


# CoP 2022-2024: Errata List #2

February 27, 2022

Page numbers are from published FIG CoP PDF file of May 12, 2021 (en\_AER CoP 2022-2024.pdf)

#	Pg	Where	Correction (delete / add)																																																																								
<b>PART 1: CHAPTER 3 – COMPOSITION OF ROUTINES</b>																																																																											
2-1	20	3.4 Difficulty Table Family 8	<b>Family 8:</b> (add) <b>Vertical</b> Split																																																																								
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2-2	24	5.1.B CJP Acrobatic elements and prohibited moves ( -0.5)	<b>&lt;All categories&gt;</b> (add) ➤ Prohibited moves are <b>NOT allowed</b> in the routine <b>(including in the collaboration)</b>																																																																								
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2-5	27	5.2.B. Difficulty Criteria	<p><b>&lt;Evaluating the difficulty elements&gt;</b> (re-phrase and add to clarify)</p> <ul style="list-style-type: none"> <li>➤ <b>Elements from Family 5 (all Form Jumps) and Family 6 (Split Jump), the form/position must be shown during the airborne phase regardless of where the form/position was shown. They will receive the same value as the same total rotation of the existing elements.</b></li> <li>➤ <b>If any element performed which does not exist in the CoP but the base name and the ending position exists: Element and Family will be counted, but receive “0” value (except for the elements from Family 5 &amp; 6-Split Jump), and no Difficulty deduction.</b></li> <li>➤ <b>IM: If any base named element from Family 8 is performed, it will be counted (Element &amp; Family) receive “0” value and will be deducted accordingly and;</b> <ul style="list-style-type: none"> <li>- <b>IM: receive “0” value and will be deducted accordingly.</b></li> <li>- <b>IW/MP/TR/GR: receive “0” value for elements ending in vertical split and no deduction.</b></li> </ul> </li> <li>➤ <b>For additional elements: number of elements performed are counted but NOT count for the Family.</b></li> <li>➤ <b>MP/TR/GR: Family is NOT counted only when 2 different elements are performed at the same time.</b></li> </ul>																																																																								
2-6	28	5.2.D. Difficulty Deduction Table	<b>All Categories:</b> 5 <sup>th</sup> line (add) Repetition of <b>same base named</b> difficulty element																																																																								
2-7	28	5.3.D.1 Execution	<p><b>D.1. Deductions for Difficulty Elements / Acrobatic Elements</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr style="background-color: #f2f2f2;"> <th style="width: 25%;">Small</th> <th style="width: 25%;">Medium</th> <th style="width: 25%;">Large</th> <th style="width: 25%;">Fall</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">-0.1</td> <td style="text-align: center;">-0.3</td> <td style="text-align: center;">-0.5</td> <td style="text-align: center;">-1.0</td> </tr> </tbody> </table> <p>Multiple errors are added but maximum deduction is: -0.8 / per element *If performed with a Fall, maximum deduction is: <b>-1.0 / per element</b></p>	Small	Medium	Large	Fall	-0.1	-0.3	-0.5	-1.0																																																																
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2-9	20	Specific Erros Family 8	<b>Family 8:</b> (add) <b>(Vertical)</b> Split, Illusion, Balance)																																																												
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<b>APPENDIX 4: DIFFICULTY ELEMENTS DESCRIPTION GROUP B &lt; Family 4 &gt;</b>											
2-15	91	B449 Revised shorthand	<b>B449: Value 0.9: 1/1 TURN, 1 ½ TWIST OFF AXIS JUMP TO PU</b> 								
<b>APPENDIX 6: GLOSSARY</b>											
2-16	124	"C" Collaboration	(Re-phrase to clarify): <b>The process of two or more people working together with partner's help or power to be supported, dragged or off the floor to produce movements/action.</b>								
2-17	125	"P" Partnership	(Re-phrase to clarify): <b>An association of two or more people with or without contact/physical interaction (hold/shake hands, casual touch, hug, eye contact, etc.)</b>								