



Event

Bars	Skill	Grade
	Kip B3:C47	A
	Cast to squat on	A
	Flyaway	A
	Cast to Handstand	B
	Uprise to front support	B
	Underswing to clear support	B
	Clear hipcircle to clear support	B
	Giant	B
	Shootover, not from handstand, not to handstand	B
	Flyaway 1/1	B
	Cast to Handstand with 1/2 turn	C
	Uprise to handstand	C
	Straddle back	C
	Straddle back to handstand	C
	Clear hipcircle to handstand, also with 1/2 turn	C
	Giant 1/2	C
	Shootover, from handstand, not to handstand	C
	Front giant, also with 1/2 turn	C
	Stalder to handstand, also with 1/2 turn	C
	Underswing to handstand, also with 1/2 turn	C
	Underswing shoot to high bar	C
	Flyaway 2/1	C
	Underswing to front tuck or pike, also with 1/2 twist	C
	Double tuck or pike	C
	Upride to handstand 1/2	D
	Shaposhnikova	D
	Clear hipcircle to handstand with 1/1 turn	D
	Giant 1/1	D
	Shootover to handstand	D
	Tkatchev	D
	Pak salto	D
	Gienger/Deltchev	D
	Front giant 1/1	D
	Straddled Jaeger	D

Front giant in L-grip, also with 1/2	D
Stalder to handstand with 1/1 turn	D
Front stalder	D
Underswing to handstand with 1/1 turn	D
Double layout/pike or pike/layout	D
Piked Jaeger	E
Front giant in L-grip with 1/1	E
Full twisting double back	E
Double layout	E
Double Arabian	E
Double front	E

Beam:

All simple mounts	A
Split leap	A
Sissone	A
Straight jump, also with 1/2	A
Hitch kick	A
Tuck jump	A
Wolf hop/jump	A
Full turn	A
Cartwheel	A
Back walkover	A
Tic toc	A
Front tuck/pike dismount	A
Back tuck/pike/layout dismount, also with 1/2 turn	A
Press to handstand mount	B
Back handspring mount	B
Split leap/jump 1/4	B
Split jump	B
Switch wolf jump	B
Pike jump	B
Straight jump 3/4	B
Cat leap 1/2	B
Tuck jump 1/2	B
Wolf hop/jump 1/2	B
Front walkover	B
Front handspring	B
Dive cartwheel	B
Roundoff	B
Back handspring	B
Front tuck/pike dismount 1/2	B

Front layout dismount	B
Arabian dismount	B
Back 1/1 dismount	B
Gainer tuck to end	B
Split leap/jump 1/2	C
Straddle jump	C
Switch leap	C
Pike jump 1/2 or 3/4	C
Ring or double stag jump	C
Straight jump 1/1 and 1 1/4	C
Cat leap 1/1	C
Tuck jump 3/4	C
Wolf hop/jump 3/4	C
Full turn with leg up	C
1-arm front handspring	C
Aerial roundoff	C
Aerial cartwheel	C
Back handspring 1/2	C
Oak tree	C
1-arm back handspring	C
Korbut	C
Chen/Rueda	C
Back tuck, pike, and layout stepout	C
Front 1/1 dismount	C
Back 1 1/2 and double twist dismount	C
Gainer layout 1/1 to side	C
Gainer pike to end	C
Gainer tuck 1/1 to end	C
Front tuck mount	D
Back tuck, pike, or layout stepout mount	D
Split jump 3/4	D
Split jump 1/1	D
Straddle jump 1/2 or 3/4	D
Tour jete, also with 1/4 turn	D
Switch side leap	D
Sheep jump	D
Straight jump 3/2	D
Cat leap 3/2	D
Tuck jump 1/1 and 1 1/4	D
Wolf hop/jump 1/1	D
Front aerial	D
Aerial cartwheel landing sideways	D

Back handspring 1/1	D
Omelianchik	D
Rulfova	D
Front tuck	D
Side somi	D
Two-foot back layout	D
Front 2/1 dismount	D
2 1/2 dismount	D
Double tuck and pike dismount	D
Gainer layout 2/1 to side	D
Gainer layout to end	D
Front pike mount	E
Two-foot layout mount	E
Yang Bo	E
Straddle jump 1/1	E
Tour jete 1/2	E
Switch ring leap	E
Pike jump 1/1	E
Tuck jump 3/2	E
Wolf hop/jump 3/2	E
Onodi	E
Front pike	E
Arabian	E
Back 1/1	E
Double front dismount	E
Arabian double front dismount	E
Triple twist dismount	E
Full twisting double back dismount	E
Gainer layout 1/1 to end	E

Floor:

Split leap	A
Sissone	A
Straight jump, also with 1/2 or 1/1	A
Cat leap, also with 1/2	A
Tuck jump, also with 1/2	A
Wolf jump	A
Full turn	A
Dive roll	A
Back extension roll	A
Front/back walkover	A
Front handspring	A

Flyspring stepout	A
Front aerial	A
Cartwheel or side aerial	A
Aerial roundoff	A
Back handspring	A
Front tuck, also with 1/2 twist	A
Side somi	A
Arabian tuck/pike/layout	A
Back tuck/pike/layout	A
Whip back	A
Side leap	B
Switch leap	B
Pike jump	B
Straddle jump	B
Shushunova	B
Tour jete	B
Ringleap/double stag jump	B
Sheep jump	B
Straight jump 3/2	B
Cat leap 1/1	B
Tuck jump 1/1	B
Wolf jump 1/2	B
3/2 turn	B
Full turn with leg up	B
Flyspring	B
Onodi	B
Front pike/layout, also with 1/2 twist	B
Back 1/2 or 1/1	B
Whip 1/2	B
Split jump 1/1	C
Switch side	C
Straddle jump 1/1	C
Shushunova 1/1	C
Tour jete 1/2	C
Tour jete to ring leap	C
Switch ring	C
Straight jump 2/1	C
Cat leap 3/2	C
Tuck jump 3/2	C
Wolf jump 1/1	C
2/1 turn	C
3/2 turn with leg up	C

Front 1/1	C
Back 1 1/2 or double twist	C
Tour jete 1/1	D
Straight jump 3/1	D
Cat leap 2/1	D
Tuck jump 2/1	D
Wolf jump 3/2	D
3/1 turn	D
2/1 turn with leg up	D
Front 3/2	D
Back 2 1/2	D
Double tuck or pike	D
Wolf jump 2/1	E
4/1 turn	E
Front 2/1	E
Double front	E
Double Arabian	E
Back triple twist	E
Full twisting double back	E
Double layout	E