Halloween Spooktacular 2019



Saturday & Sunday 26th & 27th October

RULE 1: A fair competition

Preston Comps pride ourselves on giving every gymnast their opportunity to succeed in their own level of competition. We do not look favourably on clubs that put gymnasts in lower level comps than their gymnasts ability just to secure medals. When looking at the rules please take note of the recommended training hours. These are not set in stone, however are a recommendation for the amount of hours a gymnast should be doing maximum to enter that competition. We want to keep the competition fair that a child who trains 3 hours a week is not competing against a gymnast on 14 hours a week!

If you are unsure please email prestongymcomps@hotmail.com and we will be happy to advise.

RULE 2: Leave with goodies and great memories!

We have a large budget to pour back in to prizes, this is because the competition is not to make profits from the £24 event entry. Every gymnast goes home with a gift, sweets, a certificate, a participation medal and also a participation mini trophy. There are 1,2,3 overall awards and both apparatus. There is an artistry award for the higher levels on floor dance and there are also special awards for gymnasts making up their own Halloween themed numbers with winning numbers for creativity. All money raised on the door from spectators is our fundraising. This means that gymnasts go home with lots of goodies and with so many levels and age group splits, this keeps group sizes down and gives more opportunities for prizes. Clubs, judges and coaches also receive gifts.

FACILITIES AVAILABLE

Sports Arena

Girls level 1 &2 it is a strip of sprung floor no music—the gymnasts will have maximum 4m x 12m. For level 3 it is half a sprung floor with no music, Pre Development and Pre Novice, Novice, Intermediate are full floor with Music. Boys all levels strip of sprung floor.

Parking

At the gymnastics centre we have our own parking facilities, however between round changeovers many people park along the side street of the gym. This is a long street and we have never had a problem with parking before.

Food and Drink

There will be a café area, coffees, teas, sandwiches and other hot food items can be bought here. Please ensure spectators are careful with hot drinks into the Sports Arena due to health and safety.

Photography

There will be official photographers at the event, thee photos will be uploaded online and parents may purchase this for an online donation to the club fundraising. Please remember not to use flash photography.

Photo Studio

There will be a photography studio on site for gymnasts to book in for their photos. This will be available throughout the rounds and also after each competition, a donation is made to use the photography studio then prints can be purchased after the event direct from the official photographer.

Leotard Stall

There will be a merchandise stall on site selling leotards, t-shirts and other gymnastics items.

COMPETITION FEES

Competition Fee £24.00 per gymnast

Judging fee if not providing a judge £50 per club

Protest Fee - it's a friendly comp :o)

OTHER INFORMATION

Coaching Qualification:

This is a friendly competition so we will not be checking coaches' qualifications, however please ensure you have a coach qualified for the skills the gymnasts are doing and the skills are competition ready.

We are happy for trainee coaches to take gymnasts round the competitions as long as there is a main coach responsible for them there on the day.

The Competition Year

This will be 1 st January to 31 st December. Gymnasts' ages will be the age they turn that year (like grades) e.g. if a child is 5 turning 6 she will be in the 6yrs.

Coaches Attire

Please wear clothes! Don't worry if you don't have a full team kit, just make sure you don't wear any shoes in the gym so socks or funky slippers please!

Judges Attire

- Judges must wear smart Navy or Black trousers or skirt.
- A smart top/blouse or shirt and tie
- ② Suit Jacket optional Trainee judges are encouraged to sit in with qualified judges at the competitions for experience please ensure they are also dressed in judges' attire.

Coaches at Apparatus

It is strongly recommended that a coach should remain near the apparatus on vault. Judges will not deduct a mark due to the presence of the coach for the vault. The criterion does not permit the coach to touch the gymnast or during her routine unless it is to prevent an accident. If a coach supports a gymnast on vault the gymnast will score 0.00

Unsportsmanlike Behaviour of Coach or Gymnast

Infringements will be penalized as detailed in the Code of Points. If a club is seen to be a little... pushy (!!) you might not get an invite next year – this is a relaxed friendly competition!

Jewellery

No jewellery may be worn at any competition. Gymnasts and Coaches will be asked to remove extra jewellery items. Please tape up wedding rings if they cannot be removed.

Girls in Shorts

If older girls want to wear shorties then we are happy to allow this with no penalty if it makes them feel more comfortable. This is monitored at club's discretion.

