



**NATIONAL AAU  
GYMNASTICS HANDBOOK  
2011-2012**

Revised 12/12/11

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## **I. Preamble**

The AAU Gymnastics National Committee has been established in order to promote the benefits of participation in Gymnastics and hereby adopts these rules and regulations for the advancement of that purpose. The following Gymnastics Rules are conditional to the bylaws, rules, policies, guidelines, and practices of the Amateur Athletic Union.

## **II. National Sport Committee Governance and Administration**

### **A. National Committee Structure and Procedures**

**1. National Chair:**

The President of the AAU appoints the Chair from the recommendations of the National Sport Committee after approval of a majority of the National Officers.

**2. Executive Committee Composition:**

The Executive Committee shall conduct the business of the Gymnastics Committee in accordance with the rules and regulations of the AAU generally, and specifically, the Gymnastics program. It shall include the National Chair, Vice Chair, Treasurer, Secretary, and other positions as needed.

**3. National Sport Committee Composition**

The Committee will consist of the National Sports Chair, the elected or appointed officers or committee chairs as defined by the sports operating rules, the elected or appointed Sport Director of each District, or a representative designated by the District Governor and one appointed representative from each affiliated member that registers members in the sport. The President of the AAU may appoint up to five (5) Members-at-Large.

**4. Voting**

Persons eligible to vote shall be the National Sport Chair, elected or appointed officers, chairs of Committees as defined by the sports operating rules, the elected or appointed District Sport Director or a representative from each affiliated member that registers members in the sport, and any members-at-large. Only representatives from Districts which registered a minimum of .5% (a half percent) of the total number of athletes in that sport in the previous year shall be allowed to vote in the National Sport Committee Meeting.

### **B. Sport Committee Meetings**

**1. National Sport Committee Regular Meetings**

Regular Meetings of the National Sport Committee shall be in conjunction with the AAU Convention.

**2. Non Regular Sport Committee Meetings**

National Sport Committees may hold a Non-Regular National Sport Committee meeting in odd years subject to the following provisions:

- a). The meeting is called by the chair with the approval of the National Office.

b). The National Office has the right to coordinate the meeting and pick the site.

**3. National Sport Committee Special Meetings**

Special meetings of a Committee are scheduled at the request of the Chair or upon written request of at least one half (1/2) of the Committee Members. The purpose of the Special meeting must be stated in the Notice for the meeting.

**4. National Sport Executive Committee Meetings**

The National Chair shall determine the date and location of the Executive Committee Meetings.

**5. Agenda Additions**

All Sport Committee Meetings will follow the meeting order (agenda format) as established in the AAU Code (Bylaw 9.5).

### **III. Sport Policies and Procedures**

- A. Girls Gymnastics, Boys Gymnastics, Team Gymnastics and Freestyle Acrobatics are all disciplines of AAU Gymnastics and are collectively referred to as AAU Gymnastics
- B. All AAU Gymnastics disciplines and sanctioned events are conducted indoors in a controlled, safe traditional gymnastics environment
- C. The AAU Gymnastics minimum age to participate corresponds with the lowest age permitted to register on line for an AAU Membership Card. For the 2013 membership year and moving forward, the AAU Gymnastics minimum age limit states that the athlete must be five (5) years old by the time of his or her first AAU competition (Effective 9/1/12).
- D. Adult Women (ages 20 and older) use the same rules as girls gymnastics
- E. Adult Men (ages 20 and older) use the current International Code of Points (FIG) with current USA Gymnastics Elite modifications as their rules
- F. The AAU National Gymnastics Executive Committee (NGEC) embraces and respects the governing body of USA Gymnastics and the knowledge and support that it provides to the entire gymnastics community. The AAU NGEC acknowledges the tremendous effort and knowledge that it takes for USA Gymnastics to produce the USA Gymnastics JO Compulsory Gymnastics Programs for boys and girls. The AAU NGEC also acknowledges the intellectual and copyright protection afforded USA Gymnastics for its educational materials. These include, but are not limited to the USAG Compulsory Handbook, the USAG JO Code of Points, the USAG Compulsory Floor Music CD and the USAG Skill Level DVD which all serve as invaluable tools in teaching and instructing gymnasts. Therefore, it is the AAU policy that all USA Gymnastics materials, music and DVD must be purchased through USAG ([www.usagym.sportgraphics.biz](http://www.usagym.sportgraphics.biz) / 800-345-4719). The only source for the AAU National Gymnastics Routines, other than AAU exceptions listed in these rules, is the written text as provided by USAG Compulsory Handbook. Any AAU written material is considered supplemental material that has been created to teach only the modifications and adaptations that will be incorporated into the AAU National Gymnastics program. Each club must also check with their District Chairperson for additional materials or modifications that are pertinent to their local districts or leagues.
- G. All AAU Coaches must:
  - 1. Maintain a current AAU Membership
  - 2. Head Coach should be a minimum of 21 years old and assistant coaches should be at least 18 years old
  - 3. Complete the Positive Coaching Alliance curriculum
  - 4. Be certain that their athletes are properly prepared for competition and entered in the correct age and skill division

5. Demonstrate behavior which reflects the Professionalism required of our sport while in the presence of athletes and parents
  6. The accepted attire for coaches and officials at AAU District, Regional and National Events is:
    - i. Closed toe shoes (no bare feet or sandals)
    - ii. Slacks, warm-up pants or hemmed shorts (no denim material or sewn on pockets)
    - iii. Shirts with collars (polo type)
    - iv. No hats
  7. Cell phones must be placed on vibrate once warm-ups have begun
- H. Rules for Girls Gymnastics Attire
1. No undergarments should be visible
  2. The leg opening for competitive leotards must not be cut or rolled above the athlete's hip bone
  3. Long Sleeve Leotards, Sleeveless Leotards, and Unitards are all acceptable with no deductions
  4. Hair must be secured away from the athlete's face so as not to interfere with the athlete's safe performance of gymnastics skills
  5. One pair of stud earrings is permitted – all other jewelry must be removed prior to the beginning of warm-ups
  6. Approved Gymnastics Footwear is permitted on all events
  7. Ladies division may wear "Biker" type shorts made of leotard type materials
- I. Rules for Boys Gymnastics Attire
1. No undergarments should be visible
  2. Athletes must cover their chest at all times while in the competitive arena
  3. Levels 3 through 6 may wear a "T" shirt and shorts, with or without footwear or socks
  4. Open Optional athletes are required to wear a singlet, muscle shirt or compression shirt, socks and long pants. Short pants with or without socks may be worn on Floor Exercise and Vaulting events
  5. Approved Gymnastics Footwear is permitted on all events
  6. One pair of stud earrings is permitted – all other jewelry must be removed prior to the beginning of warm-ups
  7. Hair must be secured away from the athlete's face so as not to interfere with the athlete's safe performance of gymnastics skills
- J. Rules for Freestyle Acrobatics Attire (available at [www.gym-crew.com](http://www.gym-crew.com))
1. Each Athlete must wear a style and color of uniform that matches the other members of his / her team
  2. Athletes must wear an acrobatic jersey or leotard (step-in) at all times while in the competitive arena
  3. Each Athlete must wear acrobatic shorts
  4. Each Athlete has the option of wearing acrobatic shoes, socks or going barefoot during their runs
  5. Each Athlete must wear only those logos, advertising and sponsorship identifiers that are permitted by AAU regulations
  6. Each Athlete must wear the correct acrobatic number when supplied by the competition organizers
  7. Freestyle Acrobatic athletes may also wear traditional Gymnastics uniforms as described above.

## **IV. Sport Operations**

### **A. Current Year Rule Changes**

Two significant changes with AAU Gymnastics will begin during the 2011 – 2012 season. The first change is the launch of a new discipline of AAU Gymnastics: AAU Freestyle Acrobatics. This new offering incorporates fast moving, challenging skills which are typically seen in traditional Gymnastics events but also includes skills from Martial Arts, Break Dancing and Hip Hop. Freestyle Acrobatics uses gymnastics equipment and mats common to any gymnastics environment to provide an exciting and original platform for our AAU Athletes to enjoy free flowing movement in a safe and controlled environment. The rules for Competitive Freestyle Acrobatics are outlined later in this document. If demand warrants, Freestyle Acrobatics competition will be offered at AAU National Competitions as well as Regional, District and Local events.

The second change for the 2011 - 2012 season is a restructured girls Optional Level division to include six different Levels of Competition:

1. Level Open Optional (LO)
2. Level 8 (L8)
3. Level 7 (L7)
4. Level Modified Optional
  - a. Advanced (LA)
  - b. Intermediate (LI)
  - c. Novice (LN).

### **B. Competition Structure**

The National Gymnastics Executive Committee is charged with operating competitions at the Regional and National levels. Competitions which serve as qualifying opportunities to either Regional or National competitions must use the current AAU Gymnastics National rules. Gymnasts must qualify from these meets at the same Skill Level and age division in which the gymnast enters the Regional or National competition.

#### **1. National Championship Competitions**

There are three different AAU National Level Competitions:

- a). AAU Junior Olympic Games
- b). AAU Age Group National Championships
- c). AAU Winter Nationals.

#### **2. Regional Championship Competitions**

#### **3. District Championship Competitions**

Each AAU District should host an annual District Championship. The annual District Championship serves as the qualification meet for the AAU Junior Olympic Games and the Age Group National Championships.

#### **4. Invitational Competitions**

Invitational Competitions may use either the AAU National Rules or rules developed for the event's host District. No invitational competition may include in any of its promotional materials any reference or suggestion that the invitational meet is a Regional or National competition. All meet information must include specific mention of which rules will be in effect for the event.

## 5. Local Competitions

AAU Districts may modify the AAU National Rules to serve the needs of the athletes and clubs in their District.

## C. Rules for the AAU Junior Olympic Games

The following **girl's** Gymnastics Skill Divisions will be contested at the AAU Junior Olympic Games:

- Open Optional (LO)
- Level 8 (L8)
- Level 7 (L7)
- Level 6 (L6)
- Modified Optional Level Advanced (LA)
- Modified Optional Level Intermediate (LI)
- Modified Optional Level Novice (LN)
- Level 5 (L5)
- Level 4 (L4)
- Level 3 (L3)
- Level 2 (L2)

The following **boy's** Gymnastics Skill Divisions will be contested at the AAU Junior Olympic Games:

- Open Optional (LO)
- Level 6 (L6)
- Level 5 (L5)
- Level 4 (L4)
- Level 3 (L3)

### **Girl's OPEN OPTIONAL DIVISION**

#### 1. Qualification to the AAU Junior Olympic Games Open Optional Division

a). To qualify for the National AAU Junior Olympic Open Optional Championship, a gymnast must place first through twelfth place in All Around at their respective District Championships in their respective age division, 8-11, 12-13, 14-15 or 16-19 age division. The top six finishers in each age group shall be designated as District Team A and the second six finishers shall be designated as District Team B.

b). Individual qualifiers beyond twelfth in all age divisions may qualify to the Open Optional competition providing that the gymnast obtains a minimum score of 29.00 All Around at the District Championships.

c). Individual qualifiers are not included in District Team competition. Non District Team competitors are eligible for individual event and all around awards.

d). In the event that a District Team qualifier is unable to attend, replacements may be used based on approval of the National Event Director in rank order of the athlete's placing at District Championships.

#### 2. Age Groups at the AAU Junior Olympic Games Open Optional Division

The five (5) age divisions are:

- 8 to 11
- 12 – 13
- 14 – 15
- 16 – 19
- 20 & older (Ladies)

### 3. Age Determination:

The age of a competitor is determined by the gymnast's age on the day of the Junior Olympic Games Celebration **Ceremony or the first day of competition, whichever comes first.** At qualifying events, Athletes must compete in the age division which will match the correct age of the athlete at the Junior Olympic Games.

### 4. Eligibility:

Current Elite Level gymnasts are not eligible to participate. All athletes, coaches and judges must own a current AAU Membership card.

### 5. Equipment Specifications:

The AAU Junior Olympic Games will use the current USA Gymnastics Junior Olympic Apparatus specifications. Any AAU modifications will be listed in the Gymnastics National Rules later in this document.

### 6. Determination of Champions (Team, All Around and Individual Event)

- Team Champions in each age division will be determined by combining the top twelve scores (top three scores on each of the four events) earned by district team members. The highest total score will be awarded the Team Champion in that age division.
- All Around Champions in each age division will be determined by the highest combined score of all events.
- Individual Event Champions will be determined by the event score from the FINAL day of competition.

### 7. Awards

a). District Team Awards will be provided for the 1<sup>st</sup> through 6<sup>th</sup> place Teams in each age division. Each member of the placing District Team will receive an award.

b). All Around Awards are provided for each participant

c). Individual Event Awards are provided for each session (50% + 1 level of distribution)

d). All American:

The top 6 All Around scores and the top score on each event from the Open Optional Division, regardless of age group, will be honored as AAU/USA All Americans.

e). Attire:

All medal winners (Team, All Around and Individual) are required to be in complete gymnastics attire (Leotard or warm-up suits) at the awards ceremony

f). Finals:

When the Open Optional Division includes over 160 entries (40 in each age division) a Finals format will be placed into effect. The top 10 athletes from each age group on each event will qualify to “new life” finals for a second day of competition. The top six finishers on each event in each age division will receive awards in the finals competition.

### **All other contested Divisions**

#### 1. Qualification to the AAU Junior Olympic Games

a). To qualify for the National AAU Junior Olympic, a gymnast must place first through twelfth place in All Around at their respective District Championships in their respective age division. The top six finishers in each age group shall be designated as District Team A and the second six finishers shall be designated as District Team B.

b). Individual qualifiers beyond twelfth in all age divisions may also qualify to the competition.

c). Individual qualifiers are not included in District Team competition. Non District Team competitors are eligible for individual event and all around awards.

d). In the event that a District Team qualifier is unable to attend, replacements may be used based on approval of the National Event Director in rank order of the athlete’s placing at District Championships.

#### 2. Age Groups at the AAU Junior Olympic Games

Age Divisions will be determined after receipt of entries.

#### 3. Age Determination:

The age of a competitor is determined by the gymnast’s age on the day of the Junior Olympic Games Celebration Ceremony **or the first day of competition, whichever comes first**. At qualifying events, Athletes must compete in the age division which will match the correct age of the athlete at the Junior Olympic Games.

#### 4. Eligibility:

This event is open to any gymnast who has not competed at the Elite Level. All athletes, coaches and judges must own a current AAU Membership card.

#### 5. Equipment Specifications:

The AAU Junior Olympic Games will use the current USA Gymnastics Junior Olympic Apparatus specifications. Any AAU modifications will be listed in the Gymnastics National Rules later in this document.

#### 6. Determination of Champions (Team, All Around and Individual Event)

- Team Champions in each age division will be determined by combining the top twelve scores (top three scores on each of the four events) earned by district team members. The highest total score will be awarded the Team Champion in that age division.
- All Around Champions in each age division will be determined by the highest combined score of all events.

- Individual Event Champions will be determined by their rank order on each event in each age division.

#### 7. Awards

a). District Team Awards will be provided for the 1<sup>st</sup> through 6<sup>th</sup> place Teams in each age division. Each member of the placing District Team will receive an award.

b). All Around Awards are provided for each participant

c). Individual Event Awards are provided for each session (50% + 1 level of distribution).

d.) Attire:

All medal winners (Team, All Around and Individual) are required to be in complete gymnastics attire (Leotard or warm-up suits) at the awards ceremony.

### **D. Rules for the AAU Age Group National Championships**

The following skill divisions will be contested at the AAU Junior Olympic Games:

#### 1. Girls Competition:

- Open Optional (LO)
- Level 8 (L8)
- Level 7 (L7)
- Level 6 (L6)
- Modified Optional Level Advanced (LA)
- Modified Optional Level Intermediate (LI)
- Modified Optional Level Novice (LN)
- Level 5 (L5)
- Level 4 (L4)
- Level 3 (L3)
- Level 2 (L2)

#### 2. Boys Competition:

- Open Optional (LO)
- Level 6 (L6)
- Level 5 (L5)
- Level 4 (L4)
- Level 3 (L3)
- Boys Team Competition (See Boys AAU Rules for details)

#### 3. Freestyle Acrobatics Competition

- Level 5
- Level 4
- Level 3
- Level 2
- Level 1
- Small Crew
- Large Crew

#### 4. Team Coed Gymnastics Competition

#### 5. Qualification to the AAU Age Group National Championships (AGNC):

To qualify for the AAU AGNC gymnasts must participate in their local District Championship.

#### 6. Age Groups at the AAU AGNC:

Athletes in each Skill Division will be divided into groups of similar age. Each age group will not exceed 25 Athletes. Single age divisions may be split or combined based on the number of entries.

7. Age Determination:  
The age of a competitor is determined by the athlete's age on the first day of the AGNC. At qualifying events, Athletes must compete in the age division which will match the correct age of the athlete at the AGNC.
8. Eligibility:  
All athletes, coaches and judges must own a current AAU Membership card
9. Equipment Specifications:  
The AAU Junior Olympic Games will use the current USA Gymnastics Junior Olympic Apparatus specifications. Any AAU modifications will be listed in the Girls Gymnastics National Rules later in this document.
10. Determination of Gymnastics Champions (All Around and Individual Event)
  - a. All Around Champions in each age division will be determined by the highest combined score of all events.
  - b. Individual Event Champions will be determined by the rank order of each event score from the competition.
11. Determination of Freestyle Acrobatics Champions (Combined, Speed Run and Freestyle Run)
  - a. Combined Champions in each skill level and age division will be determined by the combined score of their Speed Run and their Freestyle Run
  - b. Individual Run Champions will be determined by the rank order of each run from the competition
12. Awards
  - a. All Around Awards are provided for each gymnastics participant
  - b. Individual Event Awards for each Skill Level and Age Group contested are provided for each session (50% + 1 level of distribution)
13. Attire:  
All medal winners (All Around and Individual) are required to be in complete competitive attire (Leotard, competitive jersey or warm-up suits) at the awards ceremony.

## **E. Rules for the AAU Winter Nationals**

The following Skill Divisions will be contested at the AAU Winter Nationals (WN):

1. Girls Competition:
  - a. Open Optional (LO)
  - b. Level 8 (L8)
  - c. Level 7 (L7)
  - d. Level 6 (L6)
  - e. Modified Optional Level Advanced (LA)
  - f. Modified Optional Level Intermediate (LI)
  - g. Modified Optional Level Novice (LN)
  - h. Level 5 (L5)
  - i. Level 4 (L4)
  - j. Level 3 (L3)
  - k. Level 2 (L2)
  - l. Club Team Competition available for each Skill Division
2. Boys Competition:
  - a. Open Optional (LO)
  - b. Level 6 (L6)

- c. Level 5 (L5)
- d. Level 4 (L4)
- e. Level 3 (L3)
- f. Club Team Competition available for each Skill Division

### 3. Freestyle Acrobatics Competition

- a. Level 5
- b. Level 4
- c. Level 3
- d. Level 2
- e. Level 1
- f. Small Crew
- g. Large Crew

4. Age Groups at the AAU Winter Nationals: Athletes in each Skill Division will be divided into groups of similar age. Each age group will not exceed 25 Athletes. Single age divisions may be split or combined based on the number of entries.
5. Age Determination: The age of a competitor is determined by the gymnast's age on the first day of competition of the Winter Nationals.
6. Eligibility: All athletes, coaches and judges must own a current AAU Membership card
7. Equipment Specifications
  - a. The AAU Winter Nationals will use the current USA Gymnastics Junior Olympic Apparatus specifications.
  - b. Any AAU modifications will be listed in the Gymnastics National Rules later in this document
8. Determination of Gymnastics Champions (All Around and Individual Event)
  - a. All Around Champions in each age division will be determined by the highest combined score of all events
  - b. Individual Event Champions will be determined by the rank order of each event score from the competition
9. Club Team Champions in each Skill Division will be determined by combining the top 3 scores from each club for each athlete regardless of Age Group
10. Determination of Freestyle Acrobatics Champions (Combined, Speed Run and Freestyle Run)
  - a. Combined Champions in each skill level and age division will be determined by the combined score of their Speed Run and their Freestyle Run
  - b. Individual Run Champions will be determined by the rank order of each run from the competition
11. Awards
  - a. All Around Awards are provided for each gymnastics participant
  - b. Individual Event Awards for each Skill Level and Age Group contested are provided for each session (50% + 1 level of distribution) through 10<sup>th</sup> Place
  - c. One Club Team Award for each Skill Level is presented through 6<sup>th</sup> Place
12. Attire: All medal winners (Team, All Around and Individual) are required to be in complete gymnastics attire (Leotard or warm-up suits) at the awards ceremony

## V. Girls Gymnastics National Rules

AAU Gymnastics for girls offers both Optional and Compulsory Skill Divisions as follows:

### Optional Skill Divisions

- Open Optional (LO)
- Level 8 (L8)
- Level 7 (L7)
- Modified Optional

- Level Advanced (LA)
- Level Intermediate (LI)
- Level Novice (LN)

**Compulsory Skill Divisions**

- Level 6 (L6)
- Level 5 (L5)
- Level 4 (L4)
- Level 3 (L3)
- Level 2 (L2)

The AAU National Gymnastics Executive Committee (NGEC) embraces and respects the governing body of USA Gymnastics and the knowledge and support that it provides to the entire gymnastics community. The AAU NGEC acknowledges the tremendous effort and knowledge that it takes for USA Gymnastics to produce the USA Gymnastics JO Compulsory Gymnastics Programs for boys and girls. The AAU NGEC also acknowledges the intellectual and copyright protection afforded USA Gymnastics for its educational materials. These include, but are not limited to the Compulsory Handbook, the JO Code of Points, the USAG Compulsory Floor Music CD and the Skill Level DVD which all serve as invaluable tools in teaching and instructing gymnasts. Therefore, it is the AAU policy that all USA Gymnastics materials, music and DVD must be purchased through USAG ([www.usagym.sportgraphics.biz](http://www.usagym.sportgraphics.biz) / 800-345-4719). The only source for the AAU National Gymnastics Routines, other than AAU exceptions listed in these rules, is the written text as provided by USAG Compulsory Handbook. Any AAU written material is considered supplemental material that has been created to teach only the modifications and adaptations that will be incorporated into the AAU National Gymnastics program. Each club must also check with their District Chairperson for additional materials or modifications that are pertinent to their local districts or leagues.

Individual Districts may choose to modify these rules to suit the needs of their athletes and coaches. These AAU National Rules, as described here, will be used as the official rules at all AAU National Level competitions and their qualification meets.

**A. Exceptions to USA Gymnastics Rules**

The “GENERAL FAULTS AND PENALTIES” described in the USA Gymnastics Rules will be followed by AAU with the following exceptions:

**MORE THAN HALF OF THE MAJOR ELEMENTS IN ROUTINE PERFORMED WITH ASSISTANCE OF COACH**

The fourth paragraph, page 161 of USAG Compulsory Book, concerning this assistance does NOT apply to the National AAU Girls Age Group Program.

