

MAG QUICK GUIDE

NAIGC.ORG



Note: **Highlighted sections** are NAIGC modifications to the “base” rules (USAG/NCAA)

For detailed rules, please see <https://naigc.org/mens-rules/>

	Maximum Number of Skills	Minimum Number of Skills	Short routine deduction	Maximum EG Bonuses	Dismount req.	Stick bonus (not PH)	Other bonus	Start Value Cap	Special Requirements (-0.3 ea)	Notes
NAIGC - Modified L7	6	6	-1.0 each	3	A+ = .5 (includes NAIGC Allowable Skills labeled as getting dismount credit)	A+ = +.1 Vault = +.1	+.1 per mushroom circle, max 0.5 (does not count towards SV cap)	12.3	None	Level 7 Only: 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.
NAIGC - Modified L9	8	6	-1.0 each	4	B+ = .5 A = .3	B+ = +.1 Vault = +.1	FIG Only	13.2	Swing Handstand (SR)	Level 7 & Level 9: -PH: Listed CoP skill NOT required after any EG II or III skill to receive credit
NAIGC - Modified NCAA	10	8	-1.0 each	4	C+ = .5 A, B = .3	C+ = +.1 Vault = +.1	FIG Only	None	Swing Handstand (SR) & Double Flipping Skill (FX)	-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