Spectators (a) Spectators are not allowed on the competition floor. Please remind your parents to keep hold of their little spectators and not allow them to play on apparatus! (b) Flash photography is not permitted (c) When spectators arrive they will be asked to go in the Loft Café until the following round has finished. (d) Gymnasts in the next round will warm up in the studio and then come in to the gymnastics hall as the previous round's presentation takes place.

GIRLS &BOYS DEVELOPMENT LEVELS RULES – FLOOR & VAULT

	LEVEL 1 (Girls & Boys)	LEVEL 2 (Girls & Boys)
ELIGIBILITY	1hr pw max	3hr pw max
AGES	2016-2007 Age groups may be merged if insufficient numbers	2015 – 2004 Age groups may be merged if insufficient numbers
VAULT REQUIREMENTS	2016,2015,2014, 2013, Gymnasts compete 2 vaults, average score. VAULT 1 run to preschool springboard, stretch jump on to 20cm mat, land. VAULT 2 10cm soft mat next to 2m block on end. Gymnast starts in front support hands on mat, feet near wall, walks feet up to handstand to walk hands in and chest against wall. Push up and show handstand shape hold 2 seconds, push off	2015, 2014, 2013, 2012, Gymnasts compete 2 vaults, best score VAULT - run to preschool springboard, stretch jump on to 30cm mat, land, step handstand flatback. 2011, 2010, 2009, compete 2 vaults, best score Handstand flatback 60cm compete same vault twice 2008, 2007, 2006 compete 2 vaults, best score Handstand flatback 80cm compete same vault twice
	D score 1.0 2008, 2007 - Same as Above 60cm Block on vault 1. They also compete Vault 2	2005,2004 – Flatback 90cm, best score D score 1.0
	SET FLOOR ROUTINE no music, floor area 2mx 8m 2016, 2015, 2014, 2013	SET FLOOR ROUTINE no music, floor area 2mx 8m 2015, 2014, 2013, 2012, 2011,
FLOOR REQUIREMENTS	Arabesque hold 2 seconds, Forwards roll to sit in straddle, show straddle, feet together to pike sit, lie back to show dish, roll to arch, front support, jump in to stand. Jump ½ turn, 3 steps forwards long stretch jump forwards to land. 2012, 2011, 2010, 2009, 2008, 2007	Arabesque hold 2 seconds, Forwards roll to stand, jump ½ turn, backwards roll to stand in star shape, slide down to box splits (may use hands to support), lean forwards to show japana, swim legs backwards to lie straight on front, push up to front support, slowly drag straight legs in to pike stand turn to side, side cartwheel connected to cartwheel with ¼ turn outwards split jump
	same as above however Add another Forward roll to stand and a cartwheel at the end	2010, 2009, 2008, 2007, 2006, 2005, 2004 same as above

Girls Level 3 – 3 Strips of floor mats. Non sprung NO MUSIC

Gils Competition	n	Level 3 Floor & Vault - Must not have compe	eted in any NW or reg	onal floor and vault competitions. Training hours maximu	m 5hours a week.
		2014, 2013, 2012, Flat back to 0.60m crash mats (D score 1.0)			
VAULT		2011, 2010 –Flatback - 0.80cm Crash Mats (D Score 1.0)			
VAULI		2009+ flatback to 1.00 crash mats			
		(D score 1.00)			
		2 vaults, best score to count			
		8 moves to be selected. This will give a maximum	start value of 3.3 (0.5 fo	or each Criteria which is 2.5 then 0.1 per skill – 3.3 max)	
		NO MUSIC – ½ floor only			
		0.5 awarded per group list requirement for comple		es are 0.1 per element.	
		Leaps - must chose 2 to create a leap series	Forward/sideways elements		<u>Jumps</u>
		• Catleap	• Handstand forward roll		• Tuck jump
FLOOR		Scissor kick	Hecht dive roll	Backward elements	• Star jump
Level 3 skills	<u>Spin</u>	Split leap	Handspring	Back roll to front support to splits	• Stretch jump ½
	• Full spin	• Stag leap	• Roundoff	Backward roll to handstand. (straight or bent arms) B. 1. 51. 1.	• W jump
		• Catleap ½ turn	• Forward walk over	Back Flick But I W. II B	• Tuck jump ½
		Assemble Jump (grade 6 leaps)	• Tic – toc	Backward Walkover	• Split jump.
		• W jump hop	Handstand to bridge		Straddle jump
			Cartwheel		