**SPOTTING DEDUCTIONS – LEVELS 2, 3, 4, 5, 6 - BARS - BEAM - FLOOR**

Coach spotting gymnast during routine (touch) 0.50

Plus deduction for any part of complete element assisted by the coach. The maximum deduction of a single Element performed is not to exceed the value of the element minus .10. Example – Value of an element is .60, maximum deduction of .50 (this does not include deduction for fall, if any)

Even though the gymnast will receive a 0.50 deduction for any touch or spot, the stated deductions will allow the gymnast to receive partial credit for any part of any element that she completed unassisted at the judge’s discretion.

If a gymnast falls while being spotted on any element, she will only receive a 0.50 deduction for the fall along with any deductions for incomplete element, not to exceed the value of the element minus .10.

Coach may stand between the bars for the entire routine with no deduction. Do not block view of judge.

Coach may stand next to beam for the entire routine with no deduction. Do not block view of judge.

Coach may stand on the floor with no deduction. Do not block view of judge

### SPOTTING DEDUCTIONS - VAULT

Coach may stand between the mats or vault table and board with no deduction. Do not block view of judge.

Aid of Coach during vault 3.00

Spot by Coach on landing 0.50

Levels, 2, 3, & 4 Gymnasts are allowed one vault. If a repeat vault is allowed if deemed necessary by the **Chief Judge** due to extreme or unusual circumstances. Levels 5, 6, 7, 8, and Intermediate Optional & Advanced Intermediate Optional are allowed two vaults.

### FALL DEDUCTIONS

Fall 0.50 Plus deduction for any incomplete part of the element - Not to exceed the value of the element attempted minus .10

In the event a gymnast falls, she will not automatically lose the full value of the element. This will allow the gymnast to receive credit for any part of the element that she completed before the fall at the judge's discretion.

### DELIBERATE OMISSION - Deduct Value of the Element

#### SKILLS PERFORMED OUT OF ORDER

Impose a flat 0.30 deduction for a skill(s) performed out of order. The skill will still be evaluated to include falls. The 0.3 deduction will be taken once in a routine to include all skills (major elements and/or a series of connections) performed out of order. In the case of more than one skill performed out of order judges should consider additional deductions from the General Faults and Penalties such as a rhythm, text errors, etc to further separate the athletes.

Skills performed after the dismount will not be evaluated

### DEDUCTIONS TAKEN FROM AVERAGE BY CHIEF JUDGE

(No Warning Given)

Failure to begin exercise within 30 seconds after being signaled by Chief Judge 0.20

Failure to observe specified warm-up time 0.20

Lack of presentation by gymnast before and/or after exercise

(This does not apply to Levels 2 and 3). Each Time 0.10

- Equipment and matting may be adjusted to facilitate the safety of the gymnast.
- Athletes may use an alternative springboard apparatus, provided the apparatus is manufactured by a gymnastics equipment company. The apparatus should resemble the shape of a traditional vaulting board, with a maximum of 15 inches at the high end and a maximum of 4 inches at the low end. The surface producing the "spring" may be other than the traditional coil springs, such as an air bladder or small trampoline bed.
- Individual elements may be reversed within a routine, from a left element to a right element; from a right to a left element or a combination of both. However, the ORDER of the elements within a routine may not be changed. Gymnasts may take one extra step or delete a required step if reversing an element.
- It should be noted that there are some choices of elements in the AAU National Age Group Level be rewarded if perceived as more difficult or a higher level than others. However, execution deductions will apply. The emphasis is on correctness and technique of the skill that is chosen. There is no time limit deduction for Beam or Floor for all Levels.
- Warm-up times for Girls:
  - Levels 2 & 3 – 30 seconds
  - Level 4 – 45 seconds
  - Levels 5, 6 & all Modified Optional – 60 seconds
  - Level 7 – 90 seconds
  - Levels 8 & Open Optional – 120 seconds

## **B. Girls National Optional Rules**

### **1. Open Optional**

The current USA Gymnastics Level 9 rules govern the Open Optional Skill Division with two changes:

- a). D & E Level Skills are permitted
- b). USA Gymnastics Level 10 Bonus is in effect

### **2. Level 8**

The current USA Gymnastics Level 8 rules govern this Skill Division

### **3. Level 7**

The current USA Gymnastics Level 7 rules govern this Skill Division

### **4. Modified Optional**

Considered a transition level between Compulsory and Optional Skill Divisions the Modified Optional (MO) Division provides an opportunity for athletes to compete in Optional competition without high level difficulty requirements. The MO Division is comprised of three levels:

- a). Advanced (LA)
- b). Intermediate (LI)
- c). Novice (LN)

Refer to the following Charts for rules specific to the MO Division.

# 2011 - 2012 National AAU Modified Optional Rules

## VAULTING TABLE

2 Vaults allowed - may be same or different

Novice (using stacked mats)		Intermediate		Advanced	
Kick to Handstand Flat Back <small>(Level 2 Vault)</small>	9.0	1/4 - 1/2 Twist On - Repulsion Off	9.0	1/4 - 1/2 Twist On - Repulsion Off	9.0
Run Hurdle and Punch to Forward Roll to Stand on Mat Stack <small>(Level 3 Vault)</small>	9.5	Handspring	9.4	Handspring	9.4
Run Hurdle and Punch to Handstand Flatback <small>(Level 4 Vault)</small>	10.0	Yamashita	9.4	Yamashita	9.4
Handspring over Vaulting Table <small>(Level 5 Vault)</small>	10.0	Handspring - 1/2 Twist Off	9.5	Handspring - 1/2 Twist Off	9.5
		Yamashita - 1/2 Twist Off	9.5	Yamashita - 1/2 Twist Off	9.5
		1/2 Twist On - 1/2 Twist Off	9.6	1/2 Twist On - 1/2 Twist Off	9.6
		1/4 Twist On - 3/4 Twist Off	9.6	1/4 Twist On - 3/4 Twist Off	9.6
		1/2 Twist On - 1/1 Twist Off	9.8	1/2 Twist On - 1/1 Twist Off	9.8
		1/4 Twist On - 1 1/4 Twist Off	9.8	1/4 Twist On - 1 1/4 Twist Off	9.8
		Handspring On - 1/1 Twist Off	10.00	Handspring On - 1/1 Twist Off	10.00
		Yamashita On - 1/1 Twist Off	10.00	Yamashita On - 1/1 Twist Off	10.00

**Difficulty Restrictions:** No Other Vaults Allowed

**General Information:** Coach may stand between board and table  
Athletes may use an alternative springboard apparatus, provided the apparatus is

<b>Penalties:</b>	Aid of Coach during vault	3.00
	Spot or touch by coach on landing	0.50

	Novice	Intermediate	Advanced
<b>Value Parts</b> <i>A = .1 ea B = .3 ea</i>	None Required	5 A's 1 B	4 A's 2 B's
<b>Start Value</b>	10.00	10.00	10.00
<b>Special Requirements</b> .2 each	Cast (no angle deduction)	Cast to Horizontal	Cast above Horizontal
	5 elements (from Compulsory elements or Code of Points)	1 Bar Change	1 Bar Change
	1 circling element * may come from groups 3, 4, 5, 6 or 7	1 circling element * may come from groups 3, 4, 5, 6 or 7	1 circling element * may come from groups 3, 4, 5, 6 or 7
			Salto Dismount
<b>Difficulty Restrictions:</b>	No "B's"	No "C's"	No "C's"
<b>General Information:</b>	All Value Parts must be listed in the Code of Points Coach may stand between bars for entire routine One Tap Swing/Counter swing is allowed. No Composition		
<b>Penalties:</b>	More than one tap swing/counterswing = .3 deduction each If unallowable elements are performed, no Value Part credit is awarded and a deduction of 1.00 for each is taken from the Start Value.		

	Novice	Intermediate	Advanced
<b>Value Parts</b> <i>A = .1 ea B = .3 ea</i>	None Required	5 A's 1 B	4 A's 2 B's
<b>Start Value</b>	10.00	10.00	10.00
<b>Special Requirements</b> .2 each	1/2 Turn on 1 foot (minimum)	1/1 Turn on 1 foot	1/1 Turn on 1 foot
	5 Elements (from Compulsory elements or Code of Points)	Leap/Jump Series of at least 2 elements (minimum of 60°)	Leap/Jump Series of at least 2 elements (minimum of 90°)
	1 Leap (minimum of 45°) *may be isolated or in a series	1 Acro Skill (Group 6 or 7 only) *Flight Not Required	1 Acro Series *with or without flight
	1 Jump (minimum of 45°) *may be isolated or in a series	Dismount with Flight * with or without hands	*handstand may be used as first acro element. Must be held min. of 2 seconds
			Salto Dismount
<b>Difficulty Restrictions:</b>	No "B's"	No "C's"	No "C's"
<b>General Information:</b>	All Value Parts must be listed in the Code of Points Coach may stand next to beam for entire routine Exercise is not timed No Composition		
<b>Penalties:</b>	If unallowable elements are performed, no Value Part credit is awarded and a deduction of 1.00 for each is taken from the Start Value.		

# 2011 - 2012 National AAU Modified Optional Rules

## FLOOR EXERCISE

	Novice	Intermediate	Advanced
<b>Value Parts</b>	None Required	5 A's	4 A's
<i>A = .1 ea B = .3 ea</i>		1 B	2 B's
<b>Start Value</b>	10.00	10.00	10.00
<b>Special Requirements</b> .2 each	5 Elements (from Compulsory elements or Code of Points)	1/1 Turn on 1 foot	1/1 Turn on 1 foot
	1 Leap (minimum of 45°) <i>*may be isolated or in a series</i>	Leap/ Jump Series of at least 2 elements (minimum of 60°)	Leap/ Jump Series of at least 2 elements (minimum of 90°)
	1 Jump (minimum of 45°) <i>*may be isolated or in a series</i>		
	2 Different Acro (tumbling) Series <i>* each series must have 2 skills with or without flight</i>	2 Acro (tumbling) Series <i>*each series must have 3 skills containing flight</i>	1 Acro (tumbling) Series <i>*series must have 3 skills containing flight</i>
		<i>* the two Acro Series must differ significantly from one another</i>	1 Forward Acro (tumbling) Series <i>*at least 1 skill containing flight</i>
	1 Salto (Forward or Backward) <i>*may be part of series or isolated</i>	1 Salto (Forward or Backward) <i>*may be part of series or isolated</i>	
<b>Difficulty Restrictions:</b>	"B" Dance Skills Only	No "C's"	"C" Dance Skills Only
<b>General Information:</b>	All Value Parts must be listed in the Code of Points		
	Coach may stand on floor		
	Exercise is not timed		
	No Composition		
<b>Penalties:</b>	If unallowable elements are performed, no Value Part credit is awarded and a deduction of 1.00 for each is taken from the Start Value.		

## C. Girls National Compulsory Rules

### 1. Level 6

#### a). Level 6 – Vault

##### NATIONAL AAU LEVEL 6 VAULT – 10.0

The AAU Level 6 Vaults shall be the same as described by the USAG Program 2005-2013. Refer to USAG Compulsory Manual, Page 117 **with exception only as stated in the National Supplementary AAU General Deductions and Penalties**

Gymnasts are allowed two vaults. Three running approaches are permitted, if the gymnast has not touched the springboard and/or the vault table. A fourth approach is not permitted.

<b>First Flight</b>			
See General Deductions			
<b>Support Phase</b>			
Incorrect Shoulder Alignment			Up to 0.30
Arms Bent			Up to 0.50
Completely bent arms causing head to contact vault table			2.00
Additional hand placements (taking steps/hops on hands)			Up to 0.30
Too long in support (failure to leave vault table by vertical)			Up to 0.50
Angle of repulsion:			Up to 1.00
By vertical	no deduction		
From 1° to 45°	deduct 0.05 - 0.50		
From 46° to horizontal	deduct 0.55 - 1.00		
Alternate repulsion			Up to 0.20
Touch of only one hand on vault table	Chief Judge		1.00
No hand support on vault table			VOID
<b>Second Flight</b>			
Insufficient height			Up to 0.50
Insufficient distance			Up to 0.30
Brush, touch, or hit of body on far end of vault table			0.30
<b>Landing</b>			
Slight hop, small adjustment of feet			Up to 0.10
Extra arm swing (s)			Up to 0.10
Additional trunk movements to maintain balance			Up to 0.30
Taking steps after landing			Each 0.10
Max 0.40			
Very large step or jump			0.20
Deep squat upon landing			Up to 0.30
Contacting the mat or apparatus with one or both hands or with body			
After landing			
Brush, touch or hit			Up to 0.30
Support on hand(s) or fall onto mat or against apparatus			0.50
Failure to land on the feet first on the mat			2.00 (includes the fall)

*Finishes in a sitting, lying or standing position on the vault table	0.50 (fall on apparatus) +2.00
<b>General</b>	
Body position faults	
Arch (each phase)	Up to 0.30
Pike (each phase)	Up to 0.50
Legs separated (each phase)	Up to 0.20
Incorrect head alignment	Up to 0.10
Incorrect Foot Form (each phase)	Up to 0.10
Legs bent (each phase)	Up to 0.30
Deviation from straight direction	Up to 0.30
Lack of dynamics (speed/power)	Up to 0.30
Headspring performed	2.00
Performing incorrect vault	VOID
Coach between board and vault table	No Penalty
Aid of coach during vault	3.00
Aid of coach on landing	0.50

## **b). Level 6 – Uneven Parallel Bars**

### **NATIONAL AAU LEVEL 6 BARS VALUE 10.00**

The AAU Level 6 Uneven Parallel Bars is the same as described by the USAG Program 2005-2013 in its entirety. Refer to USAG Compulsory Manual, Page 119 **with exception only as stated in the National Supplementary AAU General Deductions and Penalties**

<b>Mount -- Straddle or Pike Glide Kip (0.80)</b>	
Failure to take off from both feet simultaneously	0.10
Performs run-out glide	0.30
Failure to lead with the feet in the forward glide swing (performs long hang swing)	Up to 0.10
Insufficient extension at end of glide	Up to 0.20
Failure to close legs at end of straddle glide	0.10
<b>Cast to a Minimum of 30° Above Horizontal (0.80)</b>	
Insufficient amplitude of cast (line from shoulders to mid-point of lowest body part-abdomen, hips, knees or feet)	Up to 0.40
1° to 29° above horizontal	0.05 0 0.25
At horizontal	0.30
Below horizontal	0.35 0 0.40
Incorrect body alignment (straight line from shoulders to feet with chest hollow)	Up to 0.20
<b>Clear Hip Circle to 30° Above Horizontal (0.80)</b>	

Excessive arch or pike on downswing or upswing	Each	Up to 0.20
Insufficient height and extension of upswing <i>Use amplitude of cast deduction from Cast Above)</i>		Up to 0.40
Hips touching bar as upswing finishes (back hip circle) <i>(no deduction for thighs brushing bar on upswing)</i>		0.80
Lack of control into glide		Up to 0.10
<b>Straddle or Pike Glide Kip (0.80)</b>		
Failure to lead with the feet in the forward glide swing (performs long hang swing)		Up to 0.10
Insufficient extension at end of glide		Up to 0.20
Failure to close legs at end of straddle glide		0.10
<b>Cast, Squat/Pike On or Back Sole Circle (0.40)</b>		
Insufficient backward swing of legs into cast hip lift only		0.05
Alternate foot placement		0.20
<b>Jump To Long Hang Kip (0.80)</b>		
Failure to swing to near horizontal		Up to 0.20
<b>Cast to 30° Above Horizontal (0.80)</b>		
See Cast to 30° above horizontal on low bar		
<b>Long Hang Pullover (0.80)</b>		
Failure to show slight arched position on bottom of down swing		0.10
Excessive piking of body		Up to 0.20
Failure to maintain over-grip (hands completely release bar)		0.30
Performing a backward giant circle prior to pulling hips toward bar		1.00
<b>Underswing, 1<sup>st</sup> Counterswing (15°) *0.80</b>		
<u>Underswing:</u>		
Failure to contact the bar with the mid to lower thighs between the completion of the Long hang pullover & initiation of the underswing		0.20
Failure to maintain straight-hollow body position		Up to 0.20
Hips contacting bar (no deduction for thighs touching bar)		0.20
<u>1<sup>st</sup> Counterswing:</u>		
Hips not at a minimum of 15° below the level of high bar		Up to 0.20
Failure to show a straight line from hands to hips with chest in hollow position With rounded hip angle		Up to 0.20
Body arched and/or hips open to an extended position with feet over Low bar		0.30
<b>Tap Swing Forward 2<sup>nd</sup> Counterswing (Horizontal) (0.80)</b>		
<u>Tap swing forward:</u>		
Failure to show slight arched position at bottom of swing		0.10
Failure to attain straight hollow body position on upswing		Up to 0.20
Insufficient amplitude (feet not at HB height)		Up to 0.20
<u>2<sup>nd</sup> Counterswing:</u>		
Hips not level with the high bar (at horizontal)		Up to 0.20
Failure to show a straight line from hands to hips with chest in hollow Position with rounded hip angle		Up to 0.20

Body arched and/or hips open to an extended position with feet above low bar.		0.30
<b>Tap Swing Forward To Flyaway Dismount (Tuck, Pike or Stretched (0.80))</b>		
Failure to show slight arched position at bottom of swing		0.10
Failure to attain straight hollow position on upswing		Up to 0.20
Insufficient rise of salto		Up to 0.40
At high bar level or above		No Deduction
1° to 45° below the level of the high bar		Up to 0.20
Greater than 45° below the level of the high bar		0.25 – 0.40
<b>Tuck Flyaway</b>		
Insufficient bend of hips and legs (minimum of 135°)	Each	Up to 0.20
Insufficient stretch prior to landing		Up to 0.20
<b>Pike Flyaway</b>		
Insufficient pike of hips (Minimum of 135°)		Up to 0.20
Insufficient stretch prior to landing		Up to 0.20
<b>Stretched Flyaway</b>		
Failure to maintain straight hollow position throughout		Up to 0.20

Refer to USAG for General Faults and Penalties for additional deductions

## **d). Level 6 – Balance Beam**

### **NATIONAL AAU LEVEL 6 BEAM VALUE 10.00**

The AAU Level 6 Beam shall be the same as described by the USAG Program 2005-2013 in its entirety with exception only as stated in National Supplementary AAU General Deductions and Penalties.

Individual elements may be reversed within a routine, from a left element to a right element; from a right to a left element or a combination of both. However, the ORDER of elements within a routine may not be reversed. Gymnasts may take one extra step or delete required step if reversing an element with no deduction.

No Time Limit

<b>Mount: Scissor Leg Swing with ½ (180°) Turn (0.20)</b>		
Lack of Continuity in ½ (1980) turn to straddle sit		Up to 0.10
<b>Coupe, Side Développé, Rond de Jambe (0.40)</b>		
<u>Side Développé</u>		
Failure to lift free leg sideward to a minimum of 45° below horizontal		Up to 0.10
<u>Rond de Jambe</u>		
Failure to lift free leg in front to a minimum of horizontal		Up to 0.10
Failure to hold the forward leg balance for 1 second		Up to 0.10
<b>½ (180°) Turn in Forward Coupe (Heel Snap) (0.40)</b>		
Failure to lower heel at completion of turn		0.05
<b>Straight Leg Leap (120°) (0.60)</b>		
Bending lead (front leg on take-off)		Up to 0.10
Insufficient leg separation (less than 120°)		Up to 0.20
Failure to pause in low arabesque position on landing		0.05
<b>Weight Transfer (0.20)</b>		
Failure to show “rocking” action through use of plié	Each Time	Up to 0.10

<b>Back Walkover (150° Split or Back Roll to ¾ Handstand (0.60))</b>		
<u>Back Walkover:</u>		
Failure to show continuous leg lift into the walkover		Up to 0.10
Incorrect (staggered or alternate) hand placement		0.10
Insufficient leg separation (less than 150°)		Up to 0.20
<u>Back Roll to a minimum of ¾ handstand:</u>		
Failure to attain minimum of ¾ handstand		Up to 0.20
Performing a backward roll step-out (head stays in contact with beam)		0.60
<b>½ (180°) Pivot Turns (L&amp;R) (0.40)</b>		
Lack of sharpness in pivot turns	Each	Up to 0.10
<b>1/1 (360°) Turn in Forward Passé (0.40)</b>		
See General Faults and Penalties		
<b>Tuck Jump (0.40), Split Jump (120°) (0.40)</b>		
<u>Tuck Jump:</u>		
Insufficient hip/knee closure (minimum of 90° bend is required)	Each Angle	Up to 0.10
Insufficient extension (open) before landing		Up to 0.10
<u>Split Jump:</u>		
Insufficient leg separation (less than 120°)		Up to 0.20
Failure to land with legs/feet close		Up to 0.10
<b>Arabesque (&gt;45°) – Scale (45° above horizontal) (0.40)</b>		
Failure to lift free leg above 45° in arabesque		Up to 0.20
<b>Arabesque Continued</b>		
Failure to hold arabesque 1 second		Up to 0.10
Failure to lift free leg 45° above horizontal in scale		Up to 0.20
Failure to hold scale 2 seconds		Up to 0.20
<b>½ (180°) Pivot Lunge Turn (0.20)</b>		
Lack of sharpness in pivot turn		Up to 0.10
<b>Cross Handstand, ¼ to Side Handstand, ¼ Turn Dismount (1.20)</b>		
Incorrect (staggered) hand placement in cross handstand		0.10
Failure to attain vertical	Each Handstand	Up to 0.30
Failure to hold cross handstand 1 second		Up to 0.10
¼ (90°) turn to side handstand incomplete		Up to 0.10
Failure to hold side handstand 2 seconds		Up to 0.20
¼ (90°) turn off incomplete or overturned		Up to 0.10
Failure to maintain straight body position		Up to 0.20

### **d). Level 6 – Floor Exercise**

#### **NATIONAL AAU LEVEL 6 FLOOR VALUE 10.00**

Individual elements may be reversed within a routine, from a left element to a right element; from a right to a left element or a combination of both. However, the ORDER of elements within a routine may not be reversed. Gymnasts may take one extra step or delete required step if reversing an element with no deduction.

