

FIG Update June 2009

Edouard Iarov NC/HPD and FIG Technical Committee Member

The following information, clarifications and values are effective immediately. Please note that this information comes directly from the FIG meetings and is therefore in a rough form and the formal notice from the FIG will arrive in the future.

**New skills:**

P/H

- 270 Sohn on one arm (with early hand change) to side support = B
- 270 Sohn one arm (with early arm) to cross support on pommel = C
- Sohn from side support with travel to cross support on the leather or to side support in mixed position = E value (same box as Sohn)
- 1/1 spindle from pommel while traveling bwd. From one pommel into the center longitudinally = E value (same box as Spindle between pommels ok the leather)
- LL+DSA from one pommel = D (flop)
- Sohn starting and finishing in cross support with one pommel loop = E
- Back stockli from cross support on one end to the other = D (McNeil USA)

Rings

- Pineda from Inv. Cross = C
- From Inv. Cross to invert hang and press bwd. To cross (2") = D

P/B

- Swing fwd. Straddle cut bwd. and regrasp with straight body at horizontal (Tkachev style) = E
- Note: any skills performed after re-grasp will receive an independent value.

H/B

- Single salto bwd. stretched = A
- Moznik straddled = D

**Code 2009 clarifications:**

P/H

R.1080 on the middle (E value), R.180 with 1/3 travel (A), and R.1080 (no value). The third Russian in an exercise receives no value based on the special repetition rules of P/H  
In the final Russian skill is dismount; it must always be counted first (Code P/H section)

Understanding special repetition on Floor (rollout & jumps to prone elements) and H/B (one arm elements)

First skill - ok

2nd, if the same - repetition, or of different - ok for value.

3rd skill - no value for D-jury and 0.3 deduction for E-jury

4th skill - no value for D-jury and 0.3 deduction for E-jury each time

FX - element group clarification

◦ EG IV element performed only for dismount - keep dismount value and dismount element group value for EG IV in exercise

◦ Example: EG III+ RG III + EG III = EG III + EG III dismount ( in one routine)

The dismount must count first and eliminate the lowest value skill from EG III inside the routine.

FX;

Double salto fwd. Tucked in the exercise and again for dismount - mean no value and no EG for the dismount