

ALP JUDGING REQUIREMENTS

DB DIFFICULTY OF BODY

RGI - Individual

DB L1	DB L2	DB L3	DB L4	DB L5	DB L6	DVPT	DB L7	DB L8	DB L9
R 1 modified		R 1 modified single or double		R Max 2		R Max 2	R Max 3		R Max 4
Max 3 (0.1)		Max 3 (0.1 – 0.3)	Min 3 – Max 4 (0.1 – 0.3)	Min 3 – Max 5 (0.1 – 0.4)	Min 3 – Max 5 (0.1 – 0.6)		Max 6 (any) 1 combination		Max 7 (any) 1 combination
					any value (Leap /Balance split line)				
W Full Body waves L1 & 2 min 1, + value of 0.1 NO PENALTY if missing L 3 - 9 /Development min 2, 0.3 each missing									
PENALTY DB (one of each tyoe) ^ T o <ul style="list-style-type: none"> • Less than required minimum Body Difficulties performed 0.3 • More than stated maximum performed 0.3 • Less than 1 Difficulty each Body Group - each missing 0.3 					R More than maximum no penalty but not evaluated after limit is reached.				

RGG – Multiples

CAT 1		CAT 2		CAT 3		CAT 4		CAT 5	
R Max 1 – not required (no penalty)									
Max 5		Max 6		Max 7 (1 by choice)		Max 8 (2 by choice)		Max 9 (1 by choice)	
DB Min 3	DE Min 2	DB Min 3	DE Min 3	DB Min 3	DE Min 3	DB Min 3	DE Min 3	DB Min 4;Max 5	DE Min 4;Max 5
W Full Body waves - min 2 0.3 each missing				FREEHAND GROUPS					
DB (one of each tyoe) ^ T o <ul style="list-style-type: none"> • Less than required minimum Body Difficulties 0.3 • Less than 1 Difficulty each Body Group - each missing 0.3 • 1 Difficulty each Body Group not simultaneously/ rapid 0.3 • DE - Less than required minimum 0.3 				CAT 1: DB MAX 5 CAT 2: DB MAX 6 (0.1 – 0.4) 1 X Jump/leap; 1 X Balance; 1 X Rotation + CAT 1: 2 optional CAT 2: 3 optional			CAT 3: DB MAX 7 CAT 4: DB MAX 8 (any type any value) 1 X Jump/leap; 1 X Balance; 1 X Rotation + CAT 3: 4 optional CAT 4: 5 optional		

ALP JUDGING REQUIREMENTS

DB DIFFICULTY OF APPARATUS

RGI – Individual

DB L1	DB L2	DB L3	DB L4	DB L5	DVPT	DB L6	DB L7	DB L8	DB L9
none required	Max 1 (0.2 each)	Max 2 (0.2 each)	Max 4 (0.2 each)	Max 6 (any value)	Max 5 (any value)	Max 8 (any value)	Max 10 (any value)	Max 12 (any value)	Max 15 (any value)
Set Fundamentals Apparatus and Freehand as ALP requirements						L1 & 2: 3 X 0.2 = total 0.6 L3 – 9 DVPT: 4 X 0.2 = total 0.8			
ARTISTRY BONUS L 1 – 9 only: 0.00 – 2.00						DVPT as per FIG			
Apparatus Difficulty DA Level 1 – 9: None required no penalty						Apparatus/ Fx PENALTY Set Fundamentals Penalty each missing 0.3			

RGG – Multiples

CAT 1	CAT 2	CAT 3	CAT 4	CAT 5 NO FX GROUPS
DC: Min 3 (one each type) Max 3* in performance order	DC: Min 3 (one each type) Max 5* in performance order	DC: Min 3 (one each type) Max 7* in performance order	DC: Min 3 (one each type) Max 9* in performance order	DC: Min 3 (one each type) Max 12* in performance order
2 set apparatus fundamentals 0.2 total = 0.4		4 set apparatus fundamentals 0.2 total = 0.8		
FREEHAND GROUPS Cat 1: Min 2 Max 6 for CF and CL, CRF as described Cat 2: Min 2 Max 8 for CF and CL, CRF as described 4 set FX fundamentals 0.2 total = 0.8 BONUS 1. Series (min 2) of pre-acrobatic elements 2. 1 pre-acrobatic element in isolation 3. 1 element not considered pre-acrobatic in isolation 4. Series (min 3) large arm movements from shoulder		FREEHAND GROUPS Cat 3: Min 2 Max 10 for CF and CL, CRF as described Cat 4: Min 2 Max 12 for CF and CL, CRF as described 4 set FX fundamentals 0.2 total = 0.8 BONUS 1. Series (min 3) pre-acrobatic change level or axis 2. 1 pre-acrobatic element in isolation 3. Series (min 3) arm movements from shoulder change direction/plane/amplitude or travelling 4. A cooperative element with a lift		Penalty for missing DC type : 0.3 <ul style="list-style-type: none"> Apparatus minimum 3, one of each type Freehand minimum 2, one of each type 0.3 Specified Fundamental Elements Penalty for each missing 0.3: <ul style="list-style-type: none"> Apparatus (1 of each Cat 1/ 2; 2 of each Cat 3/ 4 & 5) Freehand: 4 as listed

Calculating Artistry Individuals



Calculating Artistry Multiples

