THE CARTOON BOOK OF

GYMNASTICS



AERIAL / JUDGED / ACTION

SPORT ON EARTH

Sport on Earth Books · The Completing the programme Family

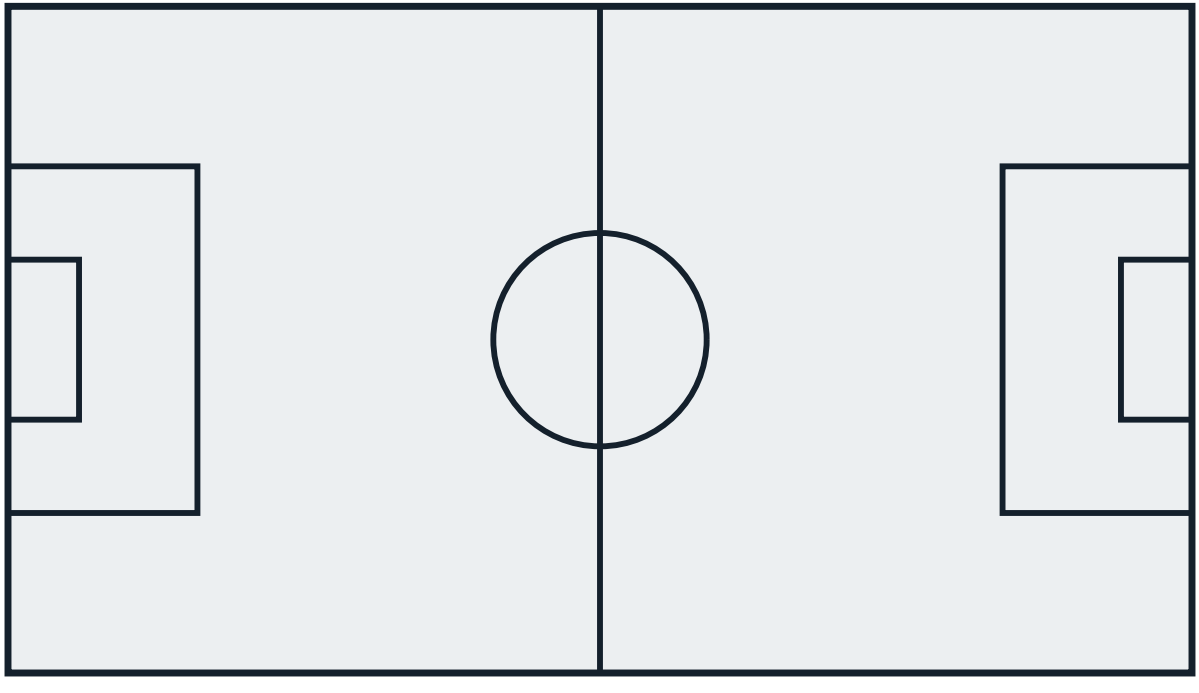
Original illustrations · No characters were copied in the making of this book

Meet Gymnastics!

Artistic, rhythmic and trampoline disciplines judged under the Code of Points.

