

## **Selection Procedures to R1 Elite Team Selection Camp (ETSC)**

### ***Total Target number of athletes in Elite Team Selection Camp (ETSC) 21-24***

Top 21 from ETC1 points including US Championships Qualifiers. Up to 3 petitioned athletes can be added on top of the 21 pre-qualified athletes.

2022: 12 from ETC1 points + 9 Championship Qualifiers + in addition to up to 3 petitions

ETC1 is independent and only used for qualification to ETSC

4 Skill Sequence w/ 3 attempts.

Upon a completed sequence, an athlete can elect to perform an upgraded sequence with a new set of 3 attempts

An athlete can also choose to perform up to 3 successful attempts of same sequence for best score on both days

Once the athlete has exhausted three unsuccessful attempts, their evaluation on the respective apparatus is terminated for the day. Athletes can resume a new set of attempts for evaluation on Monday.

Due to the inclusion of the USAG bonus system at the Elite Team Cup event, the Region 1 Elite Coaching Staff may invite athletes to the ETSC based off of their potential to achieve such bonuses (upon review of the athlete's sequences) These possible discretionary positions will be added to the 'target numbers' listed above

### **ETC1 Sequence Requirements:**

Have to use 3 different EG (ONLY full credit fulfill requirement)

Sum of Difficulty + Execution: Sequences Evaluated as per Jr FIG, (Not awarding EG, but must fulfill 3 EG for sequence to evaluated)

Points by Rank per Event + Points for Rank AA

**NOTE: Points per performance are awarded using a rank points system (see attached document ). Points are also awarded, by rank, for All Around.**

### **Special Notes:**

*Evaluations will be held on Sunday and Monday of camp*

*Dismounts onto Resi-mat or Pit-mat is ok (rod floor passes are not allowed for evaluation)*

*Athletes may use sting mat to punch off of on floor*

*Bonus for connection passes on FX will still be counted without having to count the connected element in the 4-skill sequence*

*Skill has to be performed with less than a large single deduction*

*If athlete falls, they CANNOT remount and finish sequence.*

*Athlete may start and end with any EG on all events*

*Athlete may start sequence already mounted on the apparatuses without utilizing a start-up skill to start*

*Athletes will only be evaluated for sequences which fulfill all requirements (If electing to use dismount it must be 'C' or higher value to be evaluated)*

*3 attempts per day within the allotted event rotation time, and we will take your max score*

*FX passes on Resi must jog back to finish sequence*

*FX (pay attention to EG if utilizing connection passes)*

*Athletes not in attendance for approved reasons will be required to submit videos following same procedures*