

## JUDGING

CURRENT (OLD) CODE OF POINTS		REVISED (OLD) CODE OF POINTS
<b>FORM/EXECUTION</b>		
5 FORM/EXECUTION JUDGES		4 FORM/EXECUTION JUDGES
FORM/EXECUTION JUDGE FORM/LOSS IF HEIGHT/TRAVEL		FORM/EXECUTION JUDGE FORM/LOSS IF HEIGHT/ <b>BUT NO LONGER JUDGE TRAVEL</b>
<b>SCORES CALCULATIONS</b>		
START WITH 10 MARKS (IF 10 SKILLS PERFORMED) AND JUDGES TAKE AWAY UP TO 0.5 PER SKILL FOR POOR TECHNIQUE.  If the routine is interrupted, the maximum execution mark is based on the number of elements completed before the interruption of the routine.		START WITH 10 MARKS (IF 10 SKILLS PERFORMED) AND JUDGES TAKE AWAY UP TO 0.5 PER SKILL FOR POOR TECHNIQUE. If the routine is interrupted, the maximum execution mark is based on the number of elements completed before the interruption of the routine.
DISCARD HIGHEST AND LOWEST FORM/EXECUTION MARKS AND ADD MIDDLE THREE TOGETHER		DISCARD HIGHEST AND LOWEST FORM/EXECUTION MARKS <b>AND ADD MIDDLE TWO TOGETHER</b>
		The maximum <b>"HORIZONTAL DISPLACEMENT"</b> mark is 10 for the completed routine of 10 elements. If the routine is interrupted, the maximum HD mark is based on the number of elements completed before the interruption of the routine.
		Horizontal displacement deduction 0.1-0.3 pts will apply for each element when any part of the body touches outside the outer line of a defined zone.
		Two (2) execution judges (nos. 5 & 6) will be responsible of evaluating HD instead of execution.
		Their marks will be averaged and taken as the score for HD.
Examples:  7.1 7.1 7.5 7.0 7.1 = 21.3		7.1 7.5 7.0 7.1 = 14.2 <b>HD 9.3 9.1 = 9.2 (Ave)</b> TOTAL = 23.4
<b>Tariff/difficulty</b>		
2 Tariff/difficulty judges		2 Tariff/difficulty judges
Start from "0" and add scores based on the skills the gymnast performs.		Start from "0" and add scores based on the skills the gymnast performs.
In the compulsory round they check the routine is correctly performed.		In the compulsory round they check the routine is correctly performed.
In the voluntary round they add marks for each skill where appropriate		In the voluntary round they add marks for each skill where appropriate
Examples: 7.1 7.1 <b>7.5 7.0 7.1 = 21.3</b>  + 1.1 (difficulty) 22.4		7.1 <b>7.5 7.0 7.1 = 14.2</b> <b>HD 9.3 9.1 = 9.2 (Ave)</b> Difficulty = 1.1 TOTAL = 23.4

## Horizontal displacement notes:

0.3	0.2	0.3
0.2	0.1	0.0
0.3	0.2	0.3

For the elements performed to the feet, when any part of a foot lands in a zone (outside the outer line), the deduction related to this zone will be applied.

For the elements performed to front, back or seat (because a larger portion of the body touches the bed), the hip joint portion of the body touching the bed should be used to determine where the body lands.