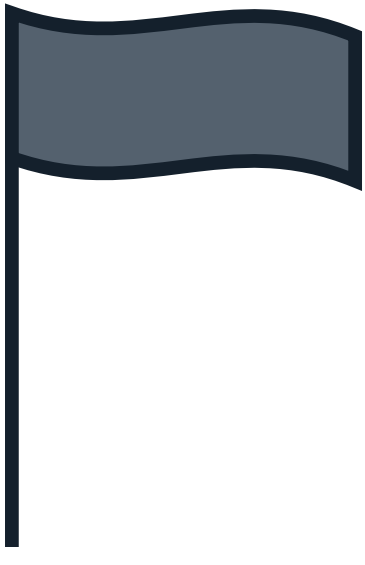


Where It Is Played



The Gear





Meet the Completing the programme Family

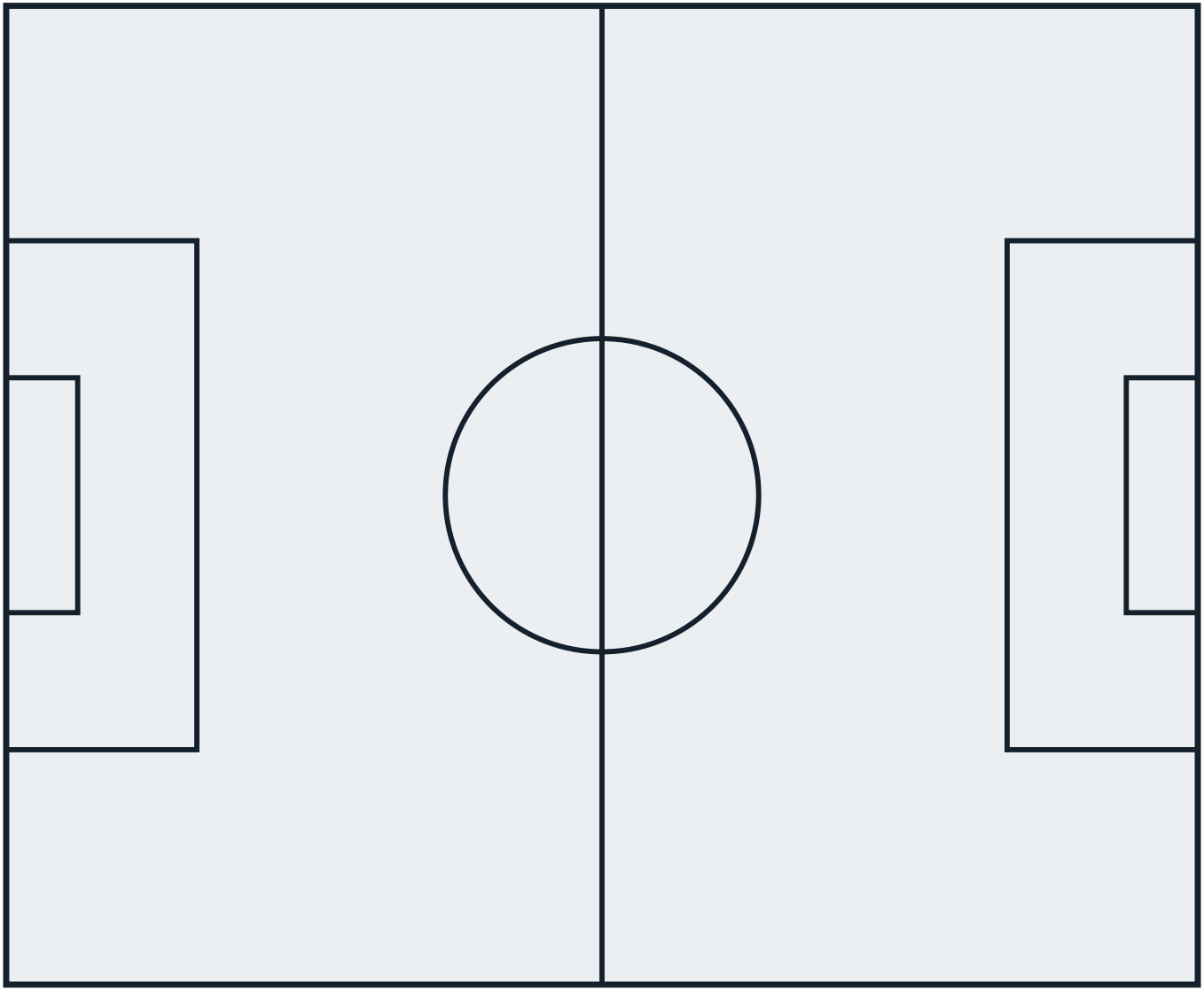
- Diving — Springboard and platform diving, scored on difficulty and execution.
- Artistic Swimming — Choreographed routines in deep water — the renamed synchronised swimming.
- Weightlifting — The snatch and the clean and jerk for the heaviest total.
- Equestrian — Dressage, eventing and jumping — horse and rider as one team.
- Canoeing and Kayaking — Sprint racing on flat water and slalom on whitewater.
- Dragon Boat Racing — Twenty paddlers, a drummer and a steer — racing to one stroke.

How to Play

Gymnastics changed the two things it was most famous for — the perfect 10 and the springy vaulting horse — within five years of each other, under pressure from scandal and injury.



The Playing Area



Good to Know

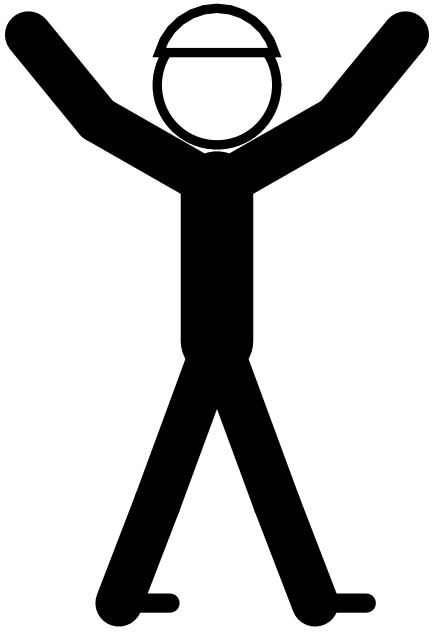
Moments That Shaped the Game

- 2001 — The Vaulting Table Replaces the Horse: From 2001 the horse was replaced by the vaulting TABLE: a broad, sloped, padded surface offering a far larger, safer blo.
- 2006 Code of Points — The End of the Perfect 10 (Open-Ended Scoring): The 2006 Code split the score: a D-score (difficulty, open-ended — every element's value summed) plus an E-score (execut.

