

*** MEN's Artistic Gymnastics – Abstract of the « Code de Pointage »
(Mini Code of UEG 2009 - 2012)**

This document sets out briefly how the sport of MENS' ARTISTIC GYMNASTICS is judged.

GENERAL

Gymnastic routines cannot be judged by stopwatch and measuring tape. They require the use of fallible human judgement. To reduce this fallibility, the International Gymnastics Federation (FIG) issues a Code of Points to be used by all National Federations. Note that there are Codes for each type of gymnastics such as Women's Artistic and Rhythmic, as well as Men's Artistic as discussed here. This Code sets out how the Jury of Judges is made up, how they should record the routines to determine their individual scores, and how a final score is calculated.

The Code fixes, for each apparatus, the required content of a complete routine in terms of number, level and variety of elements and combinations that should be included. Instructions are set out clearly to allow a judge to determine a score level based on these.

Subject to these constraints, the gymnast should show his own technical and artistic qualities, and indeed also his temperament and personality.

By choosing to perform in his routines only those elements that he can do extremely well, the gymnast advances the major aim of the sport, namely the search for perfection.

THE PANELS OF JUDGES (JURIES)

There is a clear split of responsibility; with a D Jury assessing what the gymnast does, a E Jury assessing how well he does it.

Supervisor

The combined Jury on each apparatus is chaired by a member of the relevant Technical Committee (TC), FIG or European as the case may be.

D Jury

Consists of two judges'. The D1 judge is appointed by the FIG/UEG Men's Technical Committee in accordance with the Technical Regulations. The D2 judge who is usually drawn by lot from the qualified judges of the countries competing.

E Jury

Normally consisting of six judges drawn by lot from competing countries.
Note that a full Panel could be up to nine persons on each apparatus.

Superior Jury

The President of the TC observes and controls the correct application of the Code on all apparatus.

Apparatus Supervisor

On each apparatus he observes and controls the work of the two sub-panels, judging each routine himself in full. If the two D Jury judges cannot agree, he must make a definite decision.

D1 Judge

The D1 judge has, a number of tasks which include:-

- To coordinate the work of all members of the apparatus jury
- To liaise with the Supervisor where appropriate
- To assure the efficient running of his apparatus and control the final score.
- Above all he must record and evaluate the content and difficulty of the exercise

To be chosen for this position, a judge will have obtained absolutely outstanding results in the quadrennial examination (tied to the Olympic Cycle) and will have much practical experience. There is a very limited list of such judges.

D2 Judge

Also with a good examination result and much practical experience. Those eligible for this task come from an elite cadre, though not as limited in numbers as those on the Category 1 list.

Together the D1 and D2 judge record and evaluate the contents of the routine. The factors, discussed later in this document, are fourfold.

- 1) Difficulty
- 2) Element Groups
- 3) Combination Bonus
- 4) Any breaking of general rules

They then agree on a **DIFFICULTY VALUE** for the routine.

The E Jury

Each E Jury judge is responsible independently for taking deductions for imperfections in the 'exercise presentation', which is how well the routine is performed. They look at each element and connection in detail; assessing if swing elements are swung correctly; if hold positions are held accurately; and if the whole is aesthetically correct, with legs straight and together as may be required.

These deductions are taken in units of 0.1, 0.3 or 0.5.

Calculating a Final Score

Consider the case in which the D Jury has assessed a 6.0 Difficulty Score, and the judges individual deductions are as follows:

Judge No.	1	2	3	4	5	6
Deductions taken	0.5	0.4	0.8	0.4	0.3	0.4
Score displayed	9.5	9.6	9.2	9.6	9.7	9.6

To calculate the final score, the highest and lowest of the scores given are removed, then the middle four are averaged.

In this case, 9.575 would be added to D score of 6.0 to give a final score of 15.575.

Difficulty

All permitted elements are given a difficulty level by letter value from A to G, with A as the easiest. A gymnast is allowed to include as many elements as he like however the best 9 including the dismount will be used to calculate the D score.

