

## 2017-2018 IHSA Rules Addendum

### FIG Rule

Skills with a red dot in the FIG code box may not be performed.

### FIG Rule 11

### Pommel Horse

All skills (except scissor-type and dismount) must be followed by a circling skill to receive value.

### NFHS Rule I.E.4

### General

No skill may be repeated for value.

### NFHS Rule II.A

### Routine Construction Table

<b>Routine Construction Table – 10.0 Maximum Score</b>	
<b>Presentation Start Value</b>  (“E” Score)	<b>6.0</b>
<b>Floor Exercise, Pommel Horse, Still Rings, Parallel Bars &amp; Horizontal Bar</b>	
Execution Bonus	0.1  Awarded if execution deductions are 0.8 or less and all Element Group requirements are met.
Number of Skills Counted for Difficulty (Part of “D” Score)	8  (7 + dismount)
<b>Maximum Difficulty (D) score</b>  <b>Difficulty Values for individual skills</b>	<b>2.0</b>  <b>A=0.1, B=0.3, C=0.4, D=0.5, E=0.6</b>
<b>Maximum Element Group</b>  <b>Start Value</b>	<b>2.0</b>  (0.5 for Element Groups I, II, III.) (0.3 or 0.5 for Element Group IV)
Dismount Skill Value Required for Full Element Group IV Credit (0.5)	B value or higher dismount
Dismount Skill Value Required for partial Element Group IV Credit (0.3)	"A" value FIG dismount Exceptions noted in II - D - 3a, 5f, 6i

**NFHS Rule II.B.1.d** **Floor Exercise**

B value dismount on FX will not receive stick bonus.

**NFHS Rule II.B.3.a** **Still Rings**

All Element Group II and III “B” “C” value or higher skills performed ~~with a total of no more than 0.2 in execution~~ without a single large deduction will receive ~~0.1~~ 0.2 in bonus.

**NFHS Rule II.B.1** **Floor Exercise**

Remove 'Any flair through handstand' (II.B.1.c),  
and add EG III “D” or higher layout multiple salto will receive 0.2 in bonus

**NFHS Rule II.B.2** **Pommel Horse**

Remove all bonus except for handstand Dis. (II.B.2.a-h),  
and add EG II “E” or higher including “E” flop will receive 0.2 in bonus and “E” or higher EG III travel with 360+ turn will receive 0.2 in bonus

**NFHS Rule II.B.3** **Still Rings**

Remove Giant and Press Hand w/o touching straps (II.B.3.c-d),  
and add EG II & III “C” value or higher skills will receive 0.2 in bonus if performed without a single large deduction

**NFHS Rule II.B.5** **Parallel Bars**

Remove 'Any Giant swing backward with turns' (II.B.5.a),  
and add “D” or higher EG I will receive 0.2 in bonus and “E” or higher EG III will receive 0.2 in bonus

**NFHS Rule II.B.6** **Horizontal Bar**

Remove (II.B.6.a-f)

Any “C” value Element Group II skill
Any “D” value Element Group II skill
Quintero to El-grip “E” value skill
Any “E” or “F” value Element Group II skill (except Quintero to El-grip)
Kovacs or higher
“C” skill + “C” or higher value Element Group II skill in direct connection

Add EG III - Any “D” or higher Adler skill will receive 0.2 in bonus