Rules That Changed the Game

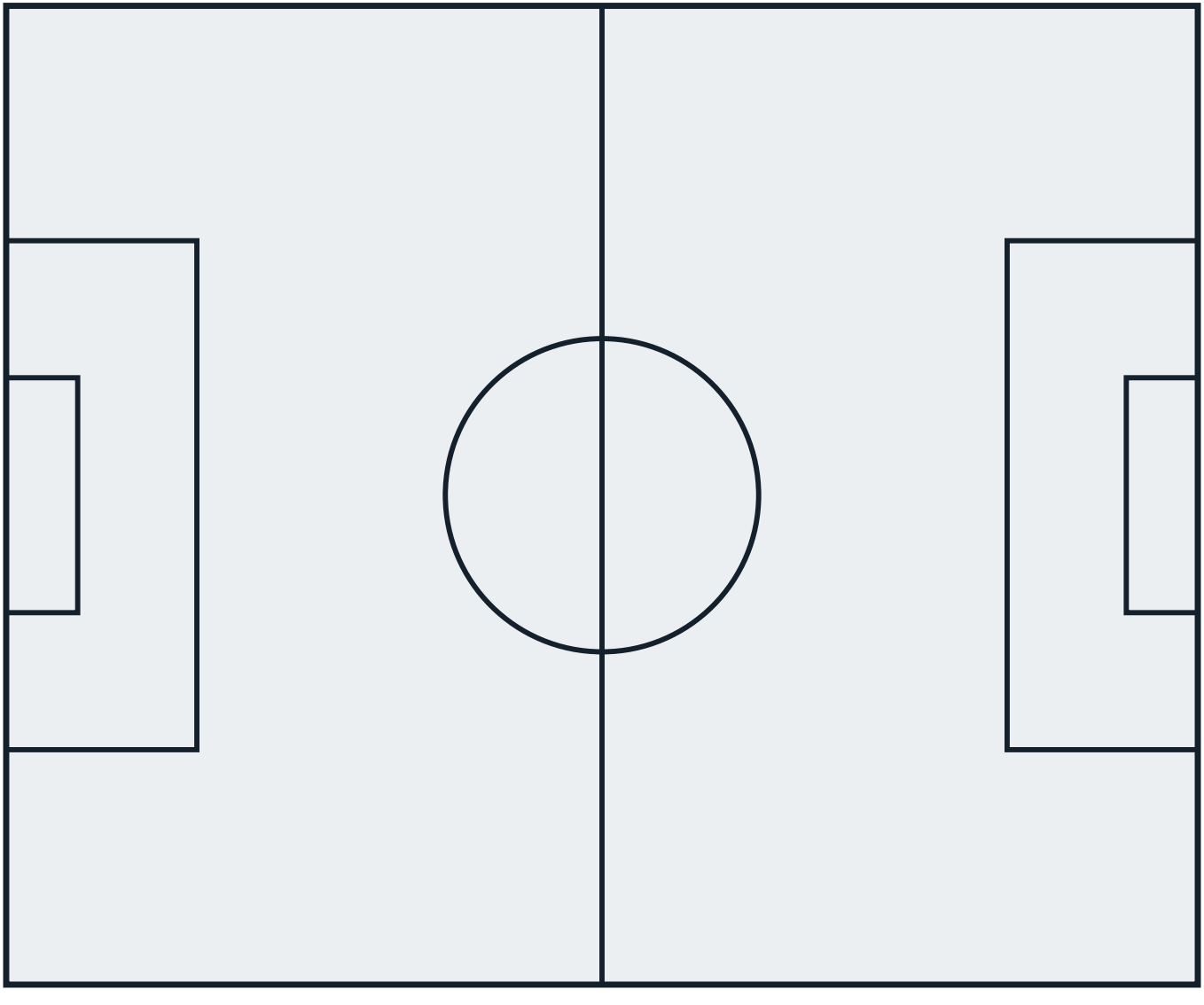
- 2001 — The Vaulting Table Replaces the Horse: The table is universal and the horse extinct at elite level; vault difficulty (and its injury frontier) has climbed steadily on th.
- 2006 Code of Points — The End of the Perfect 10 (Open-Ended Scoring): Gymnastics now lives in the D-score economy: routines are engineered spreadsheets of difficulty, eponymous skills proliferate, and.

