

Floor 2025											
A	B	C	D	E	F	A	B	C	D	E	F-J
I. Non-Acro Elements						II. Acro Forward					
<u>b</u> ₁	<u>N</u>	<u>I</u>				<u>u</u>			<u>u</u> ^{mo}		
<u>1</u> ₁	<u>1</u> _v	<u>1</u> _v	<u>1</u> _v	<u>1</u> _v		<u>o</u>					
<u>1</u> _v	<u>1</u> _v		<u>1</u> _v			<u>o</u> ^{ex}	<u>o</u> ^{ex}		<u>o</u> ^{ex}	<u>o</u> ^{ex}	<u>o</u> ^{ex}
<u>b</u>	<u>o</u> _v	<u>o</u> _v					<u>o</u> _v				<u>o</u> _v
<u>1</u>		<u>1</u>							<u>1</u> _v		<u>1</u> _v ^G
<u>b</u> ^{1/2}	<u>1</u> _v		<u>1</u> _v			III. Acro. Backward/Arabian					
<u>1</u> _v						<u>o</u> _v	<u>o</u> _v /w	<u>o</u> _v	<u>o</u> _v ^{1/2}	<u>o</u> _v ^{3/4}	<u>o</u> _v ⁶
	<u>o</u> _v	<u>o</u> _v				<u>o</u> _v ^{1/2}	<u>o</u> _v		<u>o</u> _v ^{1/2}	<u>o</u> _v ^{1/2}	<u>o</u> _v ⁵
<u>1</u>						<u>o</u>			<u>o</u> _v		<u>o</u> _v ¹
<u>1</u> _v											<u>o</u> _v ¹
<u>o</u>	<u>o</u>					<u>o</u>				<u>o</u> _v ^{1/2}	<u>o</u> _v ⁵ ^H
<u>o</u> _v	<u>o</u> _v ^{1/2}									<u>o</u> _v ^{1/2}	<u>o</u> _v ^{1/2}
<u>o</u>	<u>o</u> ^{1/2}	<u>o</u> ^{1/2}								<u>o</u> _v ^{1/2}	<u>o</u> _v ³ ^G
<u>o</u> /f	<u>o</u> _f	<u>o</u> _f	<u>o</u> _f	<u>o</u> _f							<u>o</u> _v ^{1/2}
	<u>o</u> _f										<u>o</u> _v ⁴ ^G
<u>o</u>	<u>o</u>	<u>o</u>									<u>o</u> _v ⁷ ^H
	<u>o</u>		<u>o</u>								<u>o</u> _v ⁶ ¹
<u>o</u>	<u>o</u>	<u>o</u>									<u>o</u> _v ⁷ ¹
<u>o</u>	<u>o</u>	<u>o</u>				Connection Bonus		Max 1 Strength Element			
IV. Single Salto Twists						D or higher + B or C = +0.1		Max 1 Circle-type Element			
	<u>o</u> _v ^{1/2}	<u>o</u> _v ^{1/2}	<u>o</u> _v ^{1/2}	<u>o</u> _v ^{1/2}	<u>o</u> _v ^{1/2}	D or higher + D or higher = +0.2					
	<u>o</u> _v ^{1/2}	<u>o</u> _v ^{1/2}	<u>o</u> _v ^{1/2}	<u>o</u> _v ^{1/2}	<u>o</u> _v ^{1/2}	> 2 times same diagonal		-0.3			
	<u>o</u> _v ^{1/2}					No balance on one leg.		-0.3			
			<u>o</u> _v ^{1/2}		<u>o</u> _v ^{1/2}	No Multiple salto -0.3. (Must be dismount for Seniors)					