<b>Straddle Jump (150°) (0.40); Stretch Jump with ½ (180°) Turn (0.40)</b>		
<u>Straddle Jump:</u>		
Insufficient leg separation (less than 150°)		Up to 0.20
Failure to land with feet together		0.10
<u>Stretch jump with ½ turn</u> – See General Faults and Penalties		
<b>Flic-Flac Step Out (0.60)</b>		
Failure to step-out (legs together throughout performs flic-flac to two feet)		0.20
<b>Forward Salto Tucked (0.80)</b>		
See General Faults and Penalties		
Failure to perform salto in designated body position (pike or layout)		Up to 0.80
<b>Front Handspring Step Out (0.60) Front Handspring Two Feet, Rebound (0.60)</b>		
Lack of acceleration in series		Up to 0.20
<u>Applies to both Front handsprings:</u>		
Failure to maintain arms next to ears & focus on hands		Up to 0.10
Flight prior to hand contact (dive)		Up to 0.20
Incorrect (alternate) hand placement		0.10
Insufficient repulsion (quickness off hands)		Up to 0.20
Total lack of repulsion (Limber or Front Walkover)		0.60
<u>Front handspring step-out:</u>		
Failure to step out (Legs together throughout)		0.20
Joining legs prior to step-out		0.10
<u>Front handspring to two feet, rebound:</u>		
Failure to land with feet simultaneously		0.10
Failure to immediately rebound		0.10
<b>Straight Leg Leap (150°) (0.60; Side Leap (150°) (0.60)</b>		
<u>Straight leg leap:</u>		
Bending the lead (front) leg on take-off		Up to 0.10
Insufficient leg separation (less than 150°)		Up to 0.20
<u>Side Leap:</u>		
Bending the lead leg (front) leg on take-off		Up to 0.10
Insufficient leg separation (less than 150°)		Up to 0.20
<b>Forward Split (0.20)</b>		
Failure to achieve 180° split position (legs flat on floor)		Up to 0.20
<b>Weight Transfer (0.20)</b>		
Failure to show “rocking” action through use of <b>plié</b>	Each	Up to 0.10
<b>Straight Arm Backward Roll To Handstand (0.60)</b>		
Hands placed on floor during squat phase prior to rolling backward		0.30
Incorrect hand placement		0.10
Failure to pass through vertical		Up to 0.30
Performs a backward roll step out (change element)		0.60
<b>1/1 (360°) Turn in Forward Passé (0.40)</b>		
See General Faults and Penalties		
<b>Hitchkick (0.40)</b> Insufficient height of each leg kick		Up to 0.10
<b>Back Walkover (180°)</b>		

Failure to show continuous leg left into walkover	Up to 0.10
Incorrect (staggered or alternate) hand placement	0.10
Insufficient leg separation (less than 180°)	Up to 0.20
<b>Round Off (0.40) Flic Flac (0.60), Backward Salto Tucked (0.80)</b>	
Lack of acceleration in the series	Up to 0.20
<u>Round off:</u>	
Failure to pass through vertical	Up to 0.30
Failure to land on feet simultaneously	0.10
<u>Flic Flac:</u>	
Deep squat into flic flac	Up to 0.20
Failure to land on feet simultaneously	0.10
<u>Backward salto tucked:</u>	
Failure to perform salto in designated body position (pike or layout)	Up to 0.80
Failure to extend/open prior to landing	Up to 0.20
Failure to pause in “controlled stick”	0.05

2. **Level 5**  
**a). Level 5 – Vault**

**NATIONAL AAU LEVEL 5 VAULT – 10.0**

The AAU Level 5 Vaults shall be the same as described by the USAG Program 2005-2013. Refer to USAG Compulsory Manual, Page 83 **with exception only as stated in the National Supplementary AAU General Deductions and Penalties**

Gymnasts are allowed two vaults. Three running approaches are permitted, if the gymnast has not touched the springboard and/or vault table. A fourth approach is not permitted.

<b>First Flight</b>	
See General Deductions	
<b>Support Phase</b>	
Incorrect Shoulder Alignment	Up to 0.30
Arms Bent	Up to 0.50
Completely bent arms causing head to contact vault table	2.00
Additional hand placements (taking steps/hops on hands)	Up to 0.30
Too long in support (failure to leave vault table by vertical)	Up to 0.50
Angle of repulsion:	Up to 1.00
By vertical	no deduction
From 1° to 45°	deduct 0.05 - 0.50
From 46° to horizontal	deduct 0.55 - 1.00
Alternate repulsion	Up to 0.20
Touch of only one hand on vault table	Chief Judge 1.00
No hand support on vault table	VOID
<b>Second Flight</b>	
Insufficient height	Up to 0.50

Insufficient distance	Up to 0.30
Brush, touch, or hit of body on far end of vault table	0.30
<b>Landing</b>	
Slight hop, small adjustment of feet	Up to 0.10
Extra arm swing (s)	Up to 0.10
Additional trunk movements to maintain balance	Up to 0.30
Taking steps after landing	Each 0.10 Max 0.40
Very large step or jump	0.20
Deep squat upon landing	Up to 0.30
Contacting the mat or apparatus with one or both hands or with body	
After landing	
Brush, touch or hit	Up to 0.30
Support on hand(s) or fall onto mat or against apparatus	0.50
Failure to land on the feet first on the mat	2.00 (includes the fall)
*Finishes in a sitting, lying or standing position on the vault table	0.50 (fall on apparatus) +2.00

<b>General</b>	
Body position faults	
Arch (each phase)	Up to 0.30
Pike (each phase)	Up to 0.50
Legs separated (each phase)	Up to 0.20
Incorrect head alignment	Up to 0.10
Incorrect Foot Form (each phase)	Up to 0.10
Legs bent (each phase)	Up to 0.30
Deviation from straight direction	Up to 0.30
Lack of dynamics (speed/power)	Up to 0.30
Headspring performed	2.00
Performing incorrect vault	VOID
Coach between board and vault table	No Penalty
Aid of coach during vault	3.00
Aid of coach on landing	0.50

## **b). Level 5 – Uneven Parallel Bars**

### **NATIONAL AAU LEVEL 5 BARS VALUE 10.00**

The AAU Level 5 Bar shall be the same as described by the USAG Program 2005-2013 in its entirety. Refer to USAG Compulsory Manual, Page 85 with exception only as stated in the National Supplementary AAU General Deductions and Penalties

#### **Mount -- Straddle or Pike Glide Kip (0.80)**

Failure to take off from both feet simultaneously	0.10
Performs run-out glide	0.30
Failure to lead with the feet in the forward glide swing (performs long hang swing)	Up to 0.10
Insufficient extension at end of glide	Up to 0.20
Failure to close legs at end of straddle glide	0.10
<b>Front Hip Circle (0.60)</b>	
Failure to show a straight-hollow body position into circle	Up to 0.10
<b>Cast to Horizontal &amp; Return to Front Support (0.80)</b>	
Insufficient amplitude of cast (line from shoulders to feet) (Line from shoulders to mid-point to lowest body part) -1° to 45° below horizontal 0.05 – 0.15 -46° or more below horizontal 0.20 – 0.30	Up to 0.30
Incorrect body alignment (straight line from shoulders to feet with chest hollow)	Up to 0.20
Lack of control in returning to bar	Up to 0.10
<b>Cast, Squat On/Pike On (0.40)</b>	
Alternate foot placement	Up to 0.20
Insufficient backward swing of legs into cast (hip lift only)	0.05
<b>Jump to Long Hang Kip (0.80)</b>	
Failure to swing to near horizontal	Up to 0.20
<b>Cast to Horizontal (0.80)</b>	
See above deductions on Cast to Horizontal	
<b>Back Hip Circle (0.60)</b>	
Failure to maintain a straight-hollow body position throughout circle	Up to 0.20
Failure to maintain hip or upper thigh contact on bar throughout circle	0.20
<b>Underswing, First Counterswing (30°) (0.80)</b>	
<b>Underswing</b>	
Failure to maintain straight hollow body position throughout	Up to 0.20
Hips contacting bar (no deduction for thighs touching bar)	0.20
<b>1<sup>st</sup> Counterswing</b>	
Hips not a minimum of 30° below the level of high bar	Up to 0.20
Failure to show a straight line from hands to hips with chest in hollow position with rounded hip angle	Up to 0.20
Body arched and/or hips open to an extended position with feet over low bar	0.30
<b>Tap Swing Forward, Second Counterswing (15°) (0.80)</b>	
<b>Tap Swing Forward</b>	
Failure to show slight arched position at bottom of swing	0.10
Failure to attain straight-hollow body position on upswing	Up to 0.20
Insufficient amplitude (feet not at HB height)	Up to 0.20
<b>2<sup>nd</sup> Counterswing</b>	
Hips not a minimum of 15° below the level of high bar	Up to 0.20
Failure to show a straight line from hands to hips with chest in hollow position with rounded hip angle	Up to 0.20

Body arched and/or hips open to an extended position with Feet over low bar	0.30
<b>Tap Swing Forward with 1/2 (180°) Turn Dismount * (0.80)</b>	
Failure to show slight arched position at bottom of swing	Up to 0.10
Failure to attain straight hollow position on upswing	Up to 0.20
Beginning turn prior to 45° below height of high bar	Up to 0.20
Failure to complete 1/2 (180°) turn prior to regrasp	Up to 0.20
Failure to re-contact the bar with the free hand as the ½ turn is completed	0.30

### **c). Level 5 – Balance Beam**

#### **NATIONAL AAU LEVEL 5 BEAM VALUE 10.00**

The AAU Level 5 Beam shall be the same as described by the USAG Program 2005-2013 in its entirety with exception only as stated in National Supplementary AAU General Deductions and Penalties. Individual elements may be reversed within a routine, from a left element to a right element; from a right to a left element or a combination of both. However, the ORDER of elements within a routine may not be reversed. Gymnasts may take one extra step or delete required step if reversing an element with no deduction. No Time Limit

<b>Mount: Leg Swing with ½ (180) (0.20)</b>	
Lack of continuity in ½ (180°) turn to straddle sit	Up to 0.10
<b>½ (180°) Turn in Forward Coupe (Heel-Snap) (0.40)</b>	
Failure to lower heel at completion of turn	0.05
<b>Straight Leg Leap (90°) (0.60)</b>	
Bending lead (front) leg on take off	Up to 0.10
Insufficient leg separation (less than 90°)	Up to 0.20
Failure to pause in low arabesque position on landing	0.05
<b>Weight Transfer (0.20)</b>	
Failure to show “rocking” action through use of plié (each time)	Up to 0.10
<b>Cross Handstand (0.60)</b>	
Incorrect (staggered) hand placement	0.10
Failure to attain vertical	Up to 0.30
Failure to close (join) legs	0.10
Failure to hold 1 second	Up to 0.10
<b>½ (180°) Pivot Turns (L &amp; R) (0.40)</b>	
Lack of sharpness in pivot turns	Each Up to 0.10
<b>½ (180°) Turn In Forward Coupé (0.40)</b>	
See General Faults and penalties	
<b>Cartwheel 1/4 (90°) Turn Inward (0.60)</b>	
Incorrect (simultaneous) hand placement	0.10
Failure to pass through vertical	Up to 0.30
<b>Stretch Jump (0.40); Split Jump (90°) (0.40)</b>	
Stretch Jump: See general faults and penalties	

<b>Split Jump:</b>	
Insufficient leg separation (less than 90°)	Up to 0.20
Failure to land with legs/feet close	Up to 0.10
<b>Arabesque (&gt;45°) – Scale (above horizontal) (0.40)</b>	
Failure to lift free leg above 45° in arabesque	Up to 0.20
Failure to hold arabesque 1 second	Up to 0.10
Failure to lift free leg above horizontal in scale	Up to 0.20
Failure to hold scale 2 seconds	Up to 0.20
<b>Cartwheel to Side Handstand, 1/4 (90°) Turn Dismount (0.60)</b>	
Incorrect (simultaneous) hand placement	Up to 0.10
Failure to attain vertical	Up to 0.30
Failure to hold 2 seconds	Up to 0.20
1/4 (90°) turn incomplete or overturned	Up to 0.10
Failure to maintain straight body position throughout	Up to 0.20

### **d). Level 5 – Floor Exercise**

#### **LEVEL 5 FLOOR VALUE 10.00**

The AAU Level 5 Floor shall be the same as described by the USAG Program 2005-2013 in its entirety **with exception only as stated in the National Supplementary AAU General Deductions and Penalties.** Routine can be reversed in its entirety. Individual elements may be reversed within a routine, from a left element to a right element; from a right to a left element or a combination of both. However, the ORDER of elements within a routine may not be reversed. Gymnasts may take one extra step or delete required step if reversing.

<b>Straddle Jump (120°) (0.40)</b>	
Insufficient leg separation (less than 120°)	Up to 0.20
Failure to land with feet together	0.10
<b>Dive Forward Roll (0.60)</b>	
Failure to maintain straight-hollow position throughout	Up to 0.20
Failure to show flight (dive) prior to hand contact	Up to 0.20
Pushing off floor with hands to arrive in tuck stand	0.30
<b>Front Handspring To Two Feet, Rebound (0.60)</b>	
Failure to maintain arms next to ears & focus on hands throughout	Up to 0.10
Flight prior to hand contact (dive)	Up to 0.20
Incorrect (alternate) hand placement	0.10
Insufficient repulsion (quickness off hands)	Up to 0.20
Total lack of repulsion (Front Limber-change of element)	0.60
Failure to land with feet simultaneously	0.10
Failure to rebound immediately	0.10
<b>Straight Leg Leap (120°) (0.60; Leg Swing with Hop ¼ Turn (0.20)</b>	
<b>Straight leg leap:</b>	
Bending the lead (front) leg on take-off	Up to 0.10
Insufficient leg separation (less than 120°)	Up to 0.20
<b>Leg swing with hop ¼ (90°) turn:</b>	
Failure to swing leg forward to a minimum of horizontal	Up to 0.10

<b>Forward Split (0.20)</b>		
Failure to achieve 180° split position (legs flat on floor)		Up to 0.20
<b>Weight Transfer (0.20)</b>		
Failure to show “rocking” action through use of plié	Each	Up to 0.10
<b>Backward Roll to Handstand with Straight Arms (0.60)</b>		
Hands placed on floor during squat phase prior to rolling backward		0.30
Incorrect hand placement		0.10
Failure to pass through vertical		Up to 0.30
Performs a backward roll step-out (change of element)		0.60
<b>1/1 (360°) Turn in Forward Coupé (0.40)</b>		
See General Faults and Penalties		
<b>Hitchkick (0.40)</b>		
Insufficient height of each leg kick (as specified in text)	Each	Up to 0.10
<b>Back Walkover (150°) (0.60)</b>		
Failure to show continuous leg lift into walkover (leg drops or lifts after Arching backwards has begun)		Up to 0.10
Incorrect (staggered or alternate) hand placement		0.10
Insufficient leg separation (less than 150°)		Up to 0.20
<b>Round-Off (0.40, Flic-Flic, Flic-Flac Rebound (0.60 Each)</b>		
Lack of acceleration in the series		Up to 0.20
<b>Round-off:</b>		
Failure to pass through vertical		Up to 0.30
Failure to land with feet simultaneously		0.10
<b>Flic-flac, Flic-flac, rebound:</b>		
Deep Squat into flic-flac	Each	Up to 0.20
Failure to land with feet simultaneously	Each	0.10
Failure to immediately rebound		0.10
Failure to pause in “controlled stick”		0.05

3. **Level 4**  
**a). Level 4 – Vault**

**NATIONAL AAU LEVEL 4 VAULT – 10.0**

Mat Stack 32” in height Maximum height 48”

Run and accelerate into the hurdle onto the board. Rebound (punch) off the board with the arms reaching to the mat stack as a continuation of the hurdle swing. Keep the body extended, rotating to an inverted position and extending through the shoulders and execute handspring on to stacked mats to back lying position. Execute the handspring vault with good rotation, blocking through the shoulders and maintaining a tight straight-hollow body position with legs together.

Gymnasts perform only one vault. A repeat vault will be allowed if it is deemed necessary by the **Chief Judge** due to extreme or unusual circumstances. Three running approaches are permitted if gymnast has not touched the springboard and/or the mat. A fourth approach is not permitted.

<b>First Flight Phase</b>	
Failure to maintain a straight body position:	Up to 0.50
<b>Support Phase</b>	
Failure to show an inverted vertical position from the hands to hips (forward rolling action or failure to show vertical)	Up to 2.00
Incorrect Shoulder Alignment	Up to 0.30
Too long in support (failure to leave mat by vertical)	Up to 0.50
Additional hand placements (taking steps/hops on hands)	Up to 0.30
Angle of repulsion:	Up to 0.50
By vertical	no deduction
From 1° to 45°	deduct 0.05 - 0.25
From 46° to horizontal	deduct 0.25 - 0.50
Alternate repulsion	Up to 0.20
Arms bent	Up to 0.50
Completely bent arms causing head to contact vault table	2.00
<b>Post Flight Phase</b>	
Failure to maintain stretched body position	Up to 0.50
Insufficient Height	Up to 0.50
Insufficient Distance	Up to 0.30
<b>Landing</b>	
Failure to finish in a straight lying position on the back	Up to 0.50
Feet First Landing	Up to 1.00

<b>General Deductions</b>	
Failure to maintain a straight body position:	
Arch (each phase)	Up to 0.30
Pike (each phase)	Up to 0.50
Legs separated (each phase)	Up to 0.20

Legs Bent (each phase)	Up to 0.30
Incorrect Foot Form (each phase)	Up to 0.10
Incorrect Head Alignment – Not Neutral (each phase)	Up to 0.10
Deviation from straight direction	Up to 0.30
Lack of dynamics (speed/power)	Up to 0.30
Support of only one hand on mat on Vault Table	3.00
No hand support on mat	3.00
Coach between board and mat	No penalty
Aid of coach during vault	3.00
Aid of coach on landing	0.50

## **b. Level 4 - Uneven Parallel Bars**

### **NATIONAL AAU LEVEL 4 BARS VALUE 10.00**

<b>Mount -- Back Hip Pullover (0.80)</b>		
Failure to lift both legs simultaneously (1 foot take off)		Up to 0.30
Failure to finish in extended front support		Up to 0.10
<b>Front Hip Circle, Small Cast (0.60)</b>		
Failure to maintain straight hollow body position into circle		Up to 0.10
Failure to execute a small cast immediately after Front Hip Circle		0.30
Lack of control in returning to the bar		Up to 0.10
Failure to return to front support (performs immediate squat through)		0.50
<b>Cast, Single Leg Squat Through (0.40)</b>		
Leg/foot contacting bar on squat through		Up to 0.20
Failure to show clear stride support at end of squat through		Up to 0.20
<b>Forward Stride Circle (0.60)</b>		
Failure to show clear stride support at beginning and end of circle	Each	Up to 0.20
Hooking knee on the bar to complete circle		0.50
<b>Single Leg Cut Backward (0.40)</b>		
Failure to lift hand and cut leg simultaneously (lack of cutting action)		Up to 0.30
Failure to change hand grip prior to leg cut backward		0.10
<b>Cast (0.40)</b>		
Incorrect body alignment		Up to 0.20
<b>Back Hip Circle (0.40)</b>		
Failure to maintain straight-hollow body position throughout circle		Up to 0.20
Failure to maintain hip or upper thigh contact on bar throughout circle		0.20
<b>Underswing Dismount (0.80)</b>		
Failure to maintain a straight-hollow body position throughout		Up to 0.20
Hips contacting bar (no deduction for thighs touching bar)		0.20
Insufficient extension of body in flight		Up to 0.20
Insufficient flight		Up to 0.20
<b>Refer to USAG General Faults and Penalties for additional deductions.</b>		

## c). Level 4 – Balance Beam

### NATIONAL AAU LEVEL 4 BEAM VALUE 10.00

Routine can be reversed in its entirety. Individual elements may be reversed within a routine, from a left element to a right element; from a right to a left element or a combination of both. However, the ORDER of elements within a routine may not be reversed. Gymnasts may take one extra step or delete required step if reversing an element with no deduction. No Time Limit

<b>Mount: Leg Swing with ½ (180°) Turn (0.20)</b>		
Lack of continuity in ½ (180°) turn to straddle sit		Up to 0.10
<b>V-Sit (0.20), Swing To Tuck stand (0.40)</b>		
Early bending of legs into tuck stand (below beam level)		Up to 0.20
<b>Coupé Walk, ½ (180) Turn in Forward Coupé (Heel-Snap) (0.40)</b>		
Failure to lower heel at completion of turn		0.05
<b>Straight Leg Leap (60°) (0.60)</b>		
Bending lead (front) leg on take-off		Up to 0.10
Insufficient leg separation (less than 60°)		Up to 0.20
Failure to pause in low arabesque position on landing		0.05
<b>¾ Cross Handstand (0.60)</b>		
Incorrect (staggered) hand placement		0.10
Failure to achieve ¾ handstand position		Up to 0.30
Failure to close (join) legs		0.10
<b>½ (180°) Turn in Forward Coupé (0.40)</b>		
See General Faults and penalties		
<b>Stretch Jump (0.40); Tuck Jump (0.40)</b>		
Stretch Jump – See General Faults and Penalties		
Tuck jump:		
Insufficient hip/knee closure (minimum of 90° bend)	Each Angle	Up to 0.10
Insufficient extension (open) before landing		Up to 0.10
<b>Arabesque (45°) Scale (At Horizontal) (0.40)</b>		
Failure to lift free leg a minimum of 45° in arabesque		Up to 0.20
Failure to hold arabesque 1 second		Up to 0.10
Failure to lift free leg to horizontal or above in scale		Up to 0.20
Failure to hold scale 2 seconds		Up to 0.20
<b>180° Pivot Turn (0.20)</b>		
Lack of sharpness in pivot turn		Up to 0.10
<b>Cartwheel to Side Handstand, 14 (90°) Turn Dismount (0.60)</b>		
Incorrect (simultaneous) hand placement		0.10
Failure to attain vertical		Up to 0.30
Failure to hold 1 second		Up to 0.10
¾ (90°) turn incomplete or overturned		Up to 0.10
Failure to maintain straight body position throughout dismount		Up to 0.20

**Refer to USAG General Faults and Penalties for additional deductions**

## d). Level 4 Floor Exercise

### NATIONAL AAU LEVEL 4 FLOOR VALUE 10.00

Individual elements may be reversed within a routine, from a left element to a right element; from a right to a left element or a combination of both. However, the ORDER of elements within a routine may not be reversed. Gymnasts may take one extra step or delete required step if reversing an element with no deduction.

<b>Stretch Jump (0.40), Split Jump (90°) (0.40)</b>	
Stretch jump: See General Faults and Penalties	
Split jump:	
Failure to land with legs/feet close	Up to 0.10
Insufficient leg separation (less than 90°)	Up to 0.20
<b>Handstand Forward Roll with Straight Arms (0.60)</b>	
Failure to attain vertical	Up to 0.30
Failure to close (join) legs in handstand	0.10
Failure to hold handstand for 1 second	Up to 0.10
Pushing off floor with hands to arrive in tuck stand	0.30
<b>Handstand to Bridge, Back Kick-Over (.60)</b>	
Failure to maintain arms next to ears & focus on hands	Up to 0.10
Failure to close (join) legs	0.10
Failure to push shoulders behind hand in bridging phase	Up to 0.20
Failure to land with feet simultaneously	0.10
Insufficient leg separation on back kick-over (less than 120°)	Up to 0.20
<b>OR</b>	
<b>Handstand to Bridge Stand (Front Limber) – to Immediate Stretch Jump*(0.60)</b>	
Failure to maintain arms next to ears and focus on hands	Up to 0.20
Failure to close (join) legs	0.10
Failure to push shoulders behind hands in bridging phase	Up to 0.20
Alternate hand push	Up to 0.10
Failure to land with feet simultaneously	0.10
Showing repulsion (flight) instead of flexibility	Up to 0.60
<b>Straight Leg Leap (90°) (0.60); Leg Swing with Hop (0.20)</b>	
<b>Straight Leg Leap:</b>	
Bending the lead (front leg on take-off)	Up to 0.10
Insufficient leg separation (less than 90°)	Up to 0.20
<b>Leg Swing with Hop:</b>	
Failure to swing leg forward to a minimum of horizontal	Up to 0.10
<b>Forward Split (0.20)</b>	
Failure to achieve 180° split position (legs flat on floor)	Up to 0.20
<b>Weight Transfer (0.20)</b>	
Failure to show “rocking” action through use of pli�	Up to 0.10
<b>Backward Roll to Push-Up Position (0.60)</b>	
Hands placed on floor during squat phase prior to rolling backward	0.30
Failure to show push-up position	0.20
<b>1/2 (180°) Turn in Forward Coup� (0.40)</b>	
See General Faults and Penalties	

<b>Round-Off (0.40) Flic-Flac to Two Feet, Rebound (0.60)</b>	
Lack of acceleration in the series	Up to 0.20
<b>Round-off:</b>	
Failure to pass through vertical	Up to 0.30
Failure to land on feet simultaneously	0.10
<b>Flic-flac to two feet, rebound:</b>	
Deep squat into flic-flac	Up to 0.20
Failure to land on feet simultaneously	0.10
Failure to rebound immediately	0.10
Failure to pause in controlled “stick”	0.05
<b>Refer to USAG General Fault and Penalties for Additional Deductions</b>	

4. Level 3  
**a). Level 3 – Vault**

**NATIONAL AAU LEVEL 3 VAULT - 10.0**

Run and accelerate to the hurdle onto the board. Gymnast must rebound (punch) off the board with the arms reaching to the mat stack as a continuation of the hurdle swing. Keep the body extended, rotating to an inverted position by driving the legs upward, landing in a handstand position with straight arms. Forcefully extending through the shoulders, the head remains neutral with focus on the hands; arms remain in high position from handstand through the landing on back (no repulsion off mat is required). Maintain a straight-hollow body position with legs together. Gymnast must land on the skill cushion in a straight lying position on the back. Mat Minimum height 16” Maximum height 40”.

