



For detailed rules, please see [www.naigc.net/RulesMA.php](http://www.naigc.net/RulesMA.php)

	Counting skills	Min. skills	Short routine deduction	Max groups	Dismount req.	Stick bonus (not PH)	Other bonus	Special Reqs. (-0.3 ea)	Notes	Non FIG A credit?	
<b>NAIGC - Developmental</b>	6	6	-1.0 each	3	Non FIG A = .5	A+ = +.1 Vault = +.1	None	None	<b>Developmental Only:</b> No deduction is to be taken for a single half or full empty swing. Further empty swings in succession are deducted as usual. There is no limit to the number of such single empty swings allowed in a single routine. <b>Developmental + L9:</b> -PH: Listed CoP skill NOT required after any EG II or III skill to receive credit -SR: Non-FIG A elements do not count towards 3 in a row strength skill max -PB: Half empty swing allowed into peach, giant, cast, or Moy skill	<b>FLOOR</b>	<b>POMMEL HORSE</b>
<b>NAIGC - Modified L9</b>	7 + dismount	6	-1.0 each	4	B = .5 A = .3	B = +.1 C+ = +.2 Vault = +.1	FIG Connection Only	Swing Hndstnd (SR)		<b>STILL RINGS</b>	<b>VAULT</b>
<b>NAIGC - Modified NCAA</b>	9 + dismount	7	-1.0 each	4	C = .5 A, B = .3	B = +.1 C+ = +.2 Vault = +.1	FIG Connection Only	Swing Hndstnd (SR) & Double Flipping Skill (FX)		<b>PARALLEL BARS</b>	<b>HIGH BAR</b>

\*\* All levels (Including NAIGC Modified NCAA)