Pommel Horse 2025

Pommel Horse 2025											
A	B	C	D	E	F	A	B	C	D	E	F
I. Scissor Elements						II. Circles, Spindles, Kehres, Russians					
X	X ^{ak}	X				o/f	o/o				
X ^b	X	X	X			l	l				
		X ^b				l	l				
	VbΛ		Xb/Xb								
X	X ^{ak}	X				l/o	k/φ		⊕	⊕	⊕/⊕
X ^b	X								⊕	⊕	⊕
		Xb/Xb					Sa		Sa		
							S				
III. Travel Type Elements								f b f	f b f		lbzo
o/a	o	o	o			K	K ^{cross to side}	K ^{side to cross}	⊙		
	Δ b	o		o			OK ^{Tra}				
	f/z	o		o			S	B ^{side to cross}		⊙	
			o	o/o		→ Z	Z		Z		
				M/m		W\					
	Δ/W	M	M	M/a		R					
Δ/s	Δ/k	M	M	M/a		R	RR	RRR			
			Be			R		RRR			
		Tf	Tf	R		R	RR	RRR			
			W	W							
			R								
						IV. Dismounts					
		1 S 4	S			o R w↓	S w↓		O b e	S ^R l o e	
						R↓	RR↓	RRR↓	R b		
						W w↓		S ^R l b	S _A b		
								f b	f b	R b	
Maximum 2: 3/3 Travel with Spindle Elements (1 Nin Reyes)						Maximum 2: Full Spindle Elements					
Maximum 2: 3/3 Cross Travel Elements						Maximum 2: Handstand Elements (not incl. dismount)					
Maximum 2: 3/3 Russian Travel Elements						Maximum 2: Russian Wendeswings (Only one on end)					
Maximum 1: Wu/Roth/630° Travel Element						Max 2: Bezugo and/or Sohn-type elements (incl. flops & to HS)					
Maximum 1: Tong Fei- Style Travel Element						Maximum 4 Flair Elements					

Rings 2025

I. Kip, Swing & Swing to Handstand						II. Strength & Hold Elements (2 sec.)					
A	B	C	D	E	F	A	B	C	D	E	F/G/I
↗!						L/k	N		+		
↓!	↗!					→		→	~	ω	
↓!	o	G	G _v			←		t/t			
l _v						→			↑↓	i↑	
↻!	Q/cb					↘v b	↘v b	↑,b/→b	~ b		
δ _v	h _v !	h _v !				↘v!	↘v!				
iδ	γ ₂	γ _v					↓,L	!↘,t			
n!							i↘→	i→	↻ ⁺ Az		
↘!	n!					↑	→	i↑	→↑		→ω
↓!		!δ _v !				b→	!↑↓	i↑	~	~	iω ^G
↓!						b↓			~	~	→↑
	↘!_b	o_b						↑↓		↑↓	↑↓
		↘!_b									↑↓
	!t_b	h _v _b	h _v _b						↑↓	↑↓	→↑ ^G
III. Swing to Strength Hold (2 sec.)						IV. Dismounts					
↗L	↗N										
nL	nN										
hL	hN	ht	ht								
			!t								
		↗T									
		↻T									
		nT	nT		nω						
		nt	~	~							
De				↑		δ _v	δ _v ε	δ _v 3	δ _v 4		
↘→	↘↑	↘→	↘~	↘ω		δ _v ?		δ _v ^ε	δ _v ^ε / ₃		
				↑					δ _v ^ε / ₃	δ _v ^ε / ₃	
				↑		l _v	l _v ε	l _v ^{3/4}		l _v 6	
				↑		l _v ?	ll _v ?	ll _v 1			lll _v ^G
				↑				ll _v ?			lll _v [!]
			!o→					ll _v ^ε / ₃		ll _v 4	ll _v 5
								ll _v ε	ll _v ^{3/4}		ll _v ^{3/4}