Gymnasts perform only one vault. A repeat vault will be allowed if it is deemed necessary by the **Chief Judge** due to extreme or unusual circumstances. Three running approaches are permitted if gymnast has not touched the springboard and/or the mat. A fourth approach is not permitted.

<b>First Flight Board to Mat Phase</b>	
Failure to maintain a stretch body position from board to mat	Up to 0.50
<b>Support Phase</b>	
Incorrect Shoulder Alignment	Up to 0.30
Body not extended through vertical	Up to 0.50
Angle of Repulsion:	Up to 0.50
By Vertical	No Deduction
From 1 – 45 degrees	0.05 to 0.25
From 46 to Horizontal	0.25 to 0.50
Arms bent	Up to 0.50
Complete bent arms causing head to contact mat	2.00
Too long in support (holding handstand)	Up to 0.50
Additional hand placements (taking steps/hops on hands)	Up to 0.30
Alternate repulsion	Up to 0.20
<b>Second Flight Phase</b>	
Failure to maintain stretched body position (lack of extension)	Up to 0.50

Insufficient height	Up to 0.50
Insufficient distance	Up to 0.30
<b>Landing</b>	
Failure to finish in a straight lying position on the back	Up to 0.50
Feet first landing	Up to 1.00
Incorrect shoulder alignment (arms should be by or slightly behind the ears)	Up to 0.30
<b>General Deductions</b>	
Failure to maintain a straight body position:	
Arch (each phase)	Up to 0.30
Pike (each phase)	Up to 0.50
Legs separated (each phase)	Up to 0.20
Legs Bent (each phase)	Up to 0.30
Incorrect Foot Form (each phase)	Up to 0.10
Incorrect Head Alignment – Not Neutral (each phase)	Up to 0.10

General Deductions	
Deviation from straight direction	Up to 0.30
Lack of dynamics (speed/power)	Up to 0.30
Support of only one hand on mat	3.00
No hand support on mat	3.00
Coach between board and mat	No penalty
Aid of coach during vault	3.00
Aid of coach on landing	0.50

## **b). Level 3 – Uneven Parallel Bars**

### **NATIONAL AAU LEVEL 3 BARS VALUE 10.00**

<b>Mount -- Back Hip Pullover (0.80)</b>	
Failure to lift both legs simultaneously (1 foot take off)	0.30
Failure to finish in extended front support	Up to 0.10
Lack of continuity	Up to 0.10
<b>Cast (0.60)</b>	
Incorrect body alignment	Up to 0.20
<b>Back Hip Circle (0.60) finish in extended front support</b>	
Failure to maintain straight hollow body throughout circle	Up to 0.20
Failure to maintain hip or upper thigh contact on bar throughout circle	0.20
Lack of continuity of circle	Up to 0.10
<b>Single Leg Cut Forward (0.40)</b>	
Failure to lift hand and cut leg simultaneously (lack of cutting action)	Up to 0.30
Leg/foot contacting bar on squat through	Up to 0.20
Lack of control in re-grasp	Up to 0.10
Failure to show clear stride support at end of squat through	Up to 0.20
<b>Single Leg Cut Backward (0.40)</b>	

Failure to lift hand and cut leg simultaneously (lack of cutting action)	Up to 0.30
Lack of control in re-grasp	Up to 0.10
Leg not clear of bar on cut	Up to 0.20
Failure to finish in an extended front support	Up to 0.10
<b>Cast &amp; Return to Front Support (0.80) no angle requirement</b>	
Insufficient dynamics of the cast	Up to 0.10
Incorrect body alignment (straight line from shoulders to feet With chest hollow)	Up to 0.20
Lack of control return to bar	Up to 0.10
<b>Cast, Squat On; Pike Sole Circle Dismount (0.80)</b>	
Placing feet outside of hands	0.20
Alternate foot placement	0.20
Lack of control in squat on	Up to 0.10
Failure to tuck (pike on)	0.20
Failure to maintain straight-hollow body position	Up to 0.20
Failure to maintain head in neutral position	Up to 0.10
Failure to extend body in flight	Up to 0.20
Lack of distance	Up to 0.10
Lack of amplitude	Up to 0.20
Failure to release bar before landing	1.00
<b>OR</b>	
<b>Cast, Straddle On, Sole Circle Dismount (0.80)</b>	
Placing feet between hands	0.20
Alternate foot placement	0.20
Lack of control in straddle on	Up to 0.10
Failure to show straight hollow body position	Up to 0.20
Failure to maintain head in neutral position	Up to 0.10
Failure to extend body in flight	Up to 0.20
Lack of distance	Up to 0.10
Lack of amplitude	Up to 0.20
Failure to release bar before landing	1.00

<b>OR</b>	
<b>Cast, Underswing Dismount (0.80)</b>	
Failure to maintain a straight-hollow position throughout	Up to 0.20
Hips contacting Bar (no deduction for thighs touching bar)	0.20
Insufficient extension of body in flight	Up to 0.20
Failure to release bar before landing	1.00
<b>Refer to USAG General Faults and Penalties for additional deductions</b>	
Bent arms/legs (Each)	Up to 0.30
Legs separated	Up to 0.20

## c). Level 3 – Balance Beam

### NATIONAL AAU LEVEL 3 BEAM VALUE 10.00

Routine can be reversed in its entirety. Individual elements may be reversed within a routine, from a left element to a right element; from a right to a left element or a combination of both. However, the ORDER of elements within a routine may not be reversed. Gymnasts may take one extra step or delete required step if reversing an element with no deduction.

No Time Limit

<b>Mount -- Jump to Front Support (0.20)</b>	
Failure to extend body in front support	Up to 0.10
Lack of continuity in 1/4 (90 <sup>0</sup> ) turn to straddle sit	Up to 0.10
<b>V-Sit (0.02), Swing to Push-Up Position (0.60)</b>	
Lack of amplitude of legs on swing	Up to 0.10
Poor body position	Up to 0.20
Failure to show push-up position	0.20
<b>Arabesque (30°) (0.40)</b>	
Failure to lift free leg a minimum of 30°	Up to 0.20
Failure to hold 1 second	Up to 0.10
<b>Partial Cross Handstand (0.80)</b>	
Incorrect (staggered) hand placement	0.10
Failure to close (join) legs on kick-up	0.10
<b>Running Steps (0.40)</b>	
See General Faults and penalties	
<b>½ (180°) Pivot Turn (0.20)</b>	
Lack of sharpness in pivot turn	Up to 0.10
<b>Split Jump (30°) (0.40)</b>	
Insufficient leg separation (less than 30°)	Up to 0.20
Failure to land with feet/legs close	Up to 0.10
<b>Cartwheel to Side Handstand Dismount (0.60)</b>	
Incorrect (simultaneous) hand placement	0.10
Failure to attain vertical	Up to 0.30
Failure to maintain straight body position throughout dismount	Up to 0.20
<b>OR</b>	
<b>Cartwheel to Side Handstand, ¼ (90°) Turn Dismount (0.60)</b>	
Incorrect (simultaneous) hand placement	0.10
Failure to attain vertical	Up to 0.30
¼ Turn incomplete or overturned	Up to 0.10
Failure to maintain straight body position throughout dismount	Up to 0.20
<b>Refer to USAG General Faults and Penalties for additional deductions</b>	

## d). Level 3 – Floor Exercise

### NATIONAL AAU LEVEL 3 FLOOR VALUE 10.00

Individual elements may be reversed within a routine, from a left element to a right element; from a right to a left element or a combination of both. However, the ORDER of elements within a routine may not be reversed. Gymnasts may take one extra step or delete required step if reversing an element with no deduction. Music required and shall be USAG Level 3 Music

Handstand Forward Roll (0.60)	
Failure to attain vertical	Up to 0.30
Failure to close (join) legs	0.10
Failure to hold for 1 second	Up to 0.10
Use of hands to push off floor to arrive at standing position	0.30
Round-Off (0.60)	
Failure to pass through vertical	Up to 0.30
Failure to land on feet simultaneously	0.10
OR	
Round-Off Rebound Stick	
Failure to pass through vertical	Up to 0.30
Failure to land on feet simultaneously	0.10
Failure to rebound immediately	0.10
Failure to stick landing	Up to 0.50
Backward Roll to Pike Stand (0.40) Straight Arms Not Required	
Hands placed on floor during squat phase prior to rolling backward	0.30
Backbend Kick-Over (0.60)	
Failure to maintain arms next to ears and focus on hands	Up to 0.10
Lack of control into backbend	Up to 0.10
Failure to push shoulders behind hands in bridging phase	Up to 0.20
Extra kicks to establish inverted vertical position on kick-over	Each 0.30
OR	
Back Walkover (0.60)	
Failure to show continuous leg lift into walkover (leg drops or lifts after the arching backward has begun)	Up to 0.10
Incorrect staggered or alternate hand placement	0.10
Insufficient leg separation (less than 90°)	Up to 0.20
OR	
Standing Back Handspring Rebound Stick (0.60)	
Deep Squat into Back Handspring	Up to 0.20
Lack of extension	Up to 0.20
Failure to land with feet together simultaneously	0.10
Failure to rebound immediately	0.10
Failure to stick landing	Up to 0.50
Front Leg Balance (0.20)	
Failure to hold balance 2 seconds	Up to 0.20
Forward Chasse (0.40)	
Failure to pass through 4th position demi-plié	Up to 0.10

Failure to join legs together in the air	Up to 0.20
Failure to maintain good body alignment	Up to 0.20
<b>Straight Leg Leap 60° (0.60)</b>	
Bending the (lead) front leg on take off	Up to 0.10
<b>Straight Leg Leap Continued</b>	
Insufficient leg separation less than 60°	Up to 0.20
<b>1/2 Turn In Forward Coupé (Heel-Snap) (0.20)</b>	
See General Faults and Penalties	
<b>Stretch Jump (0.40); Tuck Jump (0.40)</b>	
Stretch jump: See General Faults and Penalties	
Tuck Jump:	
Insufficient hip/knee closure (minimum of 90°) Each angle	Up to 0.10

5. **Level 2**  
**a). Level 2 - Vault**

**NATIONAL AAU LEVEL 2 VAULT - VALUE 10.0**  
**8" Mat Required**

The National AAU Level 2 Vault shall be kick to handstand fall to flat back, hands on 8" matting. Gymnast may take one to three steps forward on to the board, swings the arms forcefully from back to forward; placing the hands on the 8" matting and kick the back leg backward-upward and pushing off the board with the front leg, kick to handstand. Arms remain straight. The legs are together in vertical and the head is neutral. Maintaining a straight hollow body position with legs together rotate to land in a straight lying position on the back on the matting. Arms remain in high position from the handstand through the landing on the back.

Gymnasts perform only one vault. A repeat vault will be allowed if it is deemed necessary by the **Chief Judge** due to extreme or unusual circumstances. Three approaches are permitted if gymnast has not touched the springboard and/or the mat. A fourth approach is not permitted.

<b>First Flight Board To Mat Phase</b>	
Failure to maintain a stretch body position from board to mat:	Up to 0.50
<b>Support Phase</b>	
Failure to place hands on matting	0.50
Incorrect Shoulder Alignment	Up to 0.30
Body not extended through vertical	Up to 0.50
Arms bent	Up to 0.50
Completely bent arms causing head to contact mat	2.00
Failure to contact mat with both hands	3.00
Too long in support (holding handstand)	Up to 0.50
Alternate or additional hand placement (Walks on Hands)	Up to 0.30
<b>Post Hand Stand Phase</b>	

Failure to maintain stretched body position (lack of extension)	Up to 0.50
<b>Landing Phase</b>	
Failure to finish in a straight lying position on the back	Up to 0.50
Feet first landing	Up to 1.00
Incorrect shoulder alignment (arms should be by or slightly behind the ears)	Up to 0.30
<b>General</b>	
Failure to maintain a straight body position:	
Arch (each phase)	Up to 0.30
Pike (each phase)	Up to 0.50
Legs separated (each phase)	Up to 0.20
Legs bent (each phase)	Up to 0.30
Incorrect Foot Form (each phase)	Up to 0.10
Incorrect Head Alignment-not neutral position (each phase)	Up to 0.10
Deviation from straight direction	Up to 0.30
Support of only one hand on mat	3.00
No hand support on mat	3.00

<b>General Deductions Continued</b>	
Coach between board and mat	No Penalty
Aid of coach during vault	3.00
Aid of coach on landing	0.50

**Definition of Straight Body Landing** – (back in full contact with the mat upon landing which might show a slight elevation of the legs and the arms/head above the mat upon landing) should be rewarded as fulfilling the landing requirement in straight lying position. The fully extended straight body (from hands to heels of pointed toes) position landings should also be rewarded with no deductions. The hollow (scoop position) should be achieved through the torso (belly button pulled in toward the spine with buttocks tucked under). The hollow position should not present with any discernable hip break (pike) nor any shoulder/head misalignment. The arms should be fully extended from the shoulders (arms by or slightly behind the ears) to show an open shoulder angle with no head protrusion.

## **b). Level 2 - Uneven Parallel Bars**

### **NATIONAL AAU LEVEL 2 BARS VALUE 10.00**

<b>Mount -- Back Hip Pullover (0.80) (1 or 2 Foot Take Off Acceptable)</b>	
Failure to finish in extended front support	Up to 0.10
Lack of continuity	Up to 0.10
<b>Cast (0.60) (no angle requirement – hips free of bar on cast)</b>	
Incorrect body alignment	Up to 0.20
<b>Back Hip Circle (0.60) finish in extended support</b>	
Failure to maintain straight-hollow body throughout circle	Up to 0.20
Failure to maintain hip or upper thigh contact on bar Throughout circle	0.20

Lack of continuity of circle	Up to 0.10
<b>Cast, Straddle On, Sole Circle Dismount (0.80)</b>	
Placing feet between hands	0.20
Alternate foot placement	0.20
Lack of control in straddle on	Up to 0.10
Failure to show straight hollow body position	Up to 0.20
Failure to maintain head in neutral position	Up to 0.10
Failure to extend body in flight	Up to 0.20
Lack of distance	Up to 0.10
Lack of amplitude	Up to 0.20
Failure to release bar before landing	1.00
<b>OR</b>	
<b>Cast, Underswing Dismount (0.80)</b>	
Failure to maintain a straight-hollow body position throughout	Up to 0.20
Hips Contacting Bar (no deduction for thighs touching bar)	0.20
Insufficient extension of body in flight	Up to 0.20
Insufficient flight	Up to 0.20
Failure to release bar before landing	1.00
<b>Refer to USAG General Faults and Penalties for additional deductions</b>	
Bent arms/legs (Each)	Up to 0.30
Legs separated	Up to 0.20

### c). Level 2 - Balance Beam

#### NATIONAL AAU LEVEL 2 BEAM VALUE 10.00

Routine can be reversed in its entirety. Individual elements may be reversed within a routine, from a left element to a right element; from a right to a left element or a combination of both. However, the ORDER of elements within a routine may not be reversed. Gymnasts may take one extra step or delete required step if reversing an element with no deduction.

No Time Limit

<b>Mount -- Jump to Front Support (0.20)</b>	
Failure to extend body in front support	Up to 0.10
Lack of continuity in 1/4 (90 <sup>0</sup> ) turn to straddle sit	Up to 0.10
<b>V-Sit to Stand (0.20)</b>	
Lack of amplitude of legs	Up to 0.10
Poor body position	Up to 0.20
<b>Arabesque (30 Degrees) (0.40)</b>	
Failure to lift free leg a minimum of 30 degrees	Up to 0.20
Failure to hold 1 second	Up to 0.10
<b>Leg Swings (0.40 each)</b>	
Failure to swing leg to horizontal	Each Up to 0.10
Failure to maintain straight body alignment	Each Up to 0.20
Failure to maintain squared hips during swings	Each Up to 0.20

<b>Relevé Balance (0.20)</b>	
Failure to hold two seconds	Up to 0.20
<b>Stretch Jump (0.40)</b>	
Failure to maintain straight body alignment	Up to 0.10
Failure to maintain squared hips	Up to 0.10
Failure to land on both feet simultaneously	Up to 0.10
<b>1/4 (90°) Turn to Tuck Jump Dismount (0.60)</b>	
Insufficient height	Up to 0.20
Insufficient hip/knee closure (min of 90 degree bend)	
Each angle	Up to 0.10
Failure to maintain vertical alignment with upper body	Up to 0.20
Insufficient extension (open) of tuck before landing	Up to 0.10
<b>Refer to USAG General Fault and Penalties for Additional Deductions</b>	

### d). Level 2 – Floor Exercise

#### NATIONAL AAU LEVEL 2 FLOOR VALUE 10.00

Routine can be reversed in its entirety. Individual elements may be reversed within a routine, from a left element to a right element; from a right to a left element or a combination of both. However, the ORDER of elements within a routine may not be reversed. Gymnasts may take one extra step or delete required step if reversing an element with no deduction.

Music Required – USAG Level 2 Music

<b>Forward Roll to Straddle Stand (0.40)</b>	
Pushing off floor with hands to arrive in tuck stand	0.30
<b>Straddle Tripod Position to Kneel (0.40; Arch Back (0.40)</b>	
Failure to show tripod position	Up to 0.20
Failure to close to pike position	Up to 0.20
Failure to show kneeling position with ankles extended	Up to 0.10
Failure to keep hips extended and pushed forward on arch back	Up to 0.20
<b>Cartwheel, ¼ (90°) Turn Inward (0.60) (Forward or Side Entry)</b>	
Incorrect (simultaneous) hand placement	0.10
Failure to pass through vertical	Up to 0.30
<b>Backward Roll to Pike Stand (0.40)</b>	
Failure to maintain tuck position as buttocks touch floor	Up to 0.20
Hands placed on floor during squat phase prior to rolling backward	0.30
<b>Handstand (0.60) OR ¾ Handstand (No Hold Required)</b>	
Failure to show straight-hollow body position with hip angle straight	Up to 0.20
<b>Front Leg Balance (0.20)</b>	
Failure to hold balance 1 second	Up to 0.10
<b>Split Jump (30°) (0.40)</b>	
Insufficient leg separation (less than 90°)	Up to 0.20

Failure to land with legs/feet close	Up to 0.10
<b>½ (180°) Pivot Turn (0.20)</b>	
Lack of sharpness in pivot turn	Up to 0.10
<b>Forward Chassé (0.40)</b>	
Failure to pass through 4 <sup>th</sup> position demi-plié into chasse	Up to 0.10
Failure to join legs together in air	Up to 0.20
Failure to maintain good body alignment	Up to 0.20
<b>Refer to USAG General Faults and Penalties for Additional Deductions</b>	

## VI. Boys Gymnastics National Rules

### A. Boys National Team Championships

The AAU Boys National Team Championships take place at the AAU Age Group National Championships.

#### 1. Team Championship Rules

USA Gymnastics Level 9 Rules are in effect for all athletes competing in the National Team Championships. Teams are comprised of no fewer than four (4) and no more than ten (10) competitors

- Teams are typically from the same Club
- Teams may also represent their District as an “All Star Team”
- Clubs may enter more than one team

##### a). Qualification

All Team Members must be entered in the AGNC

##### b). Age Groups

There is only one age group – Ages 8 through 19

#### 2. Team Championship Scoring

a). Each Team may enter no more than six (6) gymnasts on each event

b). The top four (4) scores from each event are added together to determine the over all Team Score.

c). Each team should have only one All Around competitor, however for smaller teams this rule may be waived. An All Around competitor is not required in the Team Championships.

d). Team Awards are provided through 6<sup>th</sup> Place. There are no individual or All Around awards during the National Team Championship competition.

### B. AAU National Boys Age Group Program

The National AAU Boys Age Group Program is comprised of the following Skill Levels:

- Open Optional
- Level 6
- Level 5
- Level 4
- Level 3

The AAU National Gymnastics Executive Committee (NGEC) embraces and respects the governing body of USA Gymnastics and the knowledge and support that it provides to the entire gymnastics community. The AAU NGEC acknowledges the tremendous effort and knowledge that it takes for USA Gymnastics to produce the USA Gymnastics JO Compulsory Gymnastics Programs for boys and girls. The AAU NGEC also acknowledges the intellectual and copyright protection afforded USA Gymnastics for its educational

materials. These include, but are not limited to the Compulsory Handbook, the JO Code of Points, the USAG Compulsory Floor Music CD and the Skill Level DVD which all serve as invaluable tools in teaching and instructing gymnasts. Therefore, it is the AAU policy that all USA Gymnastics materials, music and DVD must be purchased through USAG ([www.usagym.sportgraphics.biz](http://www.usagym.sportgraphics.biz) / 800-345-4719). The only source for the AAU National Gymnastics Routines, other than AAU exceptions listed in these rules, is the written text as provided by USAG Compulsory Handbook. Any AAU written material is considered supplemental material that has been created to teach only the modifications and adaptations that will be incorporated into the AAU National Gymnastics program. Each club must also check with their District Chairperson for additional materials or modifications that are pertinent to their local districts or leagues.

Individual Districts may choose to modify these rules to suit the needs of their athletes and coaches. These AAU National Rules, as described here, will be used as the official rules at all AAU National Level competitions and their qualification meets.

### 1. Open Optional Rules

Current USA Gymnastics Level 9 Rules govern the AAU Boys Open Optional Skill Division.

