

2024 QLD GfA WAG MASTERS Q & A – Clarifications 21/04/24 with update 5/5/24

QUESTION	ANSWER
<p>What should the length of music be for a floor routine</p>	<p>Floor music duration is recommended at a maximum 1:15 (75 seconds).</p>
<p>Can my music choice have words</p>	<p>Yes the music may contain vocal sounds and words.</p> <p>It is important that your choice and use of music does not cause any harm or offense. You should select music that:</p> <ul style="list-style-type: none"> <li>● is appropriate for an international audience and a mixed age-group (including children and young adults); and</li> <li>● does not convey any inappropriate messages (overt or implied).</li> </ul> <p>Music that includes inappropriate, offensive or discriminatory language or choreography with expressions of an inappropriate, offensive or discriminatory nature or political viewpoints are not permitted.</p> <p>Floor routines that breach this guideline will receive a zero score.</p>
<p><b>Bars:</b> If you only do 5 elements can you still get bonus for casting feet above the bar or do you need over 5 elements in novice to get the bonus.</p>	<p>An applicable bonus is awarded regardless of the number of skills performed.</p>
<p><b>Bars:</b> Is a straight body underswing dismount an “A” and if so, does it qualify for 0.2 bonus in novice?</p>	<p>A straight body swing, which only has value as a dismount if it swings forward with a half turn, is not an ‘A’ skill and therefore does not meet the bonus requirement for the Novice division. The underswing from hips or feet (toe shoot) are ‘A’ value skills, if either were performed as a dismount they would earn a Novice an apparatus bonus of 0.2</p>
<p><b>Bars:</b> Is there extra bonus for a novice who casts above horizontal or just the same as toes above bar bonus?</p>	<p>Only one bonus can be applied for each skill. Once the height requirement for the bonus is reached the bonus is applied.</p>

<p><b>Bars:</b> Do the elements in the following series count as 1 or 2 elements?</p> <ul style="list-style-type: none"> <li>● Pike Glide swing from stand + pike glide swing finish in stand</li> <li>● Pike Glide swing from stand + straddle glide swing finish in stand</li> <li>● Cast return to the bar</li> <li>● cast to back hip circle</li> <li>● High bar: tap swing from stand on box + tap swing to end standing on box</li> </ul>	<ul style="list-style-type: none"> <li>● Pike Glide swing from stand + pike glide swing finish in stand <del>These are considered the same skill, the second glide has no value.</del> CORRECTION 5/5/24 these would be treated as 2 different skills similar to a jump to long swing and a long swing to dismount at the back.</li> <li>● Pike Glide swing from stand + straddle glide swing finish in stand These are considered the same skill, the second glide has no value.</li> <li>● Cast return to the bar This is only 1 skill</li> <li>● Cast to back hip circle The cast and the back hip circle are 2 different skills</li> <li>● High bar: tap swing from stand on box + tap swing to end standing on box <del>These are considered the same skill, the second swing has no value.</del> CORRECTION 5/5/24 these are listed as 2 different skills on the Masters Skill List.</li> </ul>
<p><b>Beam:</b> Do the following skills that were accepted 2023 still count as an element?</p> <ul style="list-style-type: none"> <li>● L handstand that starts &amp; finishes in tuck stand holding the BB</li> <li>● Knee scale</li> <li>● V-Sit</li> <li>● From a side stand on floor, hold BB &amp; jump to 1-leg kneeling position</li> <li>● Tuck stand, kick to cross handstand, drop to stand beside the BB</li> </ul>	<ul style="list-style-type: none"> <li>● L handstand that starts &amp; finishes in tuck stand holding the BB Yes, the skills list has been updated</li> <li>● Knee scale Yes this is listed on the skills list</li> <li>● V-Sit A V-sit where hands are on the beam has no value, this would just be part of the artistry. A free V sit with no hand support will be awarded 0.1 in value, the skills list has been updated.</li> <li>● From a side stand on floor, hold BB &amp; jump to 1-leg kneeling position This mount has no value.</li> <li>● Tuck stand, kick to cross handstand, drop to stand beside the BB As per the skill list, any dismount off the beam from hand support will be awarded 0.1 in value for a 50+ years Novice only.</li> </ul>

<p><b>Beam:</b> Do the elements in the following series count as 1 or 2 elements?</p> <ul style="list-style-type: none"> <li>• Straight jump + straight jump</li> <li>• Straight jump + switch leg straight jump (land on opposite foot)</li> </ul>	<ul style="list-style-type: none"> <li>• Straight jump + straight jump These are the same skill. The second skill is a repeated element and has no value.</li> <li>• Straight jump + switch leg straight jump (land on opposite foot) The straight jump and change jump are 2 different skills. The change jump is an ALP skill with a value of 0.1</li> </ul>
<p><b>Beam:</b> Would straight jump drill + straight jump be 2 different skills for 60+?</p>	<p>Yes, they are two different skills. The straight jump drill is a skill with a value of 0.1 for the 50+ years Novice division only. The straight jump is a skill with a value of 0.1 for any division or age.</p>
<p><b>Floor:</b> The regulations say the dance passage with 2 different dance skills.</p> <ul style="list-style-type: none"> <li>• Does this include pirouettes? For example, can a novice do run leap, step ½ turn on 1 foot? Would forward pirouette + reverse pirouette be a dance series.</li> <li>• Can you do the same skill twice to get credit for a series?</li> </ul>	<p>Does this include pirouettes? For example, can a novice do run leap, step ½ turn on 1 foot? Would forward pirouette + reverse pirouette be a dance series.</p> <p>NO, the dance passage definition (as per the skill list) does not include turns/pirouettes.</p> <p>Dance Passage: 2 or more different dance jump or leap elements directly connected or joined together by a travelling movement</p> <p>Can you do the same skill twice to get credit for a series?</p> <p>On Floor:</p> <p>CR1 Dance passage specifies they must be 2 different skills</p> <p>CR 3 or CR4 Acro series – does not specify they must be different skills therefore the same skill can be performed to meet the CR requirement.</p>

<p><b>Floor:</b> Are the following skills done either in series or separately considered to be different elements?</p> <ul style="list-style-type: none"> <li>● Cartwheel + CW step-in</li> <li>● Cartwheel + CW to X</li> <li>● Pirouette in passe on toe + pirouette in demi-plie' with leg free or in passe'</li> <li>● Stride leap + stag leap</li> </ul>	<ul style="list-style-type: none"> <li>● Cartwheel + CW step-in A cartwheel to finish in X and a cartwheel ¼ turn to step in are different ALP skills.</li> <li>● Cartwheel + CW to X If the two cartwheels finish in X they are the same skill and the second cartwheel has no value.</li> <li>● Pirouette in passe on toe + pirouette in demi-plie' with leg free or in passe' These are considered the same turns.</li> <li>● Stride leap + stag leap These are two different skills, the stride leap is an ALP skill and the stag leap is an 'A' skill.</li> </ul>
<p><b>Age Bonus:</b> Is the age bonus awarded on top of any skill bonuses?</p>	<p>Yes, the age bonus is applied at each apparatus and is in addition to any apparatus bonuses</p>