: 
5. In the difficulty (jumps and pivots) series (2 or 3), the criteria are added only once.
6. The pivot difficulty, for the **ribbon**, already includes the rotation criterion (**valid also for the Mastery**).



TEXT OF THE 2007 CODE

2.4. COLLABORATION AMONG THE GYMNASTS

Definition of collaboration: A group of gymnasts who are partly or totally in contact with one another, either directly or through the apparatus, and who are moving into different directions, in formations or other traveling patterns.

All the examples of the Code of Points must be evaluated according to the following general criteria:

















Types of Collaboration	Symbols	N° of gymn.*	Value
Without throw	C	5	0.10
With throw	C ↗	1 or more	0.20
Collaboration with multiple exchanges with different techniques (with or without throws)	CC	5	0.30
With throw + risk of losing visual contact with the apparatus during its flight	↗ R1 or 3	1 or 2 3 or more	0.30 0.40
With throw + risk of losing visual contact with the apparatus during its flight + passing above, below, or through 1 or several apparatus or partners during the flight of her apparatus	↗ RR1 or 3	1 or 2 3 or more	0.50 0.60
With throw + high risk while passing through the apparatus in flight	↗ RRR1 or 3	1 or 2 3 or more	0.70 0.80

* Number of gymnasts = Number of gymnasts **participating** in the main **action** of the collaboration

2.5.2. Large Throws, Rethrows and Rebounds/Push back

The height of a large throw must be about double the height of the gymnast measured from her head. Only the height of a boomerang throw of the **ribbon** may be less; a boomerang throw on the floor must be evaluated according to the criteria for *small/medium* throws.

For each of the following criteria: **0.10 point or more**

- Without help of hands  or with the help of another apparatus 
- Outside the visual field 
- During an element with rotation on the vertical or horizontal axis of the body (for example, pivot, illusion, « chaînés », etc.) 
- During a jump/leap 
- Below the leg(s) 
- Passing directly through the apparatus and throw immediately 
- Throw with rotation of the apparatus (**Hoop:** rotation around its axis. **Clubs:** very fast rotations) 
- Throw from a position on the floor (also valid with « support on the knee ») 
- Re-throw (throw and, without catch, throw again immediately) or push back : 0.10 for each 
- Asymmetric throw with the identical or different apparatus  
- Throw of the open **rope** held by the end or in the middle  
- Throw in «double cascade» (clubs) 
- Throw in «triple cascade» (clubs)  (0.20)

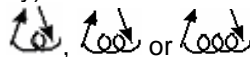


Notes valid for all THROWS and CATCHES mentioned above in Paragraphs 2.5.2. to 2.5.5. :

1. In case of throws/catches of 2 apparatus, the value of the criterion or of a combination of criteria must be increased by + 0.20 point.
2. The value of large throws/catches during a difficulty (represented by letter A) increases by + 0.20 point.
3. The value of small/medium throws/catches during a difficulty A is calculated according to the same norm as for the other criteria. For example, to achieve 0.20 point requires at the minimum A + 1 other criterion ($A = 0.20 + \text{Criterion } 0.10 - 0.10 = 0.20$, see Paragraph 2.5.3.).
4. In all cases, the difficulty A, combined with several criteria and performed during the same throw/catch, counts only once.
5. Concerning jumps/leaps, the criterion "during an element of rotation" is only valid for jumps/leaps with rotations of 180° or 360° (the half-turn of 180° is only valid for jumps/leaps with rotation of the whole body).

2.5.6. **Large** throw and catch during or immediately at the end of the following element(s) :

An **element or a combination** of 2 or more **dynamic** elements without difficulty, with **or without** passing on the floor, all with rotation of the body and/or walkovers/cartwheels (rotation on the vertical or horizontal axis of the body):



- 0.10 point for catch during the 1st element with rotation or immediately at the end
- 0.20 point for catch during the 2nd element with rotation or immediately at the end
- 0.30 point for catch during the 3rd element or more with rotation or immediately at the end
- + 0.10 or + 0.20 point or more, depending on the difficulty of the catch, if any.

Notes:

1. Any catch facilitating the control of the apparatus cancels the value of the element (see Apparatus Chapter)
2. If one or more elements (all with rotation) contain difficulties, add a value A plus an additional 0.20 point to the value.
3. If 2 apparatus are used, the value will be respectively:
 - 0.30 for catch during the 1st element with rotation or immediately at the end.
 - 0.40 for catch during the 2nd element with rotation or immediately at the end
 - 0.50 for catch during the 3rd element or more with rotation or immediately at the end

2.5.7. **Large** throw and catch during or immediately at the end :

A series of **dynamic difficulties** (3 or more), all with rotation, without passing on the floor:

- 0.30 minimum for the throw (large throw during a difficulty with rotation)
- 0.30 minimum for the catch (catch of a large throw during a difficulty with rotation)
- 0.10 for an intermediary difficulty or intermediary difficulties with rotation

Total 0.70 point at the minimum

Egle Abruzzini,
President of the RG-TC