### 2. Levels 6, 5 & 4 Rules

Current USA Gymnastics Level 6, 5 & 4 Rules govern the AAU Boys Level 6, 5 & 4 Skill Divisions

### 3. Level 3 Rules

#### a). FLOOR EXERCISE

START VALUE:	
BASE SCORE -	15.0
[ ] = Value of each part	
SPECIFIED BONUS =	.6
VIRTUOSITY =	.3
STICK BONUS =	<u>.1</u>
TOTAL =	16.0

Begin approximately 5 feet from corner of floor facing diagonal or approximately 5 feet from either end of tumbling strip facing the long end and:

- High kick [1.0] to side cartwheel (may perform front / back technique with no deduction) [1.0]
- Turn to face direction of travel [1.0] and close legs together and forward roll (remain in squat) [1.0]
- Press to Tripod and momentary hold [1.0]. Extend hips and legs to pass through headstand [1.0]
  - Bonus Skill #1
- Roll forward to stand [1.0]
- Jump ½ turn [1.0], squat and roll backward to candle stick momentary hold [1.0]
  - Bonus Skill #2
- Roll forward to stand [1.0]
- Kick and lunge [1.0] continuing up into a Handstand (no hold required) [1.0] and return to lunge
- Run 2 or 3 steps [1.0] and Round Off [1.0] and rebound to stand [1.0]

**Bonus Skill #1**- Hold headstand 2 seconds +.3

**Bonus Skill #2** - Hold candle stick for 2 seconds +.3

b). **POMMEL HORSE / MUSHROOM (may go in either order)**

START VALUE:	Pommel Horse	Mushroom
BASE SCORE -	7.0	8.0
[ ] = Value of each part		
SPECIFIED BONUS =	.0	.6
VIRTUOSITY =	.1	.1
STICK BONUS =	<u>.1</u>	<u>.1</u>
TOTAL =	7.2	+ 8.8 = 16.0

**POMMEL HORSE**

- Jump to front support on two pommels [1.0]
- Straddle swing left [1.0], Straddle swing right [1.0]
- Straddle swing left [1.0], Straddle swing right [1.0]
- Travel support walk left to end of horse (left hand on leather, right on pommel) [1.0]
- Push back to stick landing [1.0]

**MUSHROOM**

- Step to the side and jump into a circling action finishing with ¼ spindle turn arriving in a standing position [2.0]
- Step to the side and jump into a circling action finishing with ¼ spindle turn arriving in a standing position [2.0]
  - Bonus Skill #1
- Step to the side and jump into a circling action finishing with ¼ spindle turn arriving in a standing position [2.0]
- Step to the side and jump into a circling action finishing with ¼ spindle turn arriving in a standing position [2.0]
  - Bonus Skill # 2

**BONUS SKILL # 1:** Connect the 1st & 2nd circles together without a stop = +.3

**BONUS SKILL # 2:** Connect any two of the remaining circles together without a stop (circle 2 & 3 or circle 3 & 4) = +.3

c). **STILL RINGS**

BASE SCORE -	15.0
[ ] = Value of each part	
SPECIFIED BONUS =	.6
VIRTUOSITY =	.3
STICK BONUS =	<u>.1</u>
TOTAL =	16.0

- From hang pull legs to straddled “L” position (momentary hold) [2.0]
  - Bonus skill # 1
- Close legs and swing backward [2.0], then swing forward [2.0]
- Swing backward [2.0] then swing forward to straight body inverted hang (hold 2 seconds) [2.0]
- Bend hips to piked inverted hang (hold 2 seconds) [2.0]

- Extend body long hang (skin cat) hold 2 seconds [2.0]
  - Bonus skill # 2
- Drop to stick landing [1.0]

**Bonus Skill #1** – Straddled “L” hold 2 seconds = +.3

**Bonus Skill #2** – Demonstrate a momentary straight body position at horizontal = +.3

d). **VAULTING**

BASE SCORE -	15.0
[ ] = Value of each part	
SPECIFIED BONUS =	.6
VIRTUOSITY =	.2
STICK BONUS =	<u>.2</u>
TOTAL =	16.0

- Run no less than 20 feet and no more than 60 feet [5.0]
  - Bonus skill # 1
- Hurdle onto Vaulting Board and punch [5.0]
  - Bonus skill # 2
- Stretch jump to land [5.0]

**Bonus skill #1** = Demonstrate a smooth continuous acceleration during run = +.3

**Bonus skill #2** = Demonstrate an underarm swing technique during hurdle phase = +.3

e). **PARALLEL BARS**

BASE SCORE -	15.0
[ ] = Value of each part	
SPECIFIED BONUS =	.6
VIRTUOSITY =	.3
STICK BONUS =	<u>.1</u>
TOTAL =	16.0

- Jump to straight arm support between bars [1.0]
- Swing forward [1.5], swing backward [1.5]
- Swing forward [1.5], and straddle legs lowering into straddle sit on bar [1.0]
- Lift and close legs to “L” momentary hold [2.0]
  - Bonus skill #1
- Swing backward [1.5], swing forward [1.5]
- Swing backward [1.5] and continue to rear flank dismount [2.0] stick
  - Bonus Skill #2

**Bonus Skill #1** - “L” support 2 second hold = +.3

**Bonus Skill #2** - Dismount with hips at or above shoulder height = +.3

f). **HORIZONTAL BAR**

BASE SCORE -	15.0
[ ] = Value of each part	

SPECIFIED BONUS =	.6
VIRTUOSITY =	.3
STICK BONUS =	<u>.1</u>
TOTAL =	16.0

- From hang assisted pull over to front support [2.0]
  - Bonus skill #1
- Cast [2.0] to back hip circle [2.0] Immediately perform an undershoot to a long hang swing [2.0]
  - Bonus skill #2
- Swing backward [2.0], swing forward [2.0]
- Swing backward [2.0] and at the end of the swing release the bar and dismount to stand [1.0]

**Bonus Skill #1:** Unassisted pullover = +.3

**Bonus Skill #2:** No stop between the back hip circle and undershoot while keeping the bar positioned between the hips and the thighs. = +.3

# VII. Freestyle Acrobatics National Rules

## A. Introduction

### 1. Purpose and Goals of the Freestyle Acrobatics Program

- a. All Freestyle Acrobatic activities and events are held indoors in a controlled setting using the typical Gymnastics environment which may include the traditional six men's apparatus and the traditional four women's apparatus or any combination thereof. Athletes may also use the accompanying mats and mounting boards associated with traditional gymnastics equipment. Nontraditional gymnastics equipment (such as spotting blocks, stacked mats and adaptive equipment) may also be used so long as they are manufactured by an industry recognized company and in good repair.
- b. Athletes train and compete under the rules outlined in one of 5 skill levels which restrict both the difficulty of skills and limit equipment heights that athletes may use to navigate their runs.
- c. The Freestyle Acrobatics Program provides an objective means of evaluating freestyle acrobatic runs and jams in a competitive setting and is designed:
  - i. To assure the identification of the finest acrobat in any competition.
  - ii. To guide coaches and acrobats in the composition of competitive runs and jams as defined below.

### 2. AAU Freestyle Acrobatic Competitions include three types of contests

- a. Free Run:
  - i. The Free Run requires athletes to navigate through an established course using his / her talents to produce a continuous, fluid, efficient, original combination of movements from at least four of the nine Trick / Movement Families which are permitted in the rules defined by his / her skill level
  - ii. Free Run Courses vary from competition to competition but remain constant for each skill level during any given competition
  - iii. Free Run Courses are designed by the meet director and must adhere to all AAU Freestyle Acrobatic Rules
  - iv. Free Run Courses include various "Inclusion Spots" located along the run which the athlete must incorporate into his / her run
  - v. Athletes are judged on a scale of 100 points maximum. Points are combined from each of the following categories:
    1. Flow - 25 Points
    2. Style & Originality - 20 Points
    3. Variety - 20 Points
    4. Difficulty - 35 Points
  - vi. Free Runs have no minimum time but they may not exceed the time limits established for each skill level
- b. Speed Run:
  - i. The Speed Run requires athletes to navigate through an established course in an effort to produce the fastest time possible.

- ii. Speed Run Courses vary from competition to competition but remain constant for each skill level during any given competition
  - iii. Speed Run Courses are designed by the meet director and must adhere to all AAU Freestyle Acrobatic Rules
  - iv. Speed Run Courses have established beginning and ending launch spots and include various “Inclusion Spots” along the run with which the athlete must incorporate into his / her run
  - v. Athletes may receive Bonus Time Shavings (time deducted from the final time) for performing skills which demonstrate difficulty and by demonstrating originality, mastery or artistry
  - vi. Athletes will receive Time Penalties (time added to the final time) for performing skills incorrectly, for failing to complete the course and failing to utilize designated “Inclusion Spots” during his / her Speed Run
- c. Crew Jams (team competition)
- i. Crew Jams are team or group competitions in either of two divisions:
    1. Small Crew = 3 to 6
    2. Large Crew = 7 to 15
  - ii. Crew Jams are between 45 and 75 seconds long
    1. Levels 1 through 3 Jams are limited to 60 seconds in length
    2. Levels 4 & 5 Jams are limited to 90 seconds in length
3. All Runs and Jams may or may not be performed to prerecorded music so long as all copyright laws are honored during the broadcast of the selected music. Failure by the athlete(s) to work with music cannot be used as a penalty. Coordinating movements with the music can increase the points acquired in the style and flow categories.

## **B. Skill Level Program**

### **1. Participant Rules**

#### **a. Skill Levels**

- i. There are five levels of skill associated with AAU Freestyle Acrobatics (Levels 1 to 5) with Level 5 serving as the highest level of skill
- ii. The Athlete’s skill level is determined by his / her coach at the time of entry into an AAU Freestyle Acrobatics Competition
- iii. Each Athlete must demonstrate Mastery of the skills which he / she has selected for inclusion in his / her competition
- iv. Each Athlete must possess a level of physical fitness which is appropriate for the level of skill at which he / she is training and competing
- v. Each skill level includes rules and regulations developed to provide athletes with opportunities to compete with other athletes of the same skill level

#### **b. Age Divisions**

- i. The age an athlete will compete is determined by the athlete’s age on the first day of competition for the AAU Age Group National Championships.

- ii. Meet directors establish age divisions to group athletes with competitors of similar ages and skill levels. The suggested divisions are: ages 7 & younger, ages 8 & 9, ages 10 & 11, ages 12 & 13, ages 14 & 15, ages 16 to 18, and ages 19 and older.
- 2. **Level 1 Rules**
  - a. Level 1 is the entry or beginning level of Freestyle Acrobatics
  - b. All Ages may participate in this skill level
  - c. Spotting: Spotters are not required at this level since no salto skills are permitted, however coaches may position themselves wherever they feel it is necessary to provide assistance should an athlete need any
  - d. Restrictions
    - i. Skills
      - 1. Athletes at this skill level may not perform skills which include salto (flipping) skills, backhandspring skills, and giant swings
      - 2. Athletes at this skill level may not perform any head first entry skills involving momentum (no dive rolls)
      - 3. Skills used by athletes in Free Runs, Speed Runs and Crew Jams are limited to skills from the Level 1 skills difficulty category
    - ii. Equipment height is limited (see equipment rules for specifics)
    - iii. Free Runs are limited to 45 seconds maximum
- 3. **Level 2 Rules**
  - a. Level 2 is the novice level of Freestyle Acrobatics
  - b. All Ages may participate in this skill level
  - c. Spotting
    - i. Coaches are required to be in a position which is suitable to provide assistance for any salto or giant swing skills that are performed
  - d. Restrictions
    - i. Skills
      - 1. Athletes at this skill level may not perform any skills where flipping and spinning are combined
      - 2. Skills used by athletes in Free Runs, Speed Runs and Crew Jams are limited to skills from the Level 1 and Level 2 skills difficulty categories
    - ii. Equipment height is limited (see equipment rules for specifics)
    - iii. Free Runs are limited to 45 seconds maximum
- 4. **Level 3 Rules**
  - a. Level 3 is the intermediate level of Freestyle Acrobatics
  - b. Athletes must have reached their 10<sup>th</sup> birthday by the age determining date in order to be eligible to participate at this level
  - c. Spotting
    - i. Coaches are required to be in a position which is suitable to provide assistance for any salto or giant swing skills that are performed

- ii. During the performance of any skill executed from a height greater than that of the athlete's chest Coaches must also place themselves in a position to provide assistance if necessary
  - d. Restrictions
    - i. Skills used by athletes in Free Runs, Speed Runs and Crew Jams are limited to skills from the Level 1, 2 & 3 skills difficulty categories
    - ii. Equipment height is limited (see equipment rules for specifics)
    - iii. Free Runs are limited to 60 seconds
- 5. **Level 4 Rules**
  - a. Level 4 is an advanced level of Freestyle Acrobatics and requires a high level of fitness
  - b. Athletes must have reached their 12<sup>th</sup> birthday by the age determining date in order to be eligible to participate at this level
  - c. Spotting
    - i. Coaches are required to be in a position which is suitable to provide assistance for any skills which involve a combination of twisting and flipping
    - ii. During the performance of any skill executed from a height greater than that of the athlete's head Coaches must place themselves in a position to provide assistance if necessary
  - d. Restrictions
    - i. Skills used by athletes in Free Runs, Speed Runs and Crew Jams are limited to skills from the Level 1, 2, 3 & 4 skills difficulty categories
    - ii. Equipment height is limited (see equipment rules for specifics)
    - iii. Free Runs and Crew Jams are limited to 75 seconds
- 6. **Level 5 Rules**
  - a. Level 5 is the highest and most advanced level of Freestyle Acrobatics and requires an extremely high level of fitness
  - b. Athletes must have reached their 14<sup>th</sup> birthday by the age determining date in order to be eligible to participate at this level
  - c. Spotting
    - i. Coaches are required to be in a position which is suitable to provide assistance for any skills which involve a combination of twisting and flipping skill and for any twisting skill above 360 degrees of rotation
    - ii. During the performance of any skill executed from a height greater than that of the athlete's head Coaches must place themselves in a position to provide assistance if necessary
  - d. Restrictions
    - i. Skills used by athletes in Free Runs, Speed Runs and Crew Jams may be selected from any of the 5 skill difficulty categories
    - ii. Equipment height is limited (see equipment rules for specifics)
    - iii. Free Runs are limited to 75 seconds

## **C. Equipment and Matting**

### **1. Equipment**

#### **a. Traditional Gymnastics Equipment**

The equipment used during AAU Freestyle acrobatics competitions and training is the same equipment used by Artistic Gymnasts for competitions and training. Acrobats may utilize the Floor Exercise, Vault Table, Balance Beams, Uneven Parallel Bars, Pommel Horse, Still Rings, Parallel Bars, and Horizontal Bar.

#### **b. Non Traditional Gymnastics Equipment**

Spotting blocks, shape mats, and other similar equipment which is manufactured by a company which supplies the gymnastics industry are also allowed.

### **2. Landing Surfaces and Matting**

All landings are required to be performed onto a safe landing surface. Landings performed on the floor may finish on the floor. All landings performed from a surface which is between ground level and three (3) feet must land on a "Sting Mat." All landings performed between three (3) feet and five (5) feet must land on a 10 cm mat, and all landings performed from a height above five (5) feet and above must land on a 20 cm mat. In addition, each skill level has a maximum height from which the athletes may jump.

### **3. Equipment Height Restrictions**

#### **a. Level 1 and Level 2**

The equipment height restrictions for a Level 1 run will be fixed at a height not to exceed the athlete's chest. If athletes choose to perform skills from the monkey trick group or the traditional gymnastics skills group which involve long hang swings the equipment must be set at a height which will not produce more than an 18 inch drop to the landing surface. All equipment used for Level 1 will be at its lowest setting. In the event the equipment setting exceeds the athlete's chest height (measured from the top of the athlete's sternum to the landing surface) the equipment will be marked with a brightly colored adhesive tape at the maximum for that athlete. Marked equipment may be utilized in the athlete's run but only to the height marked by the meet officials for each athlete

#### **b. Level 3**

The maximum equipment height for a Level 3 run is five feet. When performing long hang elements acrobats will be allowed to use the maximum heights on all hanging equipment but have the option to lower the equipment up to 2 settings (manufacturer defined settings) below the maximum height for which the equipment is designed.

#### **c. Level 4 and Level 5**

The maximum equipment height for a level 4 run is six (6) feet. All gymnastics equipment will be set at the maximum height for which the equipment is designed to be used. Equipment may not be lowered from its designed maximum height.

## **D. Attire**

### **1. Athletes**

During competitions and warm-ups all athletes must wear an appropriate AAU Freestyle Acrobatic uniform as described below or a traditional gymnastics uniform. Freestyle

Acrobatic Apparel can be acquired through Gym Crew Sports Apparel Company ([www.gym-crew.com](http://www.gym-crew.com))

- a. Each athlete must wear a style and color uniform which matches the other members of their team
- b. Athletes must wear an acrobatic jersey or leotard (step-in) at all times while in the competitive arena
  - i. Jersey must be sleeveless (material may not extend beyond the shoulder)
  - ii. The team name must be plainly visible in the chest area of the jersey or leotard
  - iii. Jersey must not be worn so loose as to inhibit the athlete's safe performance of his or her runs
- c. Athletes must wear acrobatic shorts
  - i. Shorts may not extend beyond the kneecap
  - ii. Females may wear Capri's
  - iii. Shorts may not be worn so loose or so tight as to inhibit the athlete's safe performance of his or her runs
- d. Athletes have the option of wearing footwear or performing barefoot: socks, acrobatic or gymnastics shoes (footwear must be dedicated to this activity – not street shoes) may be worn if the athlete so chooses
- e. Athletes must wear only those logos, advertising and sponsorship identifiers that are permitted by AAU regulations
- f. Athletes must wear the correct athlete number on the back of his / her jersey when supplied by the competition organizers

#### **4. Coaches, Judges and Meet Officials**

- a. Closed toe shoes (no bare feet or sandals)
- b. Slacks, warm-up pants or hemmed shorts (no denim material or sewn on pockets)
- c. Shirts with collars (polo type)
- d. Coaches must be certain that their clothes do not restrict the ability to safely spot an athlete

## **E. Scoring System & Rules**

### **1. Evaluation by the Judges**

Judges must evaluate Free Runs and Jams using a combination of the objective and subjective criteria outlined in the rules below. In a typical Free Run or Jam competitive event two Judges will be assigned; one to evaluate trick difficulty values and trick families and the other judge awards performance qualities and deducts for rule infractions.

Judges must evaluate Speed Runs using a combination of objective (timing device) and subjective criteria outlined in the rules below. In a typical Speed Run competitive event two Judges will be assigned; one to oversee the timing device and to add time penalties for rules infractions while the other Judge awards "Time Shavings" for Difficulty and Trick Family performance and for Style, Flow and Variety.

It is highly recommended that all events have an official who is dedicated to controlling the timing device.

Each acrobat is expected to include in his / her run only tricks that he / she can perform with complete safety and with a high degree of aesthetic and technical mastery. Tricks which are performed in a manner which is unrecognizable will not be given a value and will receive deductions for performance. Tricks will not be recognized by the Judge if they deviate significantly from the prescribed execution. A trick will not be recognized or credited for reasons including, but not necessarily restricted to, the following:

- If a trick is performed beginning outside or ending outside of the Free or Speed Run areas
- If the athlete receives an amount of assistance which clearly provides more than 50% of the effort required by the athlete to complete the skill independently
- Judges have the authority to eliminate a skill from an athlete's Trick Sheet thereby prohibiting the athlete from performing the skill during competition and practice if the athlete clearly lacks ability to safely perform the skill. In such a case the coach of the athlete will receive an admonishment from the National FA Director and must provide a video tape demonstrating the successful performance of the skill two weeks prior to the next competition that the athlete wishes to include the skill in question on his / her Trick Sheet.

## **2. Free Run = Maximum of 100 Points**

### **a. Criteria for Judging**

#### **i. Difficulty = 35 Points**

##### **1. Trick / Movement Families = 12 Points Max (3 points each)**

With this objective evaluation category, the judge evaluates those required movement patterns which, in addition to the acrobat's personal inclinations and technical abilities, are intended to enhance the variety of movement in the construction of a run. Freestyle Acrobatics provides for nine Trick / Movement Families which are designated as I, II, III, IV, V, VI, VII, VIII, and IX. In his/her Free Runs, the acrobat must include at least one trick or movement from at least four of the nine Trick / Movement Families.

##### **2. Difficulty Value = 23 Points Max**

With this objective evaluation category, the judge awards difficulty points based on the actual skills performed by the athlete during his / her Free Run.

- a. Level 1 = All skills allowed in this level are awarded 5 points each
- b. Level 2 = 5 Points for each Level 2 difficulty performed, 3 Points for each Level 1 difficulty performed

- c. Level 3 = 5 Points for each Level 3 difficulty performed, 3 Points for each Level 2 difficulty performed, 1 Point for each Level 1 difficulty performed
  - d. Level 4 = 5 Points for each Level 4 difficulty performed, 3 Points for each Level 3 difficulty performed, 1 Point for each Level 2 and Level 1 difficulty performed
  - e. Level 5 = 5 Points for each Level 5 difficulty performed, 3 Points for each Level 4 difficulty performed, 1 Point for each Level 3, Level 2 and Level 1 difficulty performed
- ii. **Flow = 25 Points Max**  
 With this subjective category the Judges award points based on the ability of the athlete to produce an exciting, seamless group of tricks and movements
- 1. Rhythm = 15 Points
  - 2. Dynamics = 15 Points
- iii. **Originality = 20 Points Max**  
 With this subjective category the Judges award points based on unique and original connections and combinations of skills as well as the quality of the athlete's style while performing the run
- 1. Creativity = 10 Points
  - 2. Style = 10 Points
- iv. **Variety = 20 Points Max**  
 With this subjective category the Judges award points based on the variety of trick selected, the use of equipment and "Inclusion Spots" while performing his / her run and the balance of trick families and difficulty performed
- 1. Variety of Trick Families = 10
  - 2. Balance = 10

**3. Speed Run: Lowest time = Highest placing athlete**

This aspect of Freestyle Acrobatics is far more objective than it is subjective. Athletes compete to determine who can most quickly move through the Speed Run Course while avoiding penalties and amassing "Time Shaving" awards for including difficult and unique skills and connections while interacting with predetermined "Inclusion Spots."

- Athletes start and finish their Speed Run at the same launch point.
- Athletes must interact with at least 75% of the pre-established "Inclusion Spots"

a. **Criteria For Judging**

- i. Athletes have a maximum of 30 seconds to complete his/her run
- ii. Time Shave Originality Bonus (TSOB) - up to 1 second
- iii. Time Shave Artistry Bonus (TSAB)– up to 1 second
- iv. Time Shave Mastery Bonus (TSMB) – up to 1 second
- v. Difficulty Time Shave Skill Bonus (TSSB) – up to 4.5 seconds

- a. Level 1 Athletes -.5 seconds for each Level 1 skill from each trick family (Max 4.5 seconds)
  - b. Level 2 Athletes - .5 seconds for each Level 1 or Level 2 skill from each trick family (Max 4.5 seconds)
  - c. Level 3 Athletes -.5 seconds for each Level 1 or Level 2 skill and 1.0 second for each Level 3 skill from each trick family (Max 4.5 seconds)
  - d. Level 4 Athletes - .5 seconds for each Level 1 or Level 2 or Level 3 skill from each trick family and 1.0 second for each Level 4 skill from each trick family (Max 4.5 seconds)
  - e. Level 5 Athletes - .5 seconds for each Level 1 or Level 2 or Level 3 and 1.0 seconds for each Level 4 or Level 5 skill from each trick family (Max 4.5 seconds)
  - f. In no case may an athlete count more than one “TSSB” from any one trick family
- vi. Penalties
- a. One second will be added to final time for each “Inclusion Spot” which has not been interacted with once the 30 second mark is achieved.
  - b. Two seconds will be added to the final time for any tricks that are not completed successfully
  - c. All sideways landing tricks must be immediately followed by an action designed to disperse the impact of the landing or the athlete will receive a two second penalty

#### **4. Crew Jam Competitions**

This form of competition can be viewed as Team Competition. Small Crews include 3 to 6 athletes from the same team. Large Crews include 7 to 15 athletes from the same team.