	Pre-Novice	Novice	Intermediate
ELIGIBILITY	See eligibility table on Page 22	See eligibility table on Page 22	See eligibility table on Page 22
AGES	8, 9, 10, 11, 12 & 13+ Age groups may be merged if insufficient numbers	8, 9, 10, 11, 12 & 13+ Age groups may be merged if insufficient numbers	9, 10, 11, 12 & 13+ Age groups may be merged if insufficient numbers
Please ensure you put your gymnast in a suitable level for their ability	Full Floor & Music	Full Floor & Music	Full Floor & Music
	Age 8 Flat back to 0.80m crash mats	Age 8 Flat back to 0.90m crash mats	
	Age 9 Flat back to 0.90m crash mats Age 10 Flat back to 1.00m crash mats OR 110 table	Age 9 Flat back to 1.00m crash mats Age 10 Flat back to 1.10m crash mats OR 110 table	Ages 9, 10 & 11 Ages 12 & over
	Ages (10,) 11 & 12 Ages 13 & over	Ages (10 &) 11 Ages 12 & over	Ages 9, 10 & 11 Ages 12 & over
VAULT REQUIREMENTS	Handspring flat back	Handspring flat back	1.10m table 1.20m table
	Ages 8 & 9 Max D score 1.0 Ages 10 & over Max D score 2.0	Ages 8 & 9 Ages 10 &11 Ages 12 & over	Max D score 3.0 Max D score 3.2
	2 vaults, best score to count	1.10m table 1.20m table	2 vaults, best score to count
	1.10m table 1.20m table	2 vaults, best score to count	
	ID SCORE I U	D Score 1.0 Max D score 1.0 Max D score 2.8 Max D score 3.0	
		CR's x 4 (0.5 each)	
	CR's x 4 (0.5 each)	1. A dance passage of 2 different leaps or	CR's x 4 (0.5 each)
FLOOR REQUIREMENTS All levels must have (min) TWO acro lines to count dismount DV (see below for acro line specifications for each category)	3. An acro element	hops, 1 with 180o split or straddle 2. A spin (min 360o) 3. Fwd/swd & bwd acrobatic elements	1. A dance passage of 2 different leaps or hops, 1 with 1800 split or straddle 2. A spin (min 360o)
	4. An acro dismount (FIG or NW)	4. An acro line (min one element, must be	3. Fwd/swd & bwd flighted acrobatic elements
	Max D score 2.9	flighted)	4. An acro line with a salto
		Max D score 3.1	
ACRO LINES	An acro line will be any acro series or an	An acro line will be any acro series with minimum ONE FLIGHTED element or a FLIGHTED acro element performed on its own	An acro line will be any acro series with minimum TWO FLIGHTED elements or a front salto (not aerial) performed on its own

	Max 8 elements (including dismount)	Maximum 8 elements (including dismount)	
			Maximum 8 elements (including dismount)
	Max 1B dance element allowed	Max 3B dance elements allowed	
ELEMENTS & NW JUNIOR CODE	NW Junior Code elements will be	NW Junior Code elements will be	NW Junior Code elements will be recognised
	_	_	and will be counted towards number of required
	number of required moves but not	number of required moves but not credited	moves but not credited DV
	credited DV	DV	
	IAII caltoc and agrials. No B acro glaments =	No B acro elements	
	no DV no CR and would not count for		Any elements above a B - no DV, no CR and do
	number of elements in routines	would not count for number of elements in	not count for number of elements in routines.
	namber of elements in routines	routines	
SHORT ROUTINES	A routine with less than 5 elements in total	A routine with less than 6 elements in total	A routine with less than 7 elements in total –
SHORT ROUTINES	 deduct 1 mark for each missing element 	 deduct 1 mark for each missing element 	deduct 1 mark for each missing element

GIRLS JUNIOR UNCODED MOVES

FLOOR

scissor leap	Tuck jump	Stretch jump 1/2 turn	Cartwheel	Forward Roll Backward Roll
Backward Roll	to Handstand	Backward Walkover	Valdez	Forward walkover
	Tick – tock	Dive Cartwheel	Dive	Forward Roll

Girls - Comp Level	Pre Development Girls
ELIGIBILITY	For those working towards Grades in 2020
AGES	2012 only
VAULT REQUIREMENTS	As Grades Rules
FLOOR REQUIREMENTS	As Grades Rules