FIG Vault Values 2025

I. Single Saltos with Complex Twists		II. Handspring		III. Tsuks	
101. Hsp tuck 1/2 (Cuervo tu.)	2.4	201. Handspring	1.2	301. 1/4 on 1/4 (R off or 1/4-1/4)	1.2
102. Hsp tuck 1/1 (Cuervo tu. 1/2)	2.8	202. Handspring 1/2	1.4	302. 1/4 on 3/4 off	1.4
103. Hsp tuck 3/2 (Kroll)	3.2	203. Handspring 1/1	1.6	303. 1/4 on 5/4 off	1.6
104. Hsp tuck 2/1 (Canbas)	3.6	204. Handspring 3/2	1.8	307. Tsukahara Tuck	1.8
107. Hsp pike 1/2 (Cuervo p.)	2.8	205. Handspring 2/1	2.0	308. Tsukahara Pike	2.0
108. Hsp pike 1/1 (Cuervo p. 1/2)	3.2	206. Handspring 5/2 (Tsygankov)	2.2	309. Tsukahara tuck 1/2	2.0
109. Hsp pike 3/2	3.6	207. Hsp salto Tuck	2.0	313. Tsukahara Straight	2.8
113. Hsp straight 1/2 (Cuervo str.)	3.6	213. Hsp salto Pike	2.4	314. Tsuk straigt. 1/2	3.2
114. Hsp straight 1/1 (Cuervo str. 1/2)	4.0	219. Hsp salto Straight	3.2	319. Tsuk dbl Tuck (Yeo)	4.4
115. Hsp straight 3/2 (Lou Yun)	4.4	225. Hsp Dbl salto tu (Roche)	4.8	320. Tsuk dbl Pike (Lu Yu Fu)	5.2
116. Hsp straight 2/1	4.8	226. Roche 1/2 (Dragulescu)	5.2	321. Tsuk dbl 1/1 tu (Ri Se Gwang)	5.6
117. Hsp straight 5/2 (Yeo 2)	5.2	228. Hsp 1/2 Dbl bwd tu (Zimmerman)	5.2		
118. Hsp straight 3/1 (Yang Hak Seon)	5.6	231. Hsp Dbl salto Pike (Blanik)	5.2		
119. Tsuk tuck 1/1 (Kasamatsu)	2.4	232. Dragulescu Pike (Ri Se Gwang 2)	5.6		
120. Tsuk tuck 3/2 (Kas tu 1/2)	2.8				
121. Tsuk tuck 2/1 (Barbieri)	3.2	IV. Yurchenkos with Complex Twists		V. Yurchenkos	
122. Tsuk tuck 5/2	3.6	401. Yurchenko tuck 1/1	2.4	501. RO hsp bwd	1.2
125. Tsuk straight 1/1 (Kas str)	3.6	402. Yurchenko tuck 3/2	2.8	502. RO hsp bwd 1/2	1.4
126. Tsuk straight 3/2 (Kas str 1/2)	4.0	403. Yurchenko tuck 2/1	3.2	503. RO hsp bwd 1/1	1.6
127. Tsuk str 2/1 - Kas 1/1 (Akopian)	4.4	404. Yurchenko straight 1/1	3.6	507. RO hsp bwd Salto Tuck (Yurchenko)	1.8
131. Tsuk str 5/2 - Kas str 3/2 (Driggs)	4.8	405. Yurchenko straight 3/2	4.0	508. Yurchenko tuck 1/2	2.0
132. Tsuk str 3/1 - Kas str 2/1 (Lopez)	5.2	406. Yurchenko straight 2/1	4.4	509. Yurchenko Pike	2.0
133. Tsuk str 7/2 - Kas str 5/2 (Yonekura)	5.6	407. Yurchenko str 5/2 (Shewfelt)	4.8	510. Yurchenko Straight	2.8
		408. Yur. str 3/1 (Shirai/KIM, Hee HOON)	5.2	511. Yurchenko straight 1/2	3.2
		409. Yurchenko str 7/2 (Shirai 2)	5.6	513. RO 1/2 hdspr fwd	1.4
Second Vault Rules		413. RO 1/2 salto fw tuck 1/2	2.6	514. RO 1/2 hdspr 1/2	1.6
Repeating 1st Vault	Score 0.0	414. RO 1/2 salto pike 1/2 (Nemov)	3.0	515. RO 1/2 hdspr 1/1	1.8
Repeating 1st V. Group	-2.0	415. RO 1/2 salto str 1/2 (Hutcheon)	3.8	516. RO 1/2 Salto fw Tuck	2.2
Vault Final score = Average of 2 vaults		416. RO 1/2 salto str 1/1	4.2	517. RO 1/2 salto fw pike	2.6
Other Vault Rules		417. RO 1/2 salto str 3/2	4.6	518. RO 1/2 salto straight	3.4
More than 2 vaults during warm-up	-0.3	419. RO 1/2 salto str 2/1	5.0	519. Yur. Dbl tuck (Melissanidis)	4.8
Additional approach (any vault)	-1.0	420. RO 1/2 salto str 5/2 (Li Xiao Peng)	5.4	520. Yurchenko Dbl Pike (Yang Wei)	5.2
More than 25 meters	-0.5			521. RO 1/2 Dbl salto fw tu	5.0