Crew Jams are evaluated using the same scoring system as Free Runs with the following changes

- The highest level of skill difficulty permitted in Crew Jams must be equal to or lower than the lowest skill level of skill division for which any crew member has entered in the competition
- Difficulty points are replaced with Choreography Points and are awarded for the entire Crew performance as a whole

Scoring System for Crew Jams:

- ii. 35 Points = Difficulty
- iii. 25 Points = Flow
- iv. 20 Points = Style
- v. 20 Points = Variety

## **F. Responsibilities and Rights of Participants**

### **1. Athlete Rights**

- a. To have his / her performance judged correctly, fairly, and in accordance with the rules of the AAU Freestyle Acrobatics Program
- b. To be provided with apparatus that meets with AAU specifications at all sanctioned AAU Competitions
- c. To be assisted by a coach or acrobat for the start of his / her run
- d. To have one or more spotter(s) present during the run
- e. To use chalk, to make adjustments to personal equipment, and to confer with his / her coach throughout the competition
- f. If needed, to wear properly fitting hand guards, and other reasonable and normal protective clothing
- g. To an easily heard signal from the judges 20 seconds before his / her run is required to begin
- h. To receive in writing a difficulty rating for a submitted new element within a reasonable time after it's submission
- i. To repeat his / her run if the run has been interrupted for reasons outside of his / her control
- j. To have his / her request that the equipment be adjusted upward or downwards to accommodate his / her height not be unreasonably denied so long as the equipment height regulations are not ignored
- k. To request of the Head Judge permission to briefly leave the competition hall for personal reasons and that such a request not be unreasonably denied
- l. To have his / her score publicly displayed immediately following his / her performance or in accordance with the specific regulations governing that competition

### **2. Athlete Responsibilities**

- a. To perform within his / her level of proficiency, ability and preparation
- b. To know the Freestyle Acrobatics Program rules and conduct himself / herself accordingly
- c. To submit, or have his / her coach submit, a written request at least 7 days before a competition, to the Chair of AAU National Freestyle Acrobatics Rules Committee a request for an assessment of the difficulty of any element or skill which is not included in the online Freestyle Tricks Glossary
- d. To submit, or have his / her coach submit, a written request at least 24 hours before course training, to the Head Judge to raise the equipment to accommodate his / her height; or to submit such requests in accordance with the Technical Regulations that govern that competition
- e. To remain in the competitive arena during the entire competition

- f. To assure that his / her hand guards and other protective clothing are in good repair and do not detract from the aesthetics of the performance
- g. To refrain from speaking with active judges during the competition
- h. To refrain from changing the height of any apparatus on the courses without permission from a judge
- i. To refrain from delaying the competition, from remounting the course on completion of his / her run, and from otherwise abusing his / her rights or infringing on those of any other participant
- j. To refrain from any other undisciplined or abusive behavior (i.e. marking the floor carpet with chalk, damaging any apparatus surface or parts during its preparation for his / her run. These violations will be treated as apparatus related violations, and will be deducted as large errors with 5 points)
- k. To participate in all Award Ceremonies for which he / she is eligible

### **3. Coaches Rights**

- a. To assist the acrobat or team under his / her care in submitting written requests related to the raising or lowering of apparatus and the rating of new tricks
- b. To assist the acrobat or team under his / her care during the warm up period
- c. To help the acrobat or team prepare the apparatus for competition
- d. To be present on the course during the acrobat's run
- e. To have his / her acrobat's score publicly displayed immediately following his / her performance or in accordance with the specific regulations governing that competition

### **4. Coaches Responsibilities**

- a. To know the AAU Freestyle Acrobatics Program rules and to conduct himself / herself accordingly
- b. To submit the team competition order, the athlete trick sheet for each of his / her athletes, and any other information required in accordance with the Technical Regulations that govern that competition
- c. To refrain from changing the height of any apparatus without permission from the head judge
- d. To refrain from delaying the competition and from otherwise abusing his / her rights or infringing on those of any other participant
- e. To refrain from speaking to the acrobat or from verbally assisting him / her in any other way during his / her performance
- f. To refrain from engaging in discussions with active judges during the competition
- g. To refrain from any other undisciplined or abusive behavior
- h. To participate in all Award Ceremonies for which his / her athletes are eligible

### **5. Judges Rights**

- a. To be accorded the respect, honor and consideration due a professional with such experience and credentials

- b. To file a written protest when and if actions are taken against him / her by the members of the Head Judge, Meet Director, Judging Coordinator or National Chair. Such issues will be governed by the AAU Freestyle Acrobatics National Executive Committee and the AAU Board of Review.

## **6. Judges Responsibilities**

- a. To have possession of and a complete working knowledge of the AAU Freestyle Acrobatics Program, the Technical Regulations, and any other technical information necessary for him / her to carry out his duties in that competition
- b. To be in possession of the current and valid AAU Freestyle Acrobatics Judge's Certification necessary for the competition and level he / she is judging
- c. To be an expert in contemporary acrobatics and to understand the intent, purpose, interpretation, and application of each rule
- d. To evaluate each performance objectively, accurately, consistently, ethically, fairly, and quickly, and when in doubt, to give the benefit of that doubt to the acrobat
- e. To attend all scheduled instruction sessions and meetings of judges and to attend course training at official AAU Competitions
- f. To appear at competitions well prepared, rested, vigilant, and appropriately attired and at least one hour before the start of competition unless other instructions have been given
- g. To be competent to fulfill the various necessary mechanical duties, which include
  - Correctly completing required score sheets
  - Using any necessary computer or mechanical equipment
  - Facilitating the efficient running of the competition
  - Communicating effectively with other participants
- h. To remain in his / her assigned area and to refrain from having contact or discussions with acrobats and coaches
- i. To behave at all times in a professional manner consistent with the enhancement and development of the sport of freestyle acrobatics.

## **G. Competition Operations / Procedures / Etiquette**

This section is meant to provide direction and a formula for hosting Freestyle Acrobatic Competitions. Please remember that this is a new discipline and we expect to discover small glitches and procedural issues which may present a challenge with presenting a flawless competition. The FA National Committee welcomes suggestions and comments aimed at providing an even better Competitive platform.

### **1. Standard Competition Operations**

This design is for competitions with 60 athletes or less per session and using two separate courses which are able to be used simultaneously. Many gyms may not have the ability to offer this type of set up, so other formats will be developed to suit their needs as the popularity of Freestyle Acrobatics continues to grow.

- a. Prior to Competitions

- i. As with traditional Gymnastics competitions all events should be sanctioned through the AAU. All meet flyers must be approved by the national office at the point of registering your event sanction.
- ii. Placing athlete into Flights and Sessions
  - 1. Athlete should be grouped into Sessions of similar skill levels and age divisions whenever possible. Sessions should be limited to 60 Athletes per session.
  - 2. Athletes should be grouped from their Sessions into two Flights (Flight #1 competes their Free Run first, Flight #2 competes their Speed Run first) – these flights should be limited to a maximum of 30 athletes per flight
  - 3. Each of the two Flights should be sub divided into two Squads: Squad A and Squad B of roughly 15 athletes each Squad (this is done to be certain that there are not too many athletes at one time sharing the Course during warm-ups)
- b. Warm-ups for Standard Competitions (less than one hour total)
  - i. A 20 minute general stretch and warm up period should be provided prior to opening each of the two Courses for Open Jams
  - ii. Flight #1 moves to the Speed Run Course as Flight #2 moves to the Free Run Course
  - iii. Each “A” Squad will then be provided with at least 5 minutes of “Open Jam” time for the athletes to familiarize themselves with the courses and equipment and Inclusion Spots (usually large round brightly colored pieces of vinyl placed in areas that the athletes must include in their runs)while the “B” Squad members relax and prepare for their Open Jam
  - iv. Each “B” Squad will then be provided with at least 5 minutes of “Open Jam” time as above.
  - v. Each Flight then rotates to the remaining course and repeats the 5 minute “Open Jam” warm up in the same order
- c. Opening Ceremonies
- d. Competition Begins
  - i. Flight 1 Squad “A” moves to the Free Run Course as Flight 2 Squad “A” moves to the Speed Run Course and each begins competing with a “Bump 3” one touch warm up format (the first three athletes warm up for less than 30 seconds each)
  - ii. As the Athletes in the “A” squads finish their runs the “B” Squad athletes work themselves into the “Bump 3” one touch warm-up cycle and begin competing their runs as the rotation presents itself.
- e. Providing for a maximum of 75 seconds in a Free Run and a 45 second evaluation by the judge – 60 athletes can compete both their Free Run and their Speed Run within two hours time (not including awards)

## **2. Procedures during Competitions**

- a. Judges

- i. Ideally Judges will need a table on a raised platform in order to view the entire Course
  - ii. Judges should be provided with an assistant to operated the timing devise
  - iii. Judges will need a Horn or Bell to communicate with athletes
    - 1. Judges will sound the horn or bell to warn athletes that they must begin within 20 seconds
    - 2. Judges (or Timers) will use the same devise to warn athletes about time limits:
      - a. One short blast or ring to warn that 10 seconds remain in the Run's time limit
      - b. Two short blasts or rings to warn that time has expired
- b. Coaches
  - i. Coaches must communicate with their athletes and be pre-positioned in the course to be able to assist their athletes when needed
  - ii. A single coach cannot be expected to cover the entire Free Run or Speed Run course so more than one coach is permitted.
  - iii. Coaches must provide the Difficulty Judge with each of their Athlete's "Trick Sheet" which lists each value trick and it's respective family prior to the beginning of each athletes run (see chart at end of trick glossary)
- c. Athletes
  - i. Athletes begin their Free Run following the signal from the judge by assuming a still position (minimum 3 full seconds) anywhere within the Free Run Course
  - ii. Athletes end their Free Run by executing the baseball umpire "Safe" sign thereby (extending both arms from crossed at the chest to fully extended to the sides in a swinging motion) signaling that his / her run has concluded
  - iii. Athletes begin their Speed Run at the start / finish line and follow the command: "Ready, Set, Go" issued by either the Judge or the Timer
  - iv. Athletes end their Speed Run after any part of their torso passes over the start / finish line
- d. Meet Organizers
  - i. Must provide equipment to broadcast athlete's music
  - ii. Must provide Judges with a means to record scores
  - iii. Must provide a means to display each athlete's scores in a reasonable time after his / her run
  - iv. Must provide a audible device (a bell, horn or buzzer which is loud enough to be heard in the arena) for each Course
  - v. Must provide a minimum of 15 "Inclusion Spots" for each course
  - vi. Must provide Athletes, Coaches and Spectators with results and awards in a timely fashion

## **H. Clinics, Judging Certification and upcoming Competitive Opportunities**

### **1. Clinics**

- a. National Freestyle Acrobatics Clinic will be held each year in association with the AAU Age Group National Championships
- b. Athlete and Coaches Clinics may be scheduled during the year in cooperation with the National Gymnastics Director
- c. Program Administrator and District Sport Directors may be scheduled during the year cooperation with the National Gymnastics Director

### **2. Judging Certification**

- a. Women's Gymnastics Judges who are certified through the NAWGJA and are rated Level 6 or higher must pass the AAU Freestyle Acrobatic Judges Exam to become certified to judge Freestyle Acrobatics Competitions
- b. Men's Gymnastics Judges who are certified through the NGJA and are JO rated or higher must pass the AAU Freestyle Acrobatic Judges Exam to become certified to judge Freestyle Acrobatics Competitions
- c. Those who do not meet the above criteria must perform the following in order to become a certified FA Judge:
  1. Attend an AAU Freestyle Acrobatics Judging Course
  2. Practice (volunteer) judge 2 competitions under the supervision of a certified FA Judge
  3. Provide a letter of recommendation from a Certified FA Judge and two FA Coaches
  4. Pass the FA Judges Exam

### **3. 2012 Competitive Opportunities**

- a. January 13 – 15, 2012: AAU Freestyle Acrobatics Invitational @ Walt Disney Land in California
- b. February 17 – 19, 2012: AAU Winter Nationals @ Spire Institute in Geneva, OH
- c. June 19 – 22, 2012: AAU Age Group National Championships @ Wisconsin Dells, Wisconsin.

## A. Freestyle Acrobatics Tricks Glossary Categories

1. Traditional Gymnastics Tricks
2. Tumbling Tricks
3. Martial Arts Tricks
4. Exit Tricks
5. Kangaroo Tricks
6. Vault Tricks
7. Monkey Tricks
8. Break Dancing Tricks

### Traditional Gymnastics Tricks

**1.001.1 Balance-** walking/running/standing on or across a small obstacle; demonstrates control of body; basics. **Level 1**

**1.002.1 Cat Balance-** the quadrupedal movement across any surface/obstacle like a cat; usually used to cross rails or thin walls. **Level 1**

**1.003.4 Flag Stand-** a version of the handstand but usually done on a pole and horizontally. **Level 4**

**1.004.1 Handstand-** supporting the body vertically upside down on just ones arms/hands. **Level 1**

**1.005.2 Wall Climb-** running up a wall and grabbing the top edge in order to climb atop the wall. **Level 2**

**1.006.3 Wall Run-** running perpendicular across a wall for distance or sometimes to overcome a gap or uneven terrain. **Level 3**

**1.007.3 Wall Spin-** similar to the palm spin only done vertically on a wall rather than horizontally. **Level 3**

**1.008.3 Wall Back Flip-** Running up a wall and pushing backwards off feet to complete a flip onto both feet. **Level 3**

### Tumbling Tricks

**2.001.1 Cartwheel-** is carried out when one moves sideways (in the motion the wheel of a cart would follow) in a straight line keeping the back straight placing the hand of the same side on the ground followed by the other hand as the legs are passed over the body and then come down as the hands and body come up to standing. **Level 1**

**2.002.1 Round off-** is a move in gymnastics similar to a cartwheel. In a round-off, you land with your two feet together on the ground, facing the direction you arrived from. This is achieved by twisting the hands and shoulders as the hands are placed on the ground. The two hands are generally placed down one after the other, so that the first hand is twisted by 90 degrees and the second hand by almost 180 degrees from the direction of travel. **Level 1**

**2.003.1 Front Handspring-** A frontwards rotation, where the person plants both hands on the ground and "springs" off on to his feet. **Level 1**

**2.004.1 Back Handspring-** A backwards rotation, where the person plants both hands on the ground and "springs" off on to his feet. **Level 1**

**2.005.2 Aerial-** A cartwheel without hands. The Aerial is a trick in which the performer leans his upper body over his base foot, and kicks up his back leg while launching off of his base foot. As the body gains lift, the leg that kicks back transfers to the other side of the body, causing the body to rotate along the coronal plane, and to make way for the landing. The chest should face the ground just before launching and just before landing the Aerial. **Level 2**

**2.006.2 Back Flip-** Known as the most commercial of any other skill. While being seemingly difficult to the average person, the Backflip is actually very elementary. One thing about the Backflip is that there are a few variations of it; however, when using the term 'backflip', it is often assumed that it is a 'back tuck'. **Level 2**

**2.007.3 Back Layout-** A trick where the performer jumps up and rotates 360° backwards along the sagittal plane (or about the x-axis), before returning to his feet. What sets this apart from a regular backflip is the lack of a tuck. Instead of bringing the knees to the chest, the practitioner uses his back muscles to force the rotation while at the same time bringing his hips as high as possible to maintain height. **Level 3**

**2.008.2 Front Flip-** A trick where the performer jumps up and rotates 360° forwards along the sagittal plane (or about the x-axis), before returning to his feet. **Level 2**

**2.009.2 Side Flip-** A trick in which the performer jumps and rotates 360° about the z-axis over their shoulders before returning to their feet. **Level 2**

**2.010.4 Arabian-** A trick where the performer jumps up and rotates 180° forwards along the sagittal plane (or about the x-axis) as well as rotating 180° along the transverse plane(or about the y-axis), before returning to his feet. He should land facing the opposite direction from which he took off. **Level 4**

**2.011.4 360 Flip-** A trick where the performer jumps up and rotates 360° along the sagittal plane (or about the x-axis) as well as rotating 360° along the transverse plane(or about the y-axis), before returning to his feet. **Level 4**

**2.012.3 Gainer Flip-** a flip in either direction where the body travels in the opposite direction of the rotation of the flip; i.e. a backflip that travels forward. **Level 3**

**2.013.4 Wall Flip-** a backflip using the wall to aid in rotation; while facing the wall ones hands push off the wall while the body completes a backflip. **Level 4**

**2.014.4 540 Back Flip-** A trick where the performer jumps up and rotates 360° forwards along the sagittal plane (or about the x-axis) as well as rotating 540° along the transverse plane(or about the y-axis), before returning to his feet. **Level 4**

**2.015.5 Double Flip-** A trick where the performer flips two times in the air before landing on feet. **Level 5**

## Martial Arts Tricks

**3.001.1 360 Front Kick-** The 360 front kick is essentially a tornado kick in which you swap the inside crescent for a front kick. This kick is slightly more difficult than a standard tornado kick because you have to make it appear that you have stopped your momentum while you execute the kick. Your momentum won't actually stop, but rather your stance will open up and the momentum will continue to travel through your lead/landing leg. **Level 1**

**3.002.2 540-** From a ready stance, the performer turns away from the target as if to perform an outside spin kick...instead, that action is faked, and the knee pulls upwards sharply as the performer jumps off his base leg. At this moment, a tornado kick is made ready; but instead of kicking it out like normal, the hips violently turn over and the kick is directed up and over in an arc-like fashion...leaving you to land on your kicking leg. **Level 2**

**3.003.2 Backside 720-** A 360 (one) spin with an outside kick such as a hook or outside crescent. The performer begins in a "backside" stance and uses a "pop" takeoff to begin the move. An additional 180 after kick (post landing) may be added to return to stance. **Level 2**

**3.004.2 Butterfly Kick-** A trick where the performer places his base foot further away from his body, before dipping his upper body down and back up in a "U" figuration. While he does this, his chest transfers from being over his back leg to being over his base leg. As the performer lifts his chest back upwards, he kicks up his back leg while launching off of his base foot. The combination of these actions should propel the performer into a flat spin. Once the back leg reaches the zenith of its kicking motion, the base leg is kicked upwards as well while the back leg drops back down. The trick terminates by landing on the foot of the back leg and returning to stance. The Butterfly Kick is a very sensitive trick; many things must be achieved to make it legit. While the performer is airborne the arms must be held out to the side. While kicking the base leg back, the chest must be facing forward while the navel is pointing downwards. There also must be a 180° flat spin while airborne. **Level 2**

**3.005.3 Feilong-** The Feilong is a trick in which a person jumps off of both feet, from a ready position, turns 360° while executing an outside spin kick to the target, then delivering an inside kick to the same target before landing on the ground. The definitive action of a Feilong is to perform two kicks in the specific arrangement of "outside to inside". The most popular arrangements are outside crescent to inside crescent, and outside crescent to front. **Level 3**

**3.006.1 Pop 360-** The Pop 360 Wheel Kick is a trick in which the performer jumps off of both feet, from a ready position, turns 360° while delivering an outside spin kick to the target before landing on the ground. **Level 1**

**3.007.2 Pop 360 Gyro-** The Pop 360 Gyro is a trick in which the performer jumps off of both feet, from a ready position, turns 360° while delivering an outside spin kick to the target, and continuing to spin an additional 180° before landing on the ground. **Level 2**

**3.008.3 Pop 540-** Taking off both legs from a ready position, the practitioner rotates 540° along the transverse plane while executing an inside crescent kick and landing on the kicking leg. This move is very similar to the regular 540, but with a "pop" setup instead of the "cheat" setup. **Level 3**

**3.009.4 540 Gyro-** The 540 Gyro is essentially a 540 tornado kick, followed by a 180° vertical spin before landing. Unlike the traditional 540, the gyro doesn't really allow you to land on your kicking leg in the same manner, and so landing on both legs or even the non-kicking leg is fair practice. **Level 4**

**3.010.3 Backside 900-** A 540 (one and one half) in air spin followed by an inward kick such as a roundhouse or inside crescent. The performer starts in "backside" stance and uses a "pop" takeoff to begin the move. An additional 180 may be added after the kick (post landing) to return to stance. **Level 3**

**3.011.4 Kick the Moon-** a back flip variation initiated by a kick. **Level 4**

#### **Exit Tricks**

**4.001.1 Drop-** any dismount from height off any piece of equipment. **Level 1**

**4.002.1 Roll-** the dispersing of mass and energy across the body and solid ground; a way of exiting a trick or drop. **Level 1**

#### **Kangaroo Tricks**

**5.001.3 Cat Leap-** jumping and/or leaping onto a wall/obstacle using ones hands and feet to catch support oneself. **Level 3**

**5.002.3 Tic-Tac-** a ricochet type trick where one bounces/runs off one object to get over another adjacent obstacle; usually done with a side to side motion. **Level 2**

**5.003.2 Crane Leap-** Jumping onto an obstacle using one foot on top and one foot down the obstacle to maintain support; usually done if one cannot get both feet on top of the obstacle. **Level 2**

**5.004.1 Precision Jump-** jumping onto a small object usually a rail or edge and maintaining balance and support. **Level 1**

**5.005.3 Running Precision-** running across numerous small objects (i.e. a series of rails, dividers etc.) while maintaining speed, balance and support. **Level 3**

**5.006.1 Gap Jump-** jumping across any gap; jump from one obstacle to the next with a drop off in between the two obstacles. **Level 1**

#### **Vault Tricks**

**6.001.1 Squat on-** beginner level type of vault where the legs are used for additional support to the arms in order to make it easier to clear the obstacle. **Level 1**

**6.002.2 Dash Vault-** a vault where ones feet/legs pass over the obstacle first as if attempting to sit directly on it then followed by the hands to push off the object. **Level 2**

**6.003.5 Dash Bomb-** a dash vault that continues into a front flip. **Level 5**

**6.004.2 Kong Vault-** A vault over an obstacle while using only the hands and the body remaining parallel to the ground; a long dive onto and over the obstacle. **Level 2**

**6.005.3 Double Kong-** like a regular Kong but adding another push with the arms to clear longer or multiple obstacles before landing on the ground. **Level 3**

**6.006.1 Speed Vault-** a running vault meant to maintain speed of approach throughout the trick. Usually used with one hand, the rest of the body remains relatively parallel to the obstacle in order to maintain horizontal trajectory. **Level 1**

**6.007.3 Lazy Vault-** Similar to the speed vault except one uses their legs in addition to their one hand to successfully surmount the obstacle. **Level 3**

**6.008.3 Turn Vault-** a vault where one approaches the obstacle forward plants his hands and as he goes over he turns his body so his back ends up facing the obstacle; similar approach as a Kong but here instead of scooping the feet through for the landing, he turns his body around his arms. **Level 3**

**6.009.3 Kash Vault-** a combination of a Kong vault and a Dash vault; one begins like a Kong then finishes like the Dash. **Level 3**

### **Monkey Tricks**

**7.001.1 Swing-** A motion in which one literally swings their body back and forth to create momentum or to maintain momentum through the obstacle. **Level 1**

**7.002.1 Pull Over-** A motion used to move from a hanging position to a support position on top of the bar. Can be done with a swing or from a hang. **Level 1**

**7.003.1 Underbar-** A motion used from getting from a support position to a swinging/hanging position under the bar. **Level 1**

**7.004.1 Cast-** A support swinging motion used to push one's body away from the bar. **Level 1**

**7.006.1 Cast off-** A cast that pushes backward away from the bar and lands on the ground. **Level 1**

**7.007.1 Back Hip circle-** A support motion that flips/rolls backward around the bar and ends back in support position. **Level 1**

**7.008.1 ½ turn-** A swinging motion that changes the direction of the swing by letting go of the bar in the front of the swing with one hand and turns around. **Level 1**

**7.008.2 Monkey throw-** A swinging motion used to propel oneself forward off the bar, with no flip, either to another bar or to the ground. **Level 2**

**7.009.2 Kip-** A swinging motion used to move from a forward swing to a support position on top of the bar. **Level 2**

**7.010.2 Back uprise-** A swinging motion used to move from a backward swing to a support position. **Level 2**

**7.011.2 Squat On-** A cast that pushes high enough to place feet on the bar and stand up. **Level 2**

**7.012.2 Cast over-** A cast that pushes over the bar to land in front of the bar. **Level 2**

**7.013.2 Free Hip circle-** A support motion that flips/rolls backwards around the bar and ends pushing away from the bar. **Level 2**

**7.014.3 Swing Vault-** A dismounting motion that swings backwards high enough to pull over the bar and land on the other side. **Level 3**

**7.015.3 One armed swings-** A swing with only one hand holding the bar. **Level 3**

**7.016.3 Fly Away-** A dismounting motion that swings forward, lets go of the bar, and flips backward and lands on the ground. **Level 3**

**7.017.3 Front Off-** A dismounting motion that swings backward, lets go of the bar, and flips forward and lands on the ground. **Level 3**

**7.018.4 Giant-** A swinging trick that swings so big it goes over the bar and through a handstand. **Level 4**

**7.019.5 Cast Back-** A support motion that casts up and pushes off the bar to do a back flip and land on the ground. **Level 5**

**7.020.5 Double fly away-** A dismounting action that swings forward, lets go of the bar and flips backward twice before landing on the ground. **Level 5**

### **Break Dancing Tricks**

**Footwork-** is a broad term for the moves that are done mainly on the ground. Most footwork is a product of an acrobat's imagination or creativity, and therefore is not named. Footwork is one of the main bases of style and one of the key aspects of break dancing.