BOYS ADVANCED LEVELS RULES FLOOR & VAULT RULES

Floor - level 3 - Strip (2m x 8m sprung floor no music)	Value		VAULT LEVEL 3 BOYS
1. From 2 feet jump into hurdle step, round off, stretch jump	1.00	71	
Piked back roll into immediate tuck back roll to stand	1.00	71	Vault BOYS- level 3 (Value - 10.00) - Handspring on to
3. Swedish fall and kip leg round side into	1.00	71	(115cm high) vaulting table to land onto landing area
4. Front splits (2 secs hold) take front leg to back to front support	1.50	71	
5. Slide legs stoop to stand	1.00	71	
6. Cartwheel 1/4 turn outwards (keeping leg raised) step into	1.50	71	
7. Handstand forward roll with straight legs	1.00	11	
8. Through table position to stand step to arabesque (2 secs hold)	1.00	11	
9. Step 1/2 turn, 2 or 3 steps into dive forward roll	1.00	71	
10. Immediate star jump into controlled landing	1.00	71	
	SV = 10.00	1	
BOYS Floor - level 4 – Strip (2m x 8m sprung floor no music)			
Jump into round off 2 flics stretch jump into controlled landing			Vault – BOYS level 4 (Value - 10.00) -
Jump into round off 2 flics stretch jump into controlled landing Straight arm backward roll to handstand lower to front support		1.00	Vault – BOYS level 4 (Value - 10.00) - Handspring (120cm high) vaulting table to land
Jump into round off 2 flics stretch jump into controlled landing			Handspring (120cm high) vaulting table to land
Jump into round off 2 flics stretch jump into controlled landing Straight arm backward roll to handstand lower to front support		1.00	Handspring (120cm high) vaulting table to land onto mats level with the table, landing with
 Jump into round off 2 flics stretch jump into controlled landing Straight arm backward roll to handstand lower to front support Kip between hands to front splits (2 secs hold) 		1.00 1.00	Handspring (120cm high) vaulting table to land onto mats level with the table, landing with hips in front of feet into immediate dive roll
Jump into round off 2 flics stretch jump into controlled landing Straight arm backward roll to handstand lower to front support Kip between hands to front splits (2 secs hold) Turn to box splits (2 secs hold) rotate to opposite		1.00 1.00 1.00	Handspring (120cm high) vaulting table to land onto mats level with the table, landing with
 Jump into round off 2 flics stretch jump into controlled landing Straight arm backward roll to handstand lower to front support Kip between hands to front splits (2 secs hold) Turn to box splits (2 secs hold) rotate to opposite Front splits (2 secs hold) place hands on floor either side of front leg 		1.00 1.00 1.00 1.00	Handspring (120cm high) vaulting table to land onto mats level with the table, landing with hips in front of feet into immediate dive roll
1. Jump into round off 2 flics stretch jump into controlled landing 2. Straight arm backward roll to handstand lower to front support 3. Kip between hands to front splits (2 secs hold) 4. Turn to box splits (2 secs hold) rotate to opposite 5. Front splits (2 secs hold) place hands on floor either side of front leg 6. Lift legs out to straddle stand (lift legs clear of the floor)		1.00 1.00 1.00 1.00 1.00	Handspring (120cm high) vaulting table to land onto mats level with the table, landing with hips in front of feet into immediate dive roll
 Jump into round off 2 flics stretch jump into controlled landing Straight arm backward roll to handstand lower to front support Kip between hands to front splits (2 secs hold) Turn to box splits (2 secs hold) rotate to opposite Front splits (2 secs hold) place hands on floor either side of front leg Lift legs out to straddle stand (lift legs clear of the floor) Lift to handstand (2 secs hold) into forward roll, jump 1/2 turn 		1.00 1.00 1.00 1.00 1.00 1.00	Handspring (120cm high) vaulting table to land onto mats level with the table, landing with hips in front of feet into immediate dive roll
 Jump into round off 2 flics stretch jump into controlled landing Straight arm backward roll to handstand lower to front support Kip between hands to front splits (2 secs hold) Turn to box splits (2 secs hold) rotate to opposite Front splits (2 secs hold) place hands on floor either side of front leg Lift legs out to straddle stand (lift legs clear of the floor) Lift to handstand (2 secs hold) into forward roll, jump 1/2 turn Up to 3 steps into dive forward roll, headspring to land in arch 		1.00 1.00 1.00 1.00 1.00 1.00	Handspring (120cm high) vaulting table to land onto mats level with the table, landing with hips in front of feet into immediate dive roll

ENTRY INFORMATION

Please send the Excel Entry Form to prestongymcomps@hotmail.com

Name of Club, Club lead Contact, Club email address, mobile number & address including postcode for the payment invoice

Gymnasts Names, Level they are competing in, Girl or Boy, DOB

Judges Names and Qualification and if they can judge Saturday/Sunday or both days.

DEADLINE for entries 9th October 2019