

# 2025 - 2028 / MDP Newsletter #1

October 1, 2024

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The Men's Development Program Committee (MDPC) has set up a rules interpretation committee to gather questions from the community and provide clear guidance. This is part of an ongoing effort to standardize how rules are interpreted and judged across the country. The clarifications in this document will serve as the official written standard moving forward.

## General Information

1. At all levels, neutral deductions will be taken by the judge and applied to the final score and will not affect the start value.
2. Spotters are allowed but not required on Parallel Bars. As defined by FIG, the presence of a non permitted spotter is (-0.5 for optionals & -0.3 for compulsories) and would result in the deduction being taken if a spotter appears on the Floor Exercise and/or Pommel Horse area. Assisting a gymnast in the performance of a skill will result **in a Neutral Deduction** of (-1.0 for optionals & -0.5 for compulsories) as a spotting deduction. (FIG COP Article 9.2.3.d.iii & MDP Manual, page 22).
3. If a spotter leaves the apparatus during the performance of a routine at any point a (-0.2 compulsory) or (-0.3 optional) **neutral deduction** will be taken from the execution score taken from the final score.. (MDP Manual, page 22 & 49).
4. **Levels 8, 9 & 10** - Regardless of the required value of EG per level, all level 8-10 dismounts will receive the FIG value of the skill as the EG IV credit (Except FX). Level 7 will receive 0.5 when a Fig "A" or higher is performed.
5. **Element Group Credit Explained**- MDP requires an "A" at level 7 & 8, a "C" at level 9, and a "D" at level 10 for full EG credit for EG II & III.
  - a. Level 7 will always receive 0.5 EG credit with any FIG "A" skill or above.
  - b. Level 8 will receive 0.5 EG credit with any FIG "A" skill or higher for EG I, II or III, but will receive the value of the skill for EG IV (except FX).
  - c. Level 9 will receive 0.5 EG credit with any FIG "A" skill or above for EG I, and 0.5 for any Fig "C" skill and above and the value of the skill for EG IV (except FX). They will receive 0.3 for "A" & "B" skills for EG II and III
  - d. Level 10 will receive 0.5 EG credit for any FIG "A" skill or above for EG I, and 0.5 for any FIG "D" skill or above for EG II and III, and the value of the skill for EG 4. (except FX) They will receive 0.3 for "A", "B" or "C" skills for EG II and III
6. Stick bonus will be awarded to the Difficulty Score and **WILL** be a part of the final D score used to determine difficulty bonus.
7. **Level 3, 4, 5, & 6** - Specified Bonus may be awarded even if there are multiple small or medium errors or a single large error in the performance of the skill. Specified Bonus will not be awarded if there is a fall in the performance of the skill.

## Floor Exercise

1. Although there is no dismount EG on floor, one still counts the final skill and the 7 best elements just like other apparatus. If the final skill is not recognized (e.g. simple repetition, too many elements in a group, etc), then only 7 elements may be counted. Also, if the dismount isn't counted, then there cannot be a stick bonus.

## Pommel Horse

1. **Level 7, 8, 9, & 10** - Explanation of the exception (MDP Manual page 52) on PH for No large (-0.5) deductions on all circle handstand elements.
  - a. During circle handstand elements all large (-0.5) deductions will be taken as medium (-0.3) deductions
  - b. The intent of this rule is to allow for the occurrence of multiple large errors while doing circle handstand elements and still give value for the element. The large errors would receive a medium (-0.3) deduction instead of the (-0.5)
  - c. An example of this would be hitting the foot on the horse (-0.3), lowering of legs >45°(-0.3), minor visible strength while going back to handstand (-0.1) and bending arms 30°(-0.1). While this would not receive credit in FIG, MDP athletes would still receive credit value for the element with execution deductions totaling (-0.8).

## Still Rings

1. **Level 10** - MDP exceptions (MDP Manual, page 52). **Support scale straddled** was left off of the exceptions for level 10's and will be in the updated manual.
2. **Level 7, 8, & 9** - MDP exceptions (MDP Manual, page 52) - **An exception will be added to the manual stating that level 7-9 athletes are not required to break up a series of Element Group 2 or 3 Skills with a B Element Group 1 Skill**. They are allowed to perform as many Element Group 2 or 3 Skills in a row as they are capable
3. **MDP exceptions** (MDP Manual, page 52) explains that certain strength skills based on level will receive one letter upgrade and can not receive a large error (-0.5). The following wording explains this more clearly.
  - a. **Level 7, 8, & 9** - Support scale straddled, support scale & skills from EG II or III (Elements II.19, II.9, III.56, III.58, III.68, III.70, III.82) will be upgraded one letter value and can only receive small (-0.1) and medium (-0.3) deductions for execution errors. No large (-0.5) deductions will be taken. All large errors will be given (-0.3)
  - b. **Level 10** - Support scale straddled, Support scale (Planche) & Cross, Inverted Cross, Swallow, or Inverted Swallow skills from EG II or III will be upgraded one letter value and can only receive small (-0.1) and medium (-0.3) deductions for execution errors.
4. **Level 7, 8, 9, & 10** - Explanation of the exception on rings for No large (-0.5) deductions.
  - a. All large (-0.5) errors will be given a medium deduction (-0.3). However, when an element is done so poorly that it resembles a different element, then the value and EG of the element it most closely resembles will be given.