Parallel Bars 2025

A	B	C	D	E	F/G	A	B	C	D	E	F/G/H
I. Upper Arm Elements						III. Long Swings & Underswing Elements					
—	→<b	→<i		→S	→S _{on}			Bh	T _h	Bh	
→ _o !i	→ _o !i			→MK	→MK ^G		m<?	ME	Mx _z		
	→<b	→<?b		→εb	→3b		m _z !	M!			
	→ε>	→ε>!			→ll ^{pm}			-O/W	-Ob ^h		
			→ε?b	→ε?i	→llv ^G					-Oε	-Oε _i +
	→b ^o ?	→ _o !b	→ _o !b				Obi	O?	O?!		-Oε ^h
	→?ε	→?<!							-OMK		-OMK
	→?!	→x _z ?	→x _v !		→x _z		-O>		-O>!	-Oε?<	-Oεε ^H
→>!	→>!			→x _v <	→x _v <i					-Oll ^{sz}	-Ollv
II. Support Elements								→Oε?i	-Oε?	-Oε?i	-O?x _v ^G
∧ b	Ka	S b	Sx _v b			∩	∩?!	∩ε↑b		-Oε?!	-O?x _v ^H
⊥	↑x _v b	Di _v ?	Di _v i				∩<b	∩<i		-Oε?	
<!	<b	<i					∩ _v ↑b	∩ _v ↑b	∩ _v ε b		
>⊥!							∩ _v o?i				
		Di	Di+			u	u!	p?	p?!		
	SE	MK	Zon	MK	Zon		u?	u?!	Pb _v ?	P _v ?/ε b	PE b
	Ca	ε, b	ε>!					u<b			P3b ^G
		ε?	ε, b ^h	ll ^{mo}	llv		Pi	P!	P>!	P, b ^h	PMK ^G
			ε _v ? ^{sz}		ε _v ? ^G			Pε _v ?	Pε _v ?	Pεε	Pεεv
	b _v !?	b _v !?					P _o	P _o !?	f _v b	f _v b	
	S!	S/							f h	f h	
		S<				IV. Dismounts					
h	^o b h	h	^o b h			γ _v				γ _v	γ _v
		∧ _v b	∧ _o ε b	∧ ε b ^G	∧ 3b ^G	γ _v ?	γ _v ε	γ _v 3	γ _v 4/5	γ _v ?/ε ll	γ _v ? ^G
	b _v ?/ε					ε _v		γ γ _v			γ _v ?
b?	bε					ε _v ?		ε _v 4/3	ε, 4		
		b _v ! ^{Ca2}		γ<i					W ll _v ?		
	γ _v ?	γ!	γ<	γ>!			γ! ll _v	ll _v	llv		ll _v ε ^G
		γ _v i		γ _v	γ _v				ll _v ?/ε?	γ ll _v	γ ll _v ? ^G
		γ _v		γ _v ^{ur}		γ l _v		γ ll _v	γ llv	γ ll _v ?/ε	γ ll _v , 4