**8.001.1 Four step-** is the basic sequence of breakdance footwork. The acrobat uses his arms to support his body above the floor while his legs walk around in a circle in four steps. **Level 1**

**8.002.1 Six step-** is the basic sequence of breakdance footwork. The acrobat uses his arms to support his body above the floor while his legs walk around in a circle in six steps. **Level 1**

### **Freezes**

**8.003.2 Platform:** The part(s) of the body that touches the ground holds the rest of the Body in position. Examples of platforms are: hand, elbow, head, shoulder, back, belly, side, sometimes knee. A freeze could have multiple platforms: The platform of a Tri-pod Headstand would be 2 hands and a head. The platform of a Baby Freeze is also 2 hands and a head, but the body is horizontal rather than vertical as in a Headstand. **Level 2**

**8.004.3 Stab:** The act of stabbing the elbow up into the abs, hip, side, or back. Your hands are on the floor holding your body up horizontally off the ground. Your entire body is balanced on that elbow making your fore-arm the fulcrum and is your primary support. Stabs are not required for all freezes; however, it is basic and a foundational requirement to advance to a greater level of moves and freezes. **Level 2**

**8.005.2 Bridge:** You are lying down on your back, then with your hands (up by your head) and your feet (by your bottom) on the ground, you push your hips up until you are arched like a bridge facing upwards. From a handstand you could fall forwards into a bridge. **Level 1**

**8.006.2 Beginner freeze:** A basic freeze in which you are on your back, high on your shoulders, the hands are on the back waist, and elbows stabbed on the ground. **Level 2**

**8.007.2 Baby freeze:** A basic freeze where one hand is stabbed and the head and opposite hand are used for balance in a tripod position. While both legs are held in the air commonly with the opposite leg's knee of the balancing arm is placed on the balancing arm. **Level 2**

**8.008.2 Headstand:** A freeze while standing on the head, with or without hands on the floor for support. **Level 2**

**8.009.2 Airbaby:** A type of freeze with one knee resting on the corresponding elbow and both legs in the air. The knee that is resting on the elbow should be bent. **Level 2**

**8.010.3 One-handed airbaby:** An airbaby with only the hand of the arm supporting the knee on the ground. **Level 3**

**8.011.3 Reverse airbaby:** An Airbaby with all positions inverted. **Level 3**

**8.012.3 Hanging airbaby:** An Airbaby without the knee resting on the elbow. **Level 3**

**8.013.3 Lotus airbaby;** An Airbaby with the knees in a lotus/yoga position (The knee must be resting the elbow). **Level 3**

**8.014.3 Airchair:** A type of freeze in which the breaker stabs their elbow into their side/back and balances on it while keeping their legs and body in the air pointed towards the ceiling. **Level 3**

**8.015.3 Double airchair:** An Airchair with both arms stabbed at the side. (This move is very contortionist like). **Level 3**

**8.015.3 Elbow airchair:** A type of freeze in which the breaker holds their body up at the waist with either one or two hands and balances on only their elbows while their feet and head is in the air. **Level 3**

**8.016.3 Sidechair:** A freeze in which the breaker stabs one elbow into their side, like an airchair, and lifts his legs and body off the ground pointed towards the side. **Level 3**

**8.017.3 Chair freeze:** A type of freeze where the breaker balances with their elbow stabbed into their side and their head on the ground. They will then place one foot on the ground and cross the other leg over it. The other elbow can be used to balance or on the side of the body for viewing appeal. **Level 3**

**8.018.3 Elbow chair:** A type of freeze where the breaker balances with their hand holding onto their side while their head and supporting elbow touch the ground. They will then place one foot on the ground and cross the other leg over it. **Level 3**

**8.019.3 Handglide freeze/Table-top:** A type of freeze where the breaker balances on their stabbed arm and uses their free arm for support. **Level 3**

**8.020.3 Turtle freeze:** A type of freeze where the breaker stabs their elbow into each side of their abs and balances off the ground. **Level 3**

**8.021.3 Shoulder freeze:** A freeze where you are holding your body up using one shoulder, one hand, and the side of your head. The other arm lies behind you and is not used to balance. **Level 3**

**8.022.3 Hong 10 freeze/Halo freeze:** Similar to a chair freeze, but with your legs in the air. **Level 3**

**8.23.3 Dead halo freeze:** A halo freeze with your legs or feet are nearly touching the ground. **Level 3**

**8.024.4 Planche/Jimmy Fingers:** A position from gymnastics which involves both hands being on the ground, straight arms, and the rest of your body is held off the ground completely horizontally. A planche requires extreme strength and balance. **Level 4**

**8.025.4 Elbow freeze:** Breaker using one of his or her arm and elbow support the position. **Level 4**

**8.026.4 Dead freeze:** Any freeze done lying flat on your back or stomach without your legs or arms holding you up. Usually done after a power move or suicide. Your hands and legs can be in any formation but the typical Dead Freeze has the body flat and straight with the hands across the chest like a corpse in a coffin. **Level 4**

**8.027.4 Air anchor:** A freeze where the ball of your foot supports the weight of your body. Your hand is latched onto your ankle and elbow is stabbed into your back. (This move is very contortionist like). **Level 4**

**8.028.4 Spider/Frog splash:** A freeze where you start like in a push up position, but with your legs on and supported by your arms. This move can also be jumped onto. (This move is very contortionist like). **Level 4**

**8.029.4 G-Kick:** A kick with the legs and arm forming a G shape by reaching behind your back and grabbing the leg on the side of your arm on the ground. **Level 4**

**8.030.4 Headhollow/Scorpio/Master Sausage** A headstand where the body is leaned over in an extreme back arch with the heels almost touching the floor. **Level 4**

**8.031.4 Hollowback:** A freeze that involves leaning backwards from a handstand position in an extreme back arch. In a true hollowback, the legs are together. Imagine "The Bridge" Position (see above), however feet don't touch the ground. **Level 4**

**8.032.4 Scorpion:** A variant of Hollowback where one leg reaches back farther than the other resembling the tail of a scorpion. **Level 4**

**8.033.4 Invert/Ponk:** A variant of the hollowback that involves bending the legs forward instead of backwards. An inverted hollowback. **Level 4**

**8.034.5 Lotus hollowback:** A hollowback with the legs in a lotus/yoga position. **Level 5**

**8.035.5 K-Kick:** A kick with the legs and arm in a K shape. It is like a L-kick with the corresponding arm of the extended leg as the standing arm for the body to lean to that side, with the bent leg pointed up, and the free hand reaches either to its side or reaching downward almost touching the floor; its forms a leaning K. **Level 5**

**8.036.5 L-kick/Aú Batido:** A kick with the legs in an L shape, also seen in Capoeira. **Level 5**

**8.037.5 Pike:** A kick with both legs straight in the air and the free hand holding on to the feet. **Level 5**

**8.038.5 Flag:** A difficult freeze in which a one-hand handstand is maintained with both legs together leaning to one side...body resembles a flag. **Level 5**

## **Powermoves**

A powermove is any type of move in break dancing which requires spinning and/or rotating in a way that can be done so in multiple rounds. All powermoves (or series of a type of powermove) can be connected in combos to form a "power combo".

## **Circles & Flares**

**8.039.2 Double leg circles:** Swinging in a circular motion on hands with legs together. **Level 2**

**8.040.3 King flares/Hopping flare:** A flare that is done while hopping from hand to hand. **Level 3**

**8.041.3 Crossed-legged flare:** Much like twin-legged flare, but the legs are crossed. **Level 3**

**8.042.4 Chair flare:** A Flare starting and ending with an airchair position, much like king flares but with bent arms. **Level 4**

**8.042.4 Double chair flare:** A flare with both arms stabbed in the back creating a rotating double airchair. **Level 4**

**8.043.4 Sandwich flare:** A flare with both legs in a piked position. **Level 4**

**8.044.4 Lotus flare:** A flare with both legs crossed over each other in lotus/yoga position. **Level 4**

**8.045.5 Thread flare:** A flare that is done with by threading the legs with the free arm. **Level 5**

**8.046.5 One-legged flare:** A flare done with one leg over the breaker's head. **Level 5**

**8.047.5 Airflare-** An advanced power move starting from a 1990 or windmill or halo or headspin position. The acrobat goes into a handstand with his body diagonal to the ground and legs spread out into a V-shape. The legs are swung, like windmills/halos, in a circular motion. Using the momentum, the acrobat switches from arm to arm as the body rotates in the air. The most difficult part of this move is the switching of the arms (while in the air) while the back of the acrobat is facing the ground (the circular leg swing is most important in a hand transfer). It is recommended that this move is tried on mats with a supervisor. **Level 5**

**8.048.5 Piked Airflare:** Airflare with the legs straight together, instead of V-shape. **Level 5**

**8.049.5 Munch Airflare:** Airflare with the legs tucking in and kicking out, creating a "munch" motion. **Level 5**

**8.049.5 Lotus Airflare:** Airflare done with the legs crossed over one another, in the lotus yoga position. **Level 5**

**8.050.5 One legged Airflare:** Airflare with one the legs sticking out while the other leg is bent in, looking like an L-shape. Sometimes it is done with the bent leg tucked into the shirt of the acrobat. **Level 5**

**8.051.5 One handed Airflare:** Airflare using one arm. One handed airflares are typically performed two different ways: one is when the body is completely vertical, which is easier, or performed with the body in a natural airflare position, which is more difficult and are occasionally called "real one-handed airflares". These can also be done on the shoulder or the elbow. **Level 5**

**8.052.5 Elbow Airflare:** Airflare with elbows. **Level 5**

**8.053.5 Forearm Airflare:** Airflare with forearms. **Level 5**

**8.054.5 Wrist Airflare:** Airflare with wrists. **Level 5**

**8.055.5 Airflare 1.5:** instead of landing on your hands after doing one rotation of an airflare/airtrack, you keep your body rotating one half extra turn and land onto your back without the use of your hands. This is considered one of the most difficult and most dangerous of the airflare/airtrack moves. There are commonly performed on the elbow. **Level 5**

**8.056.5 Shoulder Airflare/Caveman:** Airflare with shoulders. **Level 5**

**8.057.3 Swipe:** A power move where the acrobat starts with his hands and feet on the ground and rotates his upper body to build the momentum to rotate his lower body. Swipes are commonly used to transition between footwork and power moves. **Level 3**

**8.058.3 Master swipe:** A swipe in which only one foot touches the ground at a time. **Level 3**

### **Windmills**

**8.059.3 Windmill/Mill:** A move/technique (considered a fundamental power move) in which the breaker kicks the opposite leg from the direction he/she is spinning to gain the momentum to rotate herself around onto her back and back onto her front. For the basic version, the legs are maintained spread apart like the sails/blades of a windmill. **Level 3**

**8.060.3 Superman mills:** Windmills using the hands so that the body does not touch the ground. **Level 3**

**8.061.3 Bellymills:** Windmills where the arms are stretched out while the torso rotates on the chest/stomach. **Level 3**

**8.062.3 Criticals:** The first full 360 degree rotation movement is done from a turtle or crab position. It requires a pushing motion and whipping both legs similar to a windmill but fully rotating in the air landing back into a turtle or crab position. **Level 3**

**8.063.3 Critical Two's:** A variant of criticals that is from the swipe position landing nonstop into footwork or windmills or freezes. **Level 3**

**8.064.3 Forearm mills:** Windmills performed by landing back on forearms when continuing the next spin. **Level 3**

**8.065.3 Windmill critical:** A variant where in freeze position during a windmill like Airflare 1.5 you push yourself off the ground and spin in the air back into a windmill. **Level 3**

**8.065.4 Airplane mills/Highrisers/Highrises:** A windmill but your arms high as possible and spread out. **Level 4**

**8.066.4 Babymills/Cork screws/Munchmills:** Windmills performed with tucked legs. **Level 4**

**8.067.4 Germanmills/Tappingmills/Webs:** Windmills performed with one leg tucked on top of the other leg, the lower leg taps the ground while the upper torso rolls over similar to munchmills/babymills. The tap leg should be the opposite of the direction the windmill is rotating. **Level 4**

**8.068.4 Tombstone mills/Frankensteins:** Windmills performed with piked legs. **Level 4**

**8.069.4 Handcuffs:** Windmills performed with your hands behind your back imitating being handcuffed. Must be performed high up on ones back to avoid injury. **Level 4**

**8.070.5 Mummies:** You do a windmill, but cross your arms over your chest. **Level 5**

**8.071.5 Nutcracker:** A windmill with your hands on your groin area. **Level 5**

**8.072.5 Eggbeater:** A windmill with hands to your thighs. **Level 5**

**8.073.5 Barrel:** A windmill where your arms make a circle as if you are hugging a barrel. **Level 5**

**8.074.5 Confusions:** A windmill with your hands on your ears or the side of your head. **Level 5**

**8.075.5 Lotus mills:** Windmills done with the legs crossed over one another, in the lotus yoga position. **Level 5**

**8.076.5 Frankenstein mills:** Windmills with your hands in the air almost touching your toes like Frankenstein. **Level 5**

**8.077.5 Threading mills:** Threading while doing windmills. **Level 5**

**8.078.5 Halos:** Similar to windmills, the only difference is the back roll on the ground but supported by arms while rotating, thus causing this move to also spin on the side of head, like a halo. **Level 5**

**8.79.5 One-handed halo:** Halos done on one hand. **Level 5**

**8.080.5 Double halo:** Doing two consecutive halos without touching your hands on the floor after one full rotation. **Level 5**

**8.081.5 Shoulder halo:** Halos done with the shoulders. **Level 5**

**8.082.5 Threading halo:** Threading while doing Halos. **Level 5**

**8.083.5 Multiple halos:** Doing more than two spins while doing Halos. **Level 5**

**8.084.5 Toe Touch halo:** Doing Halos while touching your feet before landing a spin. **Level 5**

### **Backspins**

**8.085.2 Backspin:** One of the first spinning and famous power moves ever made. A move which has the breaker balled up and spinning on his or her back. **Level 2**

**8.085.2 Sidespin:** Sometimes done after a windmill, the side spin is balled up like the back spin except the breaker is rotating on his or her side. **Level 2**

**8.086.3 Shoulder spin:** Sometimes done after a windmill, but going higher to reach the shoulder then spinning. **Level 3**

### **Headspins**

**8.087.4 Headspins:** A continuous spin done while balancing only on the head, the legs can vary indefinitely. **Level 4**

**8.088.4 Hurricanes:** A headspin done with both arms around the head. **Level 4**

**8.089.4 HeadSlide/Gromeks:** A combination of a headspin and a head slide where the acrobat rotates around using a headspin/halo technique whilst sliding forward upon his forehead. Usually achieving between .5 and 1.5 rotations and catching it in another head move. **Level 4**

**8.090.4 Head Slide:\*** Pushing off with your feet while your head on the ground and sliding forward. **Level 4**

**8.091.5 Running Head Slide:\*** Gaining momentum by sprinting and leaning your head towards the floor with your hands by your head. When your head touches the floor, kick your legs up and lift your arms so that you are only sliding on your head. To avoid injury, make sure your hands hit the floor before your head when sprinting and also wear a beanie. **Level 5**

**8.092.5 1990/90:** A spinning one-handed handstand. **Level 5**

**8.093.5 Deadman 90's:** Similar to the 1990, the Deadman 1990 is done without alternating between hands before the spin. The acrobat spins on the same hand he initially places onto the ground, making the deadman 90 easier to balance but harder to create momentum. **Level 5**

**8.094.3 2990's:** A 1990 that is executed by pushing up while in a headspin. **Level 3**

**8.095.5 2000/00s/Thousands:** A 1990 with the spare hand on the wrist of your supporting hand. **Level 5**

**8.096.5 3000's:** A 2000 that is executed by pushing up while in a headspin. **Level 5**

## Spins

**8.097.3 Knee Spin:** Spinning on a knee or both knees, in any direction. **Level 2**

**8.098.3 Airbaby Spin:** Spinning while in an airbaby. **Level 3**

**8.099.3 Airchair Spin:** Spinning while in an airchair. **Level 3**

**8.100.3 Forearm Spin:** A spin on the forearm. **Level 3**

**8.101.3 Elbow Spin:** A spin on the elbow. **Level 3**

**8.102.3 Head Glide/Donut/Icy Ice:** A spin performed after windmill where your hand is planted in your side and head drags on the ground and spins around your hand. **Level 3**

**8.104.3 Slush/Elbow Spin:** A spin performed on the tip of the elbow. **Level 4**

**8.105.4 Reverse-Slush/Counterclockwise Elbow spin:** A spin performed on forearm or elbow. This move rotates counterclockwise if you are right-handed. **Level 4**

**8.106.5 Gatling Gun:** A powermove where you are in a handstand, swinging your legs around you in a circular motion kicking about. **Level 5**

**8.107.5 Spinning flag/Flag spin/Rivers 1990:** A variation of 1990. An acrobat rotates on his hand, but his body is doing a flag freeze. **Level 5**

**8.108.5 Hollow 2000/Rivers 2000:** A variation of 2000. Similar to the spinning flag, except using 2 hands. **Level 5**

## Handglides

**8.109.3 Handglide spin/Handspin:** A move that involves spinning around in a circular motion, using one hand to push and propel you while the other hand is positioned in the side pocket of the abdominal section supporting your weight balancing your body from not touching the floor. **Level 3**

**8.110.3 Straight leg Handglide:** A move that involves spinning around with the legs closed like a planche but supporting one's weight by positioning your elbow in the side pocket of abdominal section supporting one's weight with elbow and wrist strength. **Level 5**

**8.111.5 Sidechair spin:** Spinning while in a side chair. **Level 5**

**8.112.5 Airchair spin:** Spinning while in an airchair. **Level 5**

## Floats and Turtles

Both hands are walking in a circular motion and balancing the body straight and with control.

- 8.113.3 Turtle:** A move that involves positioning both elbows in the kidney pockets on the side of the body and both hands walk in a circular motion balanced. Each hand distributes the weight of the person in an alternating action. The more advanced the more control this comes with strength. **Level 3**
- 8.114.3 Cricket:** A move that involves hopping around in a circular motion while in the handglide position but hopping. Hands pump off of the floor one after the other. **Level 3**
- 8.115.3 Hydro:** Crickets pushing with both hands at the same time. **Level 3**
- 8.116.3 Jackhammer:** Crickets on one hand pumping off the floor balancing body with one elbow in the side of abdominal section hard for control to be a float but can be done. **Level 3**
- 8.117.3 Lotus jackhammer:** A jackhammer done with the legs in a lotus/yoga position. **Level 3**
- 8.118.4 Super jackhammer:** Jumping really high while doing a jackhammer. **Level 4**
- 8.119.4 Darkhammer:** A move where you hop from one side to the other with elbows in side of abdominal section hand to hand with balance. **Level 4**
- 8.120.4 Hopping turtles/Scratching turtles:** A variation of dark hammers that involves putting you elbow in the pocket of the abdominal side and hop on one hand at a time while the other reaches out in front of you. Tapping you opponent on his foot was the first version. **Level 4**
- 8.121.4 UFO** A power move and (air move) combined the 1st version is an unsupported float but with the legs drawn in to pick up speed and the momentum spinning around on your hands with the illusion of a space ship. **Level 4**
- 8.122.5 Boomerangs:** A power move done by spinning on your hands with your legs spread open. **Level 5**
- 8.123.5 Inside boomerangs:** Hands down in front of you supporting you and propelling you in a circle. **Level 5**
- 8.124.5 Outside boomerangs:** Hands down behind of you supporting you and propelling you in a circle. **Level 5**
- 8.125.5 Gorillas:** A power move that involves spinning around in a circular motion, using your body position in a tucked planche and you spin with your hands. It's a bit similar to the U.F.O. but instead of your legs going around, your whole body goes around. **Level 5**
- 8.126.5 Buddhas:** A power move walking/spinning around while arms are the holding the body up from behind and legs are in the tucked planche position. **Level 5**
- 8.127.5 Gremlin spins:** A power move where you spin on only one hand down on the floor carrying body in a position with the knees bent. Can be done between and after flares. **Level 5**

### **Handhops/Elbow hops/Other hops**

Commonly known as handhops or Rabbits, a hand hop is done in a two-handed or one-handed handstand. Legs will kick causing the hand or hands on the floor to hop. This is also done on elbows and other body parts using the same motion of kicking to "hop" you off the ground.

