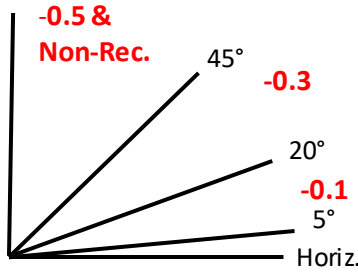
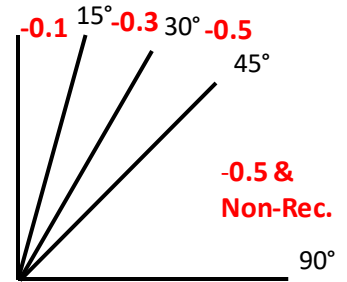


Elements to/through handstand*
 *except High Bar
 PH: Skew on circles

MAG Angle Deductions 2025 CoP



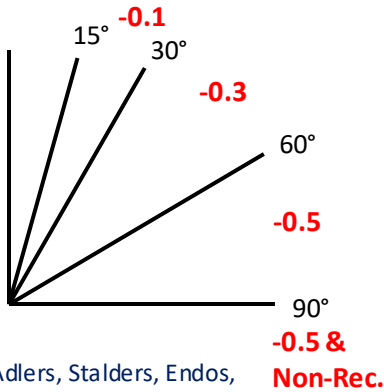
Strength hold & simple hold



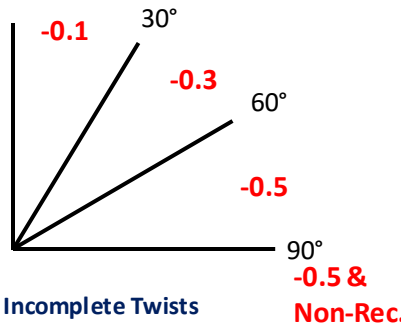
Lowering of legs on elements to handstand or hold parts
Bent arms or body on strength and hold

High Bar

Elements to/through handstand

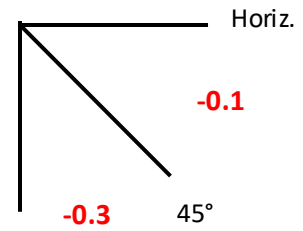
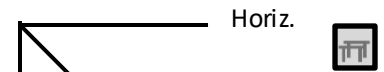


Adlers, Stalders, Endos, ½ turns etc.



Incomplete Twists

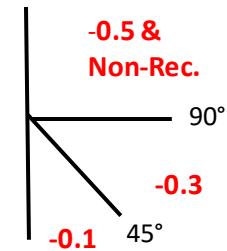
Legs apart on PH elements
 Vault axis (-0.1, -0.3 only)



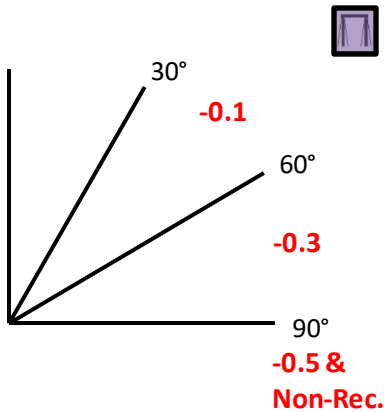
P-Bars:
 Front uprise height



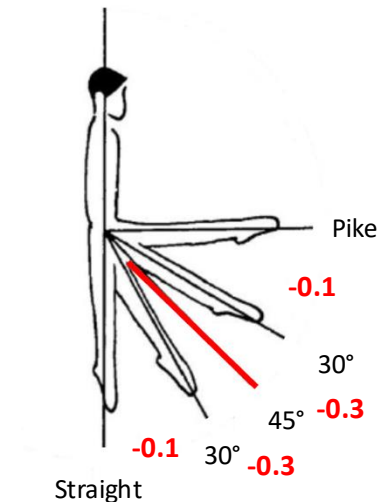
Bending of arms, legs or body



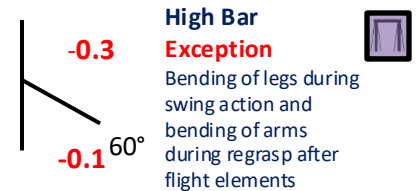
Indistinct body positions



Turns to mixed or elgrip,
 Quast, flying giant



Straight



High Bar Exception

Bending of legs during swing action and bending of arms during regrasp after flight elements

P-Bars Exception

-0.1 or -0.3: Bending legs before horizontal during swing action of Moy or any giant swing element and -0.3 after Bhavsar type elements. (Exact angles not clearly defined)