- b. Examples like not stopping during a hold or egregious angles will not receive credit for the intended skill. Final hold positions can be recognized and given credit when performed as expected.
- c. The intent of this rule is to encourage athletes to perform skills that are not yet mastered without the concern of large deductions. It is not the intent to give credit to skills that look nothing like the attempted skill.

## Vault

<b>Corrections to the Vault information in the Optional Track - Modifications &amp; Exceptions Table Page 52</b>				
<b>Name of Vault</b>	<b>FIG Box</b>	<b>FIG Score</b>	<b>Junior Score</b>	<b>Difference</b>
<b>Level 7 and 8 Only</b>				
Tsukahara Tucked	III.307	1.8	2.2	+0.4
Yurchenko Tucked	V.507	1.8	2.2	+0.4
Tsukahara Piked	III.308	2.0	2.4	+0.4
Yurchenko Piked	V.509	2.0	2.4	+0.4
Tsukahara Straight	III.313	2.8	3.2	+0.4
Yurchenko Straight	V.510	2.8	3.2	+0.4
Handspring forward & salto forward tucked	II.207	2.0	2.4	+0.4
<b>Level 7, 8, 9 &amp; 10</b>				
Handspring forward & salto forward piked	II.213	2.4	3.2	+0.8
Handspring forward & salto forward piked with ½ twist	I.107	2.8	3.6	+0.8
Handspring forward & salto forward straight	II.219	3.2	4.0	+0.8
Handspring forward & salto forward straight with ½ twist	I.113	3.6	4.2	+0.6
Handspring forward & salto forward straight with 1/1 twist	I.114	4.0	4.2	+0.2

## Parallel Bars

1. The handstand in the FIG CoP (II.1) does not have a required hold for value. There is no deduction for lack of hold and the MDP allows levels 7,8,9, & 10 to swing down without an empty swing deduction. Therefore any gymnast levels 7-10 can swing to handstand, show that they could have held and then swing back down with no deduction and receive an “A” fig value for the part.

## High Bar

1. **Level 7, 8, & 9** - As long as the first skill is performed on or before the 5th movement, there will not be a 0.3 deduction for Reversal of Direction (CoP 15.2.1.2.d) regardless of the height of the shoulders or the swings. The gymnast will also receive a MDP 'A' for "back uprise to any height".
2. **Level 7, 8, & 9** - The exception on page 52 for deducting skills following releases needed clarity. It will now read "Level 7, 8, & 9 - Maximum of -0.5 in deductions for **a completed** skill following a "C" or higher release skill"
  - a. This includes all deductions incurred following the release element up to the resumption of swing.
  - b. This rule would also apply to additional consecutive release skills.
3. **Level 7, 8, 9, & 10** - A new exception will be added on highbar page 52. Adler skills (III.63, III.64, III.65, III.70, & III.76) will receive the (-0.3) deduction for continuing in the unintended direction. However, unlike the FIG they will still receive value credit. [EXAMPLE](#)
4. **LV 5** - Box 7 in Notes/Deductions it should read "Pump swing not resulting in a cast (-0.2) each time. **In  $\frac{3}{4}$  giant swing backward (hips brushing bar) or a giant swing backwards to support (free of bar) is allowed"**
5. **LV 5** - Replace the wording in SB2 & SB3 Notes/Deductions to read "If SB 2 and SB 3 are both performed, replace #7 with cast to free hip circle, two giant swings backward and  $\frac{3}{4}$  giant swing backward (+0.6) Maximum total execution deduction **for SB2 and SB3** is (-0.3). Fall from bar (-0.5) In  $\frac{3}{4}$  giant swing backward (hips brushing bar) or a giant swing backwards to support (free of bar) is allowed. For clarity that means from the cast in SB2 through the  $\frac{3}{4}$  giant swing in SB3 there is a max of (-0.3) if they are both performed.

## Tech Sequence

1. Currently there is a (-1.0) deduction for missing major elements in tech sequence routines. In addition to this, boxes that do not contain major elements will incur a (-0.3) deduction for any missing parts inside of them with a max of (-1.0) per box.