There are specific rules that apply on different apparatus which provide apparatus specific guidelines on how elements can be used to make up an exercise.

Element Groups

There are 5 element groups on each exercise except vault. A gymnast must show all element groups in order to maximise his score. Each element group is valued at 0.5. The 5th element group is always the dismount.

The groups may be described as follows:

Floor

- I Non – acrobatic elements.
- II Acrobatic elements forward.
- III Acrobatic elements backward
- IV Acrobatic elements sideways or with backward/forward jumps with half turn.

Pommel Horse

- I Single leg swings and scissors
- II Circles or flairs with and/ or without spindles and handstands.
- III Side and cross support travels
- IV Kehrswings and Wendeswings, flops and combined elements
- V Dismount.

Rings

- I Kip and swing elements
- II Swings to handstands.
- III Swings to strength hold elements.
- IV Strength or hold elements
- V Dismount.

Vault

In the Vault finals two Vaults from different groups are required, with a second one from the same group scoring zero. In the Team and All-Around Individual Finals, one Vault is all that is needed.

Parallel Bars

- I Elements in support or through support on 2 bars.
- II Elements starting in upper arm position.
- III Long swings in hang.
- IV Underswings.
- V Dismount.

High Bar

- I Long hang swings with and without turns.
- II Flight.
- III Elements near the bar
- IV El grip and dorsal hang elements.
- V Dismount.

Special Note on Dismounts

For all apparatus including Floor, the dismount must be of at least D value. For a C value dismount the gymnast would be awarded 0.3 for Element group 5

Bonus

There are special connection bonus rules that apply to some apparatus :-

Floor for all connections between saltos that include a D or more value

HBar for directly connected flight elements where one element is at least a D value connected to a C element. Also for on bar elements of D value connected to flight element of D or above

Repetition of Elements

All elements, whether repeated or not, will be judged by the E Jury. However, an element may only receive credit once from the D Jury.

It should be realised that the definition of 'identical' can be quite complex. Somersaults performed in the tuck position may be seen as the same as if performed in the piked position or even the

straight position in certain cases; with the Code listing all such. The rules on Rings and Pommel Horse also have complexities in defining what is permitted or not. Coaches and judges spend much time studying and discussing these matters.

Difficulty Score

With all required difficulty and element groups the D Jury will announce a difficulty score. Deficiencies and rule-breaking of various sorts reduce this, combination bonus increases it. Special penalties may also be applied by the D1 after a final score has been calculated. The most obvious example is a penalty of -0.1 for a gymnast who steps out of the Floor area. There are others.

Execution

The job of the E Jury is to take deductions. Any deviation from a perfect performance is seen as a fault, with the Code giving detailed instructions to judges as to the exact amount of deduction in each case. Errors are classified into four categories.

Small Error	-0.1	Just little inaccuracies.
Medium Error	-0.2	A significant fault.
Large Error	-0.3	A fundamental fault.
Fall	-1.0	On to or off the apparatus.

Examples of Particular Faults

The Code has an elaborate table of these. Here are two examples.

1) STATIC HOLD POSITIONS

Angle from the perfect	Up to 15°	16° to 30°	31° to 45°	Over 45°
E Jury deduction	-0.1	-0.3	-0.5	-0.5
D Jury action	OK	OK	OK	Element not credited.

There is a similar table for hold times less than 2 seconds.

2) SWINGING ELEMENTS: Supposed often to pass through handstand.

Angle from the perfect	Up to 15°	16° to 30°	31° to 45°	Over 45°
B Jury deduction	No deduction	-0.1	-0.3	-0.5
A Jury action	OK	OK	OK	Element not credited

Learning how to apply these and all the other detailed deductions is a major part of the judge's task.

Conclusion

The production of a final score is a complex business. It is more interesting to watch with some knowledge of the rules. It is hoped that this document will increase the involvement and enjoyment of the spectator of Men's Artistic Gymnastics.