High Bar 2025

High Bar 2025											
A	B	C	D	E	F/G/H/I	A	B	C	D	E	F/G
I. Long Hang Swings & Turns						III. In-Bar & Adler Elements					
┌ b	┌ ε b					∩ b					
┌ } b	┌ ε i	┌ ε !				f	W				
○	○ ε m	○ ε L				f _o	to _∧	to _v			
○ }	○ _∧ ε } _∧	○ _ε ε				+	+		+R _{ym}	+R _{yl}	
○	○	Z						+			
○ } _∧	○							+			
○ _{∧u}	○ _∧	Q _o ε							σ	σ }	σ ε u
	○ _o } L	R _{ym}	R _{yl}						σ _o		
	○ } L								σ _o ε		
	○ _∧ L					⊙	⊙	⊙			
	Ⓛ	Ⓡ	Ⓢ				⊙	⊙ b			
	Ⓢ } !	Ⓡ ε m	Ⓢ }				⊙ [∧] !				
II. Flight Elements						IV. Dismounts					
	┌ > L	m _a ε }			ye ^G	σ < i	σ < b	L to _∧	L to _v		
		y ε }						Ca σ < } b	Qi σ < ε m	Qi L	
		T _∧ ε }	T _i ε }		T _i ε ^G	σ _i	σ _i ε ₃	σ _i ε ₅			σ _o ε ^G
		T _v ε }		T _∧ } L		σ _i }		σ _o ε ₃	σ _o ε ₅	σ _o ε ₃	
	V _o		P _{i∧} ε }	P _i ε }				σ _o ε ₃	σ _o ε ₅	σ _o ε ₃	
	┌ ↑		P _i v ε }		P _i ε ^H			σ _o ε ₃	σ _o ε ₅	σ _o ε ₃	
		ja _∧ ε }	ja _v ε }	ja _i ε }	ja _i ε ^G	l _i	l _i ε ₃	l _i ε ₅			
					ja _i ε ^H	l _i ε ₃ / ε	ll _o ε ₃	ll _o ε	ll _o ε	ll _o ε	
		Ⓢ ε i	X _R		Gi ε ^G			ll _o ε	ll _o ε	ll _o ε	ll _o ε
		Gi ε ^G	Gi		σ _o ε ^G						ll _o ε
					σ _o ε ^H			ll _o ε	ll _o ε	ll _o ε	
					σ _o v	┌ ? ↑		ll _o ε	ll _o ε	ll _o ε	ll _o v ^G
					ll _o ε ^H	┌ ? ↑ }		ll _o ε	ll _o ε	ll _o ε	ll _o ε ^G
			ll _o ε }	ll _o ε ^G	σ _o v ε ^H	┌ ? ↑ }	┌ ? ε ₃		ll _o ε	ll _o ε	
			K	K ₂ ε	K ₂ ε ^H	Flight + Flight Bonus			EG I or III + Flight Bonus		
				K ₂ v	K ₂ v ε ^G	C + D or higher = +0.1			EG I or III Flight Value		
					K ₂ v ε ^I	D + D = +0.1			D or higher + D = +0.1		
					K ₂ 3 ^G	D or higher + E or higher = +0.2			D or higher + E or higher = +0.2		

Color Coding Key & Rules to Remember

Tables are organized as closely to the Code of Points as possible.

Page breaks are notated

Occasionally, a page was slightly compressed to accommodate space limitations

Floor 2025	
Maximum 2 Strength Elements	Special Floor Requirements (Penalty: -0.3) Double salto (Must be dismount for Seniors) One leg Balance - Pass to and from each corner No more than 2 times in a row on same diagonal
Maximum 2 Circle-type Elements	
Connection Bonus (no limit on amount) Must be among the counted elements	

Pommel Horse 2025	
Maximum 2: Full Spindle Elements	Maximum 4 Flair Elements
Max 2: 3/3 Travel with Spindle Elements (1 Nin Reyes)	Max 2: Handstand Elements (Not including Dismount)
Maximum 2: 3/3 Cross Travel Elements	Max 2: Russian Wendeswings (Only 1 on leather on end)
Maximum 2: 3/3 Russian Travel Elements	Maximum 2: Bezugo and/or Sohn-type Elements (includes. flops & to Handstand)
Maximum 1: Wu/Roth/630° Travel Element	
Maximum 1: Tong Fei- Style Travel Element	

Rings 2025	
Guczoghy-Forbidden for Juniors	Final hold position may only be shown once per Element Group
Swing to Handstand Elements	
Elements permitted with bent arms	Special Rings Requirements (Penalty: -0.3) Swing to Handstand

Vault 2025	
Second Vault Rules	Other Vault Rules
Repeating 1st Vault Score 0.0	More than 2 vaults during warm-up -0.3
Repeating 1st V. Group -2.0	Additional approach (any vault) -1.0
Vault Final score = Average of 2 vaults	More than 25 meters -0.5

Parallel Bars 2025	
Maximum 2 Upper Arms to Handstand Elements	Only 1 variation of similar saltos
Maximum 2 Giant to Handstand Elements	Upper arm reception-Forbidden for Juniors
Maximum 2 Basket to Handstand Elements	

High Bar 2025	
Maximum 2 Permitted of the following Flight elements:	Maximum 2 Adler Elements
Markelov Elements Gienger Elements	Connection Bonus (no limit on amount) Must be among the counted elements
Tkatchev/Piatti Elements Jäger Elements	
Kovacs Elements Salto Fwd over the Bar	5th flight permitted only if 2 flights are connected