

# BUCS GYMNASTICS CHAMPIONSHIPS LEVEL 2 RULES 2026

<b>Difficulty Value [DV]</b> Uncoded elements 0.10 each FIG A elements 0.10 each FIG B elements 0.20 each FIG C elements 0.30 each	<p style="text-align: center;">Rules and Regulations are as per FIG Cycle 16 [2025-2028] Code of Points, unless stated otherwise.          FIG Execution and Artistry Penalties will be applied.  <b>BARS/BEAM/FLOOR – 8 highest elements including dismount. Only Uncoded/A/B/C elements allowed.</b>  <b>BEAM/FLOOR – 3 acrobatic + 3 dance + 2 optional. FLOOR 4 acro lines [max] If only 1 x acro line performed – no dismount CR awarded.</b>          Barred elements are not allowed and no Difficulty Value will be given if they are performed.          Uncoded elements as listed below will be recognised and awarded 0.10 each.          Same element can only count once EXCEPT on Bars where an FIG Coded element [excluding upstarts] may be repeated for Difficulty Value.  <b>IMPORTANT: At all levels, coaches and gymnasts should concentrate their efforts towards the accuracy of technical execution.</b>          Element value as per FIG COP 2025-2028 Cycle 16 Table of Elements.</p>			
<b>Short Exercises</b>	<p style="text-align: center;">FIG rules apply for BEAM &amp; FLOOR          On BARS, an exercise with less than 6 elements will be deducted 1.00 for each missing element</p>			
<b>Vault</b>		<b>Bars</b>	<b>Beam</b>	<b>Floor</b>
<b>No Vault allowed other than as stated below</b>	<b>Barred Elements</b>	All D elements and above Double backaway dismounts	All D elements and above	All D elements and above
<b>Vault 1.00 DV 2.40</b> Handspring <b>Vault 1.01 DV 2.80</b> Handspring on ½ off <b>Vault 1.10 DV 2.60</b> Yamashita <b>Vault 1.11 DV 3.00</b> Yamashita ½ <b>Vault 1.21 DV 3.00</b> ½ on - ½ off <b>Vault 1.22 DV 3.40</b> ½ on 1/1 off <b>Vault 3.10 DV 4.00</b> Tsukahara Tucked <b>Vault 3.20 DV 4.20</b> Tsukahara Piked <b>Vault 4.10 DV 3.80</b> Yurchenko Tucked <b>Vault 4.20 DV 4.00</b> Yurchenko Piked	<b>Uncoded Elements 0.10 each</b>	Squat onto Low Bar, jump to High Bar Backward sole circle tucked Dismount: Straddle on or Stoop on undershoot	Mounts: Straddle ½ lever hold 2 seconds Jump to 1 or 2 feet  Dance: Stretch jump with ½ turn Cat leap, Tuck jump	Backward roll to handstand Handstand forward roll Forward walkover Backward walkover Valdez
	<b>Composition Requirements [CR]</b>  <b>4 to be performed out of the 5 listed, 0.50 each</b>	<ul style="list-style-type: none"> <li>Bar change from LB to HB [flight not necessary]</li> <li>Element with handstand</li> <li>Close bar element</li> <li>Different close bar element</li> <li>B element on LB</li> </ul> <p>Dismount must be included in the counting elements</p>	<ul style="list-style-type: none"> <li>Connection of 2 [min] different dance elements [one being a leap, jump or hop with 180° split in cross/side or straddle position]</li> <li>Turn from Group 3 or Roll / Flairs</li> <li>Acro series of minimum 2 elements, 1 with flight (not salto) not connected into dismount</li> <li>Acro elements in different directions [fwd/swd &amp; bwd]</li> <li>Mixed series minimum 2 elements, no flight required on acro, may be mount</li> </ul> <p>Dismount must be included in the counting elements</p>	<ul style="list-style-type: none"> <li>Dance passage of 2 [min] different leaps or hops [one with 180° split in cross/side or straddle position]</li> <li>Any coded 1/1 spin [min] on 1 foot</li> <li>Acro line with 2 different saltos</li> <li>2 x saltos in different directions [fwd/swd &amp; bwd] [including aerial cartwheel or aerial walkover]</li> <li>Mixed series minimum 3 directly connected acro/dance/acro or dance/acro/dance</li> </ul> <p>Dismount must be included in the counting elements</p>
<b>Vault Height</b>  <b>125 cm</b> <b>1 x springboard</b>	<b>Bonus</b>	<b>Backward giant to handstand performed without a fall 0.50</b> <b>Awarded once only</b>	<b>Exercise without a fall 0.50</b> <b>[provided all CRs are fulfilled]</b>	<b>No Bonus</b>
<b>2 x Vaults performed</b>  <b>Best score to count</b>	<b>Artistry &amp; Specific Apparatus Deductions</b>	<p style="text-align: center;">Use ARTISTRY and SPECIFIC APPARATUS DEDUCTIONS for Bars/Beam/Floor as per Sections 11/12/13 in Cycle 16 Code of Points          See Cycle 16 BG WTC Help sheets  <b>EXCEPT AS STATED BELOW where there will be NO DEDUCTION</b></p>		
		Uncharacteristic movement e.g. Bar change without performing an element	Unnecessary pause [more than 1 second]	