**8.128.5 Basic handhops/One-handed Rabbits:** Hopping on one hand, pumping your legs up together. **Level 3**

**8.129.3 Scissor hops:** Hopping while kicking your legs back and forth. **Level 3**

**8.130.3 Threading handhops:** Threading while hopping. **Level 3**

**8.131.3 Lotus handhops/Yoga hops:** Hopping while Legs are in the Lotus position. **Level 3**

**8.132.3 Hand hop pikes/Pike hops:** Hand hopping while piked. **Level 3**

**8.133.4 Bicycle hops:** Rapidly kicking (or Bicycling) your legs multiple times in between hops. **Level 4**

**8.134.4 Super hops:** Hopping and bending your elbow up while in the air to hop as high as possible. **Level 4**

**8.135.5 Pretzel hops:** Hopping with one leg behind your head. **Level 5**

**8.136.5 Clap hops:** Hopping and clapping your hand while in midair. **Level 5**

**8.137.5 Wrist hops:** Hopping on your wrist. Acrobat Jun is famous for this move. *Note: Most One handed hand hops can be done on the elbow.* **Level 5**

### **Other Hops**

**8.138.4 Airchair hops/Sidechair hops:** The acrobat is in an airchair or side chair freeze position and kicks up continuously, thus hopping on one hand. **Level 4**

**8.139.4 Head hops:** Hopping on your head. **Level 4**

**8.140.5 Shoulder hops:** the Acrobat is in a shoulder freeze position and kicks up, thus hopping on the shoulder. **Level 5**

### **Blowups/Rollbacks**

**8.140.3 Rollback Handstand:** The acrobat starts off on his back or sitting down and rolls back to a handstand. This move is common to start a 1990 or a 2000. **Level 3**

**8.141.3 Rollback Pike/Nike:** Similar to a rollback handstand but usually done with one arm into a pike or a nike. **Level 3**

**8.142.4 Rollback Airchair:** An acrobat starts off on his back or sitting down and rolls back to an airchair. **Level 4**

**8.143.4 Elbow Rollback:** An acrobat starts off on his back or sitting down and rolls back on to his forearm freezing him in the air. **Level 4**

**8.144.5 Rollback 2000:** An acrobat starts off on his back, rolls, than goes into handstand position. Sudden twist of the body creates momentum and allows the acrobat to perform 2000. **Level 5**

#### **Drops**

**8.145.4 Drop Airchair:** Usually starting from a handstand move and dropping into an airchair. **Level 4**

**8.146.3 Drop Elbow/Forearm:** Usually starting from a handstand move and dropping onto the elbow or forearm. **Level 3**

**8.147.5 Head Drop:** Dropping onto the head from another move. **Level 5**

**8.148.5 Shoulder Drop:** Dropping onto the shoulder from another move. **Level 5**



## VIII. Excerpts from the AAU Code Book

### A. AAU Membership

All participants must be a member of the AAU in order to participate in any AAU Sanctioned Event. Event Operators may not collect AAU membership money at any AAU sanctioned event.

#### 1. Membership Requirements

Membership in the AAU is a privilege granted by the AAU. The AAU at its sole discretion reserves the right to accept or reject applicants for membership.

a). Conditions for Membership: Membership in any class may be granted only after an application is submitted and approved. By submitting an application, the applicant agrees to comply with all the provisions of the Constitution, Bylaws, policies, procedures and rules of the AAU.

b). Classes of Membership – Classes of membership in the AAU are as follows:

(1) District Member – the organization chartered by the Congress to provide administrative services within a designated geographic area.

(2) Club Member – An organization or group that has been approved for membership after meeting the registration requirements of the Code

(3) Individual Member – A person who has been approved for membership after meeting the registration requirements of the Code. Individual membership categories are:

- (a) Youth Athlete
- (b) Adult Athlete
- (c) Non-Athlete

(4) Affiliate Member – An organization or group approved by Congress which is engaged in athletics or sports-related activities.

### B. Use of Logos and Trademarks

- a. The AAU name, mark, seal, logo, and other insignia (all "AAU marks") are protected through trademark registration and are defined as the intellectual property of the AAU. A user of the AAU's intellectual property must have prior and continued approval of the National AAU. Only those subordinates and affiliated organizations which are expressly authorized by the National AAU may use the intellectual property of the AAU. The National AAU may withdraw its approval to use its marks, in its sole discretion. Members shall immediately comply with notice to cease and desist from the use of the AAU's intellectual property. The unauthorized use of any of the intellectual property of the AAU is a violation of this policy and may subject the member/entity to penalties set out in the AAU Code
- b. Only chartered Districts, District Sport Committees and National Sport Committees may use the AAU marks in their name.

- c. There are three (3) levels of AAU club membership. Level 1 AAU Clubs acquire no rights to use the AAU's intellectual property. Level 2 and Level 3 Clubs may use AAU's intellectual property for the promotion of its organization and/or sanctioned AAU events only. Member clubs may not use the name AAU in their legal name.
- d. In the event of a dispute or conflict as to a member's / entity's claim(s) to use any of the intellectual property of the AAU, the Officers of the AAU shall decide and determine the dispute in their sole discretion.

### **C. Event Sanctions**

- a. No event shall be conducted under the auspices of the AAU unless a sanction has been issued for the activity. A sanction is the written approval of the AAU for the conduct of the activity.
- b. Only AAU members may participate in sanctioned events unless otherwise provided in the Bylaws.
- c. Sanctions may be issued to any club in good standing. Any sanction may be reviewed within 15 days of submission by the District Sport Committee Director. If the sanction is reviewed and rejected, the Registrar shall notify the organization submitting the sanction.
- d. No sanction shall take effect until the 15-day review period has expired, or until the Registrar processes the sanction following approval of the District Sport Committee Director. Beginning with the 2009 Membership year, all applications for sanction must be competed and submitted through the on-line process or the AAU National Office.
- e. The National Registration Executive Committee has the authority to issue sanctions as follows:
  - i. For events in locations where there is no active District member.
  - ii. For events in Districts where there is no current active participation (No District Championships in the prior membership year).
  - iii. For events directly sponsored by the National AAU or National Sports Committee.
  - iv. For inter-District league play.
  - v. Review and approve any sanction rejected by the District.
  - vi. Sanctions issued to one organization cannot be transferred to another organization.
  - vii. No Sanction will be issued for any event where the word "Olympic" or any derivative thereof is used in any advertisements or notice in connection with the event except upon the specific written approval of the Board of Directors.
  - viii. Sanctions must be reviewed and processed by the District Registrar and reported to the National Headquarters. A record shall be kept by each District of all sanctions issued.

### **D. District Sport Committee Bi-Annual Meeting**

- a. District Sport Committee Bi-Annual Meeting –

It is the duty of the District Sport Committee to hold a bi-annual meeting, the date of which shall be approved by the District Executive Committee. [Not the Sport Committee Executive Committee]

**b. Notice of District Sport Meetings –**

Notice of the bi-annual or special meetings of the District Sport Committee shall be issued (or issue approved) by the District Secretary, to clubs eligible to vote as of 30 days prior to the scheduled annual meeting.

- i. Quorum – Five (5) member clubs must be present to constitute a quorum of the Annual Sport Committee meeting.
- ii. Voting – Each member of a Committee shall have one vote unless the operating rules of the Committee provide for weighted voting. There shall be no voting by proxy. (A club may designate another representative for the club.

**E. Functions of District Sport Committees**

- a. District Sport Committees. In each approved AAU sport in which the District has athletes actively participating, there may be a Committee to manage competition within the District.
- b. Composition. The District Sport Committee shall include the following:
  - i. Each club member which registers at least five individual members in the sport shall have one representative on the District Sport Committee
  - ii. District Sport Committee Officers and Chairmen of Committees as defined by that sport’s operating rules. [Added 10/07].
  - iii. The Governor may appoint five (5) at-large members.
- c. Duties. The duties of the District Sport Committee are to:
  - i. In even years, hold a Bi-Annual meeting, the date, time and location of which shall be approved by the District Executive Committee. (Added 10/08).
  - ii. Adopt at the Bi-Annual Meeting, rules of operation of the Committee to be submitted to the Executive Committee for approval and which shall not conflict with the provisions of the AAU Constitution, Bylaws, National Policies or National Sport Committee Rules.
  - iii. Determine whether to establish a Committee operating account and if so to comply with all relevant AAU procedures and policies.
  - iv. Conduct the District Championship.

**F. Functions of District Sport Director**

- a. District Sport Director - In each sport in which five or more club members have designated the sport as its primary sport, the Director shall be elected by the Committee at its Bi-Annual Meeting. When there are fewer than five clubs registered to the Sport, the Chair may be appointed by the Governor with the approval of the National Sport Committee

Chair. The District Sport Director takes office upon election or upon appointment.

- b. Term - The term of office for an elected District Sport Director shall be four (4) years to run concurrently with the District Officers. The term of office for an appointed District Sport Director shall be one year or until such time as the Sport Committee meets the criteria to elect a Chair.
- c. Vacancies - A vacancy occurring in an elected District Sport Director position shall be filled in accordance with the Sport Committee operating rules. A vacancy occurring in an appointed District Sport Director position shall be filled by the Governor with the approval of the National Sport Committee Chair.
- d. Duties – The Sport Committee Director shall:
  - i. Develop a budget for the Sport Committee to file with the District Executive Committee.
  - ii. Perform the duties set forth in the Committee Rules of Operation.
  - iii. Approve event sanctions in the sport.
  - iv. Preside at Sport Committee meetings.
- e. Removal – District Sport Directors may be removed as follows:
  - i. By District Sport Committee – An elected Sport Committee Director may be removed by a two-thirds (2/3) vote of the Sport Committee at the Bi-Annual meeting provided that the Notice of the meeting specifies that a motion to remove is on the agenda. [Rev. 10/07]
  - ii. By National Sport Chair - Each National Sport Chair shall annually review the number of events held in their sport. If the number of sanctioned events, excluding practice sanctions, are below five (5), the National Sport Chair may remove the District Director. If the District Governor does not agree with the removal, the President shall appoint an arbiter who will make the final decision. [Rev. 10/07]
  - iii. By National Board of Review - An elected Sport Director may be removed by order of the National Board of Review following the filing of a complaint and the Board’s proceedings. [Added 10/07]

## **G. Membership and Residency**

- a. Adult members will not be bound by residence requirements.
- b. Youth members must register in the District of their bona fide residency, except as follows:
  - i. A youth member who resides in the county of one District that adjoins a county of another District and who attends a school located in the adjoining county will have the option of registering in either District
  - ii. A youth member subject to a written joint legal custody arrangement whose custodians reside in different Districts shall have the option of registering in either District.

- iii. A bona fide student at an educational institution may be considered a resident of the District in which the institution is located.
- iv. Persons living outside the U.S. may register in the closest District or with the District where the competition they are first participating in will take place. The respective National Sports Committee rules shall govern their participation in AAU competitions.

## **H. Eligibility**

- a. A youth member may elect to participate in his or her District of bona fide residence or a District that geographically adjoins that District. Exception: In team sports a maximum of three (3) members may participate with a team in an adjoining District. [Team sports include baseball, basketball, field hockey, hockey, soccer softball and volleyball.]
- b. Club Attachment: A youth member becomes attached to a club member when he/she competes with that club in any AAU sanctioned event (practice not included). An athlete may attach to additional clubs if he/she participates in additional sports.
- c. For team/club sports only. If an athlete participates in an AAU sanctioned league for one group member (club), that athlete may elect to affiliate immediately with a second group member (club) for the purpose of qualifying for an AAU National Championship. Participation may be simultaneous. A league is made up of teams/clubs that compete only among themselves for a defined period of time.
- d. Transfers: An attached youth member may transfer to another club in the same sport under the following conditions:
  - i. If the youth member has not competed in any AAU sanctioned events in that Sport for a period of sixty (60) days.
  - ii. If the representative of the club to which an athlete is attached signs a release form permitting an immediate transfer. (Athletes released under this provision are subject to National Championship eligibility restrictions as adopted by National Sport Committees.) [Added 10/07]
  - iii. When the transfer is for the purpose of competing with a team which has qualified for a National Championship as provided by National Sport Committee rules.
  - iv. If the Registrar determines that the transfer is due to events outside the control of the athlete or that the transfer serves the best interest of the AAU.

# I. IX. Appendix

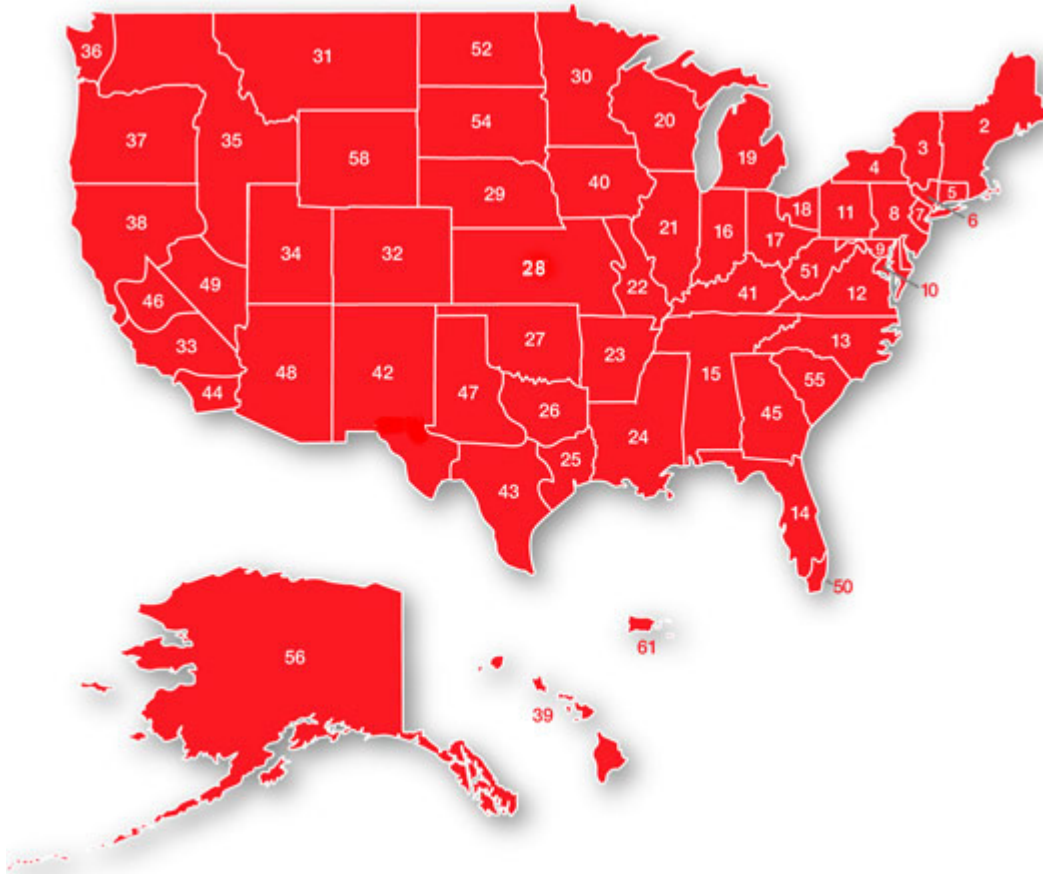
## A. National Gymnastics Executive Committee Directory

<b>National Chair</b>	<b>Treasurer</b>
Ron Ferris 5701 W. Webb Rd. Youngstown, OH 44515 330-652-4386 (Phone) <a href="mailto:teamogi@aol.com">teamogi@aol.com</a>	Joe Gura 35849 Bentley Dr. Avon, OH 44011 440-452-4481 (Phone) <a href="mailto:jegura@roadrunner.com">jegura@roadrunner.com</a>
<b>Vice Chair, National Event Director</b>	<b>Secretary</b>
Shelly Proa 285 Adalia Terrace Port Charlotte, FL 33953 941-627-5342 (Phone) <a href="mailto:tumbleathorizon@aol.com">tumbleathorizon@aol.com</a>	Denise Jessen 124 Cedar Lane Martinez, GA 30907 706-650-2111 <a href="mailto:dcJess@bellsouth.net">dcJess@bellsouth.net</a>
<b>Women's Program Chair</b>	<b>Men's Program Chair</b>
Debbie White 5432 Tomahawk Avenue Fairfield, OH 45014 513-368-5690 <a href="mailto:D3mr@zoomtown.com">D3mr@zoomtown.com</a>	Bill Foster 4963 Louetta Road Houston, TX 77379 281-370-2882 <a href="mailto:mpcbillfoster@aol.com">mpcbillfoster@aol.com</a>
<b>Website Coordinator</b>	<b>District Sports Chair Liaison</b>
Nancy Hanes 11981 Maxfield Blvd. Hartland, MI 48353 810-632-7879 <a href="mailto:nlhanes@sbcglobal.net">nlhanes@sbcglobal.net</a>	Tom Fontecchio 471 Page Street Unit 3 Stoughton, MA 02072 781-341-4160 <a href="mailto:somcenter@aol.com">somcenter@aol.com</a>
<b>Sport Growth Coordinator</b>	<b>Scholarship Sub Committee Chair</b>
Mike Thomas 9063 Bond Street Overland Park, KS 66214 913-438-4444 <a href="mailto:KCityMikeThomas@aol.com">KCityMikeThomas@aol.com</a>	Debi Barta 7862 La Nita Street Highland, CA 92346 951-205-2115 <a href="mailto:Debikay_61@yahoo.com">Debikay_61@yahoo.com</a>
<b>Points Series Coordinator</b>	<b>AAU National Office Liaison</b>
Doug Jonuska 4113 Whitney Street Janesville, WI 53546 608-756-0444 <a href="mailto:doug@csakids.com">doug@csakids.com</a>	Anastasia Saunders AAU National Headquarters P.O. Box 22409 Lake Buena Vista, FL 32830 407-934-7200 <a href="mailto:anastasia@aausports.org">anastasia@aausports.org</a>

## B. National Freestyle Acrobatics Executive Committee Directory

<b>Chair</b>	<b>Equipment Committee</b>
Ron Ferris 5701 W. Webb Rd. Youngstown, OH 44515 330-652-4386 (Phone) <a href="mailto:teamogi@aol.com">teamogi@aol.com</a>	Mubarak Abdullah 10527 Bastille Ln. Apt 204 Orlando, FL 32836 888-850-9159 (Phone) <a href="mailto:gymcrew@hotmail.com">gymcrew@hotmail.com</a>
<b>Competition Committee</b>	<b>Judging Committee</b>
Taqiy Abdullah 10527 Bastille Ln. Apt 204 Orlando, FL 32836 888-850-9159 (Phone) <a href="mailto:gymcrewtaqiy@hotmail.com">gymcrewtaqiy@hotmail.com</a>	Kerry Adderly 9225 W. Charleston Blvd. Las Vegas, NV 89117 888-850-9159 <a href="mailto:gymcrew2009@gmail.com">gymcrew2009@gmail.com</a>
<b>Rules Committee</b>	<b>Competition Committee</b>
Ronnie Ferris 5701 West Webb Road Austintown, OH 44515 330-652-4386 <a href="mailto:gymmanoh@gmail.com">gymmanoh@gmail.com</a>	David Henderson 11501 Ocean Harbor Dr. Apt # 103 Orlando, FL 32836 888-850-9159 <a href="mailto:dhendti@gmail.com">dhendti@gmail.com</a>
<b>Judging Committee</b>	<b>Equipment Committee</b>
Jamie Henderson 728 W. 7 <sup>th</sup> Street Edmond, OK 73003 888-850-9159 <a href="mailto:gymcrewjamie@gmail.com">gymcrewjamie@gmail.com</a>	Cody Trobaugh 5765 Bozeman Dr. Apt # 1307 Plano, TX 75024 888-850-9159 <a href="mailto:crtrobaugh@hotmail.com">crtrobaugh@hotmail.com</a>
<b>AAU National Office Liaison</b>	
Anastasia Saunders AAU National Headquarters P.O. Box 22409 Lake Buena Vista, FL 32830 407-934-7200 <a href="mailto:anastasia@aausports.org">anastasia@aausports.org</a>	

## C. District Sport Chair Directory



Map #	District	District Sport Director
3	Adirondack (AD)	National Office
56	Alaska (AK)	National Office
23	Arkansas (AR)	Mary Greenfield
48	Arizona (AZ)	National Office
46	Central California (CC)	National Office
21	Central (CE)	Doug Jonuska
32	Colorado (CO)	National Office
5	Connecticut (CT)	Linda Brown
14	Florida (FL)	Kathy Stuenkel
50	Florida Gold Coast (FG)	Randy Sikora
45	Georgia (GA)	Denise Jessen
25	Gulf (GU)	Bill Foster
39	Hawaii (HI)	National Office
40	Iowa (IA)	Stan Atkinson
35	Inland Empire (IE)	Paul Campbell
16	Indiana (IN)	Nancee Truelove
41	Kentucky (KY)	Vicki Smith
18	Lake Erie (LE)	Joe Gura
9	Maryland (MD)	National Office

19	Michigan (MI)	Nancy Hanes
8	Middle Atlantic (MA)	National Office
30	Minnesota (MN)	Kathy Nelson
28	Missouri Valley (MV)	Angie Curtis
31	Montana (MT)	National Office
29	Nebraska (NB)	Jane Johnson
2	New England (NE)	Mary-Ellen Bourassa
7	New Jersey (NJ)	Patricia Wilson
42	New Mexico (NM)	National Office
6	NY Metropolitan (MP)	National Office
4	Niagara (NI)	National Office
13	North Carolina (NC)	Jessica Harris
52	North Dakota (ND)	National Office
17	Ohio (OH)	Debbie Barber
27	Oklahoma (OK)	Benjamin Fox
37	Oregon (OR)	National Office
22	Ozark (OZ)	Jeri Inman
38	Pacific (PA)	National Office
36	Pacific Northwest (PN)	National Office
44	Pacific Southwest (PS)	National Office
10	Potomac Valley (PV)	National Office
55	South Carolina (SC)	Louise Peck
54	South Dakota (SD)	Arlyn Wohlleber
15	Southeastern (SE)	Wayne Stough
24	Southern (SO)	National Office
49	Southern Nevada (SN)	National Office
33	Southern Pacific (SP)	Debi Barta
43	South Texas (ST)	National Office
26	Southwestern (SW)	National Office
34	Utah (UT)	National Office
12	Virginia (VA)	Paul Feciura
11	Western Pennsylvania (WP)	National Office
47	West Texas (WT)	National Office
51	West Virginia (WV)	Paul Gilmer
20	Wisconsin (WI)	LeeAnn Bohn
58	Wyoming (WY)	National Office

### **D. Dates for the 2011 National Championships**

<b>Event</b>	<b>Date</b>	<b>Location</b>
AAU Gymnastics Winter Nationals	February 17 - 19, 2012	Geneva, OH
AAU Age Group National Championship	June 20 – 24, 2012	Wisconsin Dells, WI
AAU Junior Olympic Games	August 1 – 4, 2012	Houston, TX