

# Men's Artistic Gymnastics Aspire Camp Selection Process

This document will outline the selection process for the MAG Aspire Camps for Elite 3 and Elite 4 athletes.

#### I. Invited Athletes

A maximum of 25 athletes total from the Elite 3 and Elite 4 categories will be invited to the MAG Aspire Camps each year. The invited athletes will come from the Elite 3 and 4 ranking lists, which are created by:

- For Elite 3: All Around results from Eastern and Western Canadian Championships including
  physical testing. Results from the East and West are combined to form the Elite 3 ranking list.
- For Elite 4: Results from athletes' Compulsory routines, as well as All Around results from the Eastern and Western Canadian Championships including physical testing. Results from the East and West are combined to form the Elite 4 ranking list.

Athletes may be invited to Aspire Camps by the NTD if they rank in the top 10 of their respective ranking list in any of the following areas:

- For Elite 3:
  - Compulsory Routines
  - Physical Testing
  - Total Score
- For Elite 4:
  - Compulsory Routines
  - Optional Routines
  - Physical Testing
  - Total Score

The NTD will invite up to 25 athletes total from the ranking lists, which could be any combination of Elite 3's and Elite 4's. For younger athletes, preference may be given to athletes who show greater physical testing results (strength and flexibility). The invited athletes are intended to stay the same for each camp throughout the year, however the NTD does reserve the right to make changes.

Should any of the invited athletes be unable to attend a camp, then other athletes may be accepted via their video submission application. Video submission application does not guarantee acceptance to the camp. There may be instances where less than 25 athletes are accepted, but we will try to never have more than 25 athletes at a camp.

Below is the video application skill inventory for video submissions.

#### **Video Application Skill Inventory**

The video content and expectations for each age level are outlined below. Please video as many or all of the skills required. This is a minimum expected for attendance.

#### Aged 9-10

#### Video of Flexibility Test A 🗖

Video of Parallel Strength Test A □								
Floor	Front Handspring to two feet straight jump			Vault	Up to 20 m run to Front Layout to 40cm mat (vault board)			
	Round off Back Handspring back tuck  Front tuck  TRAMPOLINE: FRONT LAYOUT TRAMPOLINE: FRONT LAYOUT 1/2 TRAMPOLINE: BACK LAYOUT TRAMPOLINE: BACK LAYOUT TRAMPOLINE: TIC TOC (Backspring – flyspring series)	0 000000			Front Handspring to Feet onto stacked mats over 110 cm table to 60 cm mats			
Pommel Horse	ALL OF THE FOLLOWING WITHOUT POMMELS  MUSHROOM: 10 circles  FLOOR HORSE: 5 circles uphill FLOOR HORSE: 5 circles downhill FLOOR HORSE: 5 circles middle  SINGLE POMMEL (Mushroom or buck): Maximum circles in series	0 000		Parallel Bars	8 swings in support Swing Handstand swing forward to swing Handstand swing forward swing handstand (hold each min 1 sec) Press HS – maximum in a row	- -		
Rings	5 swings in straps (Maximum height) Swing(s) to 2 dislocates in straps  Press to Handstand hold 5 sec  Swing(s) to 2 inlocates in straps	0		Horizontal Bar	IN STRAPS: from swings to 5 Backward giants IN STRAPS: In overgrip: 5 forward giants IN STRAPS: Free hip circle to handstand x 2 REGULAR BAR: Jam cast swing backwards swing forward ½ turn X 2 REGULAR BAR: from swings flyaway back tuck (FIG Bar) any mat height	0 00 0 0		

## Aged 11-12

## Video of Flexibility Test A 🗖

## Video of Parallel Strength Test A lacksquare

Floor	2-3 front Handspring step out in series  Front Handspring flyspring rebound to straight jump  Front tuck punch front tuck  Front layout rebound from run or front handspring  Power hurdle to Round off 3 -5 backhandsprings in series  Round off backhandspring high back layout	0 00 00 0	Vault	Front layout over 110 cm vault table to stack mats 60 cm  Front Handspring over 120 cm table	0 0
Pommel Horse	MUSHROOM: 6 stocklis (180°) MUSHROOM: 2 full spindle (360°) MUSHROOM: 8 Flairs  FLOOR HORSE: Sivado  FLOOR HORSE: Magyar SINGLE POMMEL (Mushroom or buck): Maximum circles in series	0 000 0 00	Parallel Bars	5 x Swing Handstand swing forward to swing Handstand in series (hold each min 1 sec, last HS hold 10 sec) Press HS – maximum in a row 5 upper arm swings to maximum height Straight leg Moy to support Giant preparation with or without spot (demonstrate what you are working at this tire either final skill or drills)	ne
Rings	5 swings (fwd bwd) in straps (Maximum height) Swing(s) to 2 dislocates in straps Press to Handstand hold 10 sec Swing(s) to 2 inlocates in straps	0 0 0	Horizontal Bar	STRAPS: stalder/endo swings to HS forward and backward 3 x in series Swing to layout flyaway Back giant ½ (blind change) to front giant ½ (pirouette) x 2	0

## Aged 13

## Video of Flexibility Test B 🗖

#### Video of Parallel Strength Test A lacksquare

Floor	Front handspring to 2 x flyspring to rebound  Front layout punch front tuck stuck landing  RO whipback back handspring to rebound  RO BHS Back layout (high) with 1/1 twist	0 0 0	Vault	Front Handspring block to ½ turn to back onto stacked mats over 120 cm table with 120 cm mats Tsukahara block to back onto stacked mats over 120 cm table with 120 cm mats Round off onto vault board with collar to back layout to land on back onto 60 cm mats	0
Pommel Horse	FLOOR HORSE: 10 circle in middle (no pommels) FLOOR HORSE: two full stockli (360°) (no pommels) FLOOR HORSE: Magyar to Sivado (no pommel) FLOOR HORSE: maximum single pommel circles POMMEL: Any sequence of pendular swing (leg cuts, scissors, etc)	0 0 0 0	Parallel Bars	Giant  Front uprise to swing HS Swing HS ½ turn swing forward to swing HS ½ turn and hold  Peach basket to support	0 0 0
Rings	2 dislocates (close to handstand) to layout flyaway 2 inlocates (close to handstand) to front pike flyaway Press HS hold 10 sec	0 0 0	Horizontal Bar	Front giant to early pirouette to front giant Giant – stalder – blindchange – front giant – endo –front giant - pirouette Back giant x 2 to high layout	00 000