Colour the Action

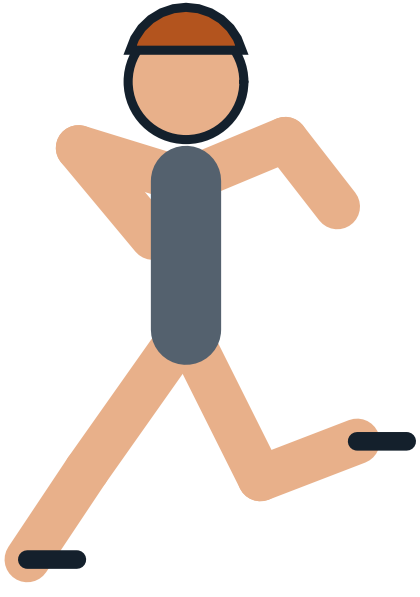


Psst — this page is a colouring page!

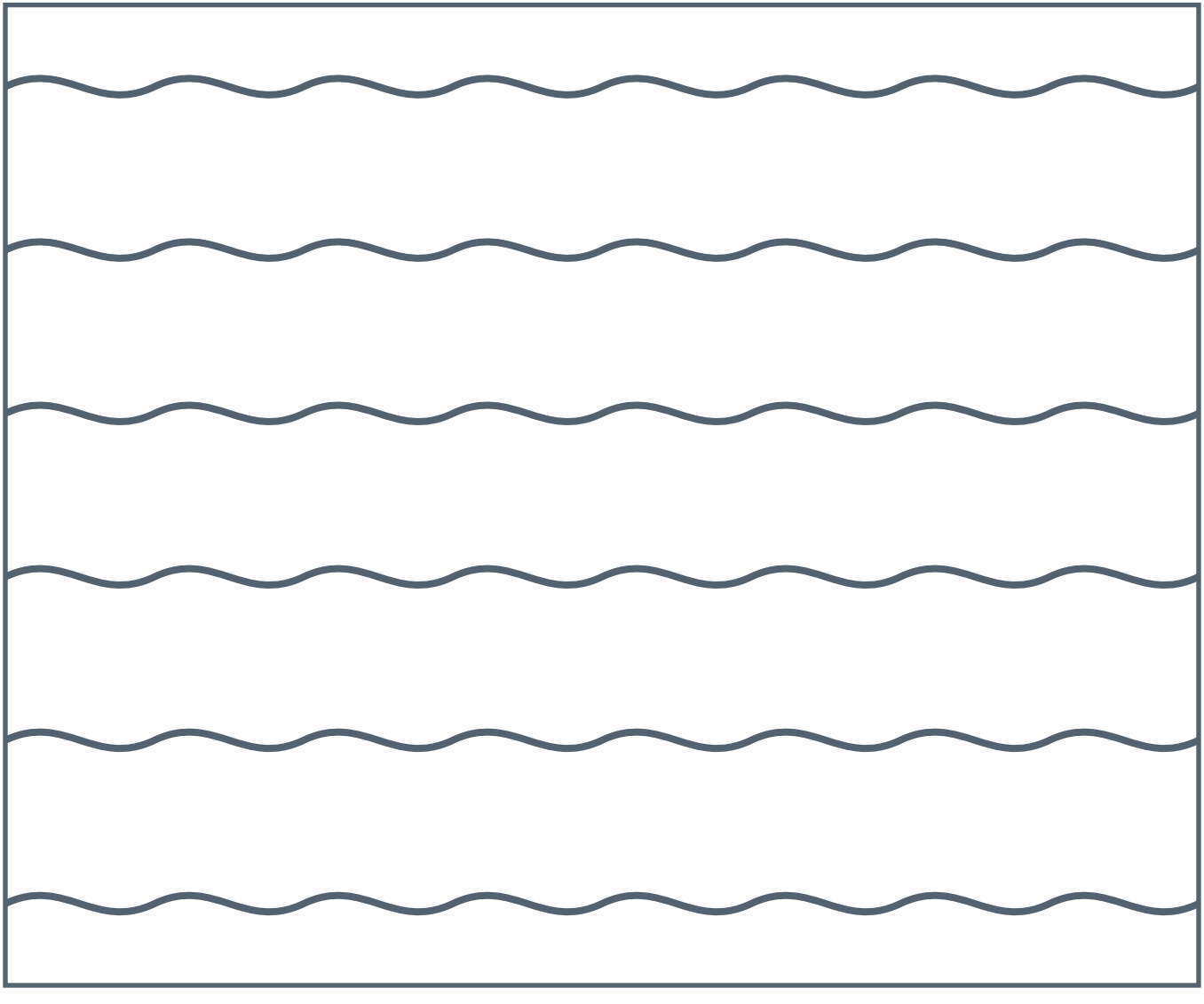
The Sport Today



At School and College



Play It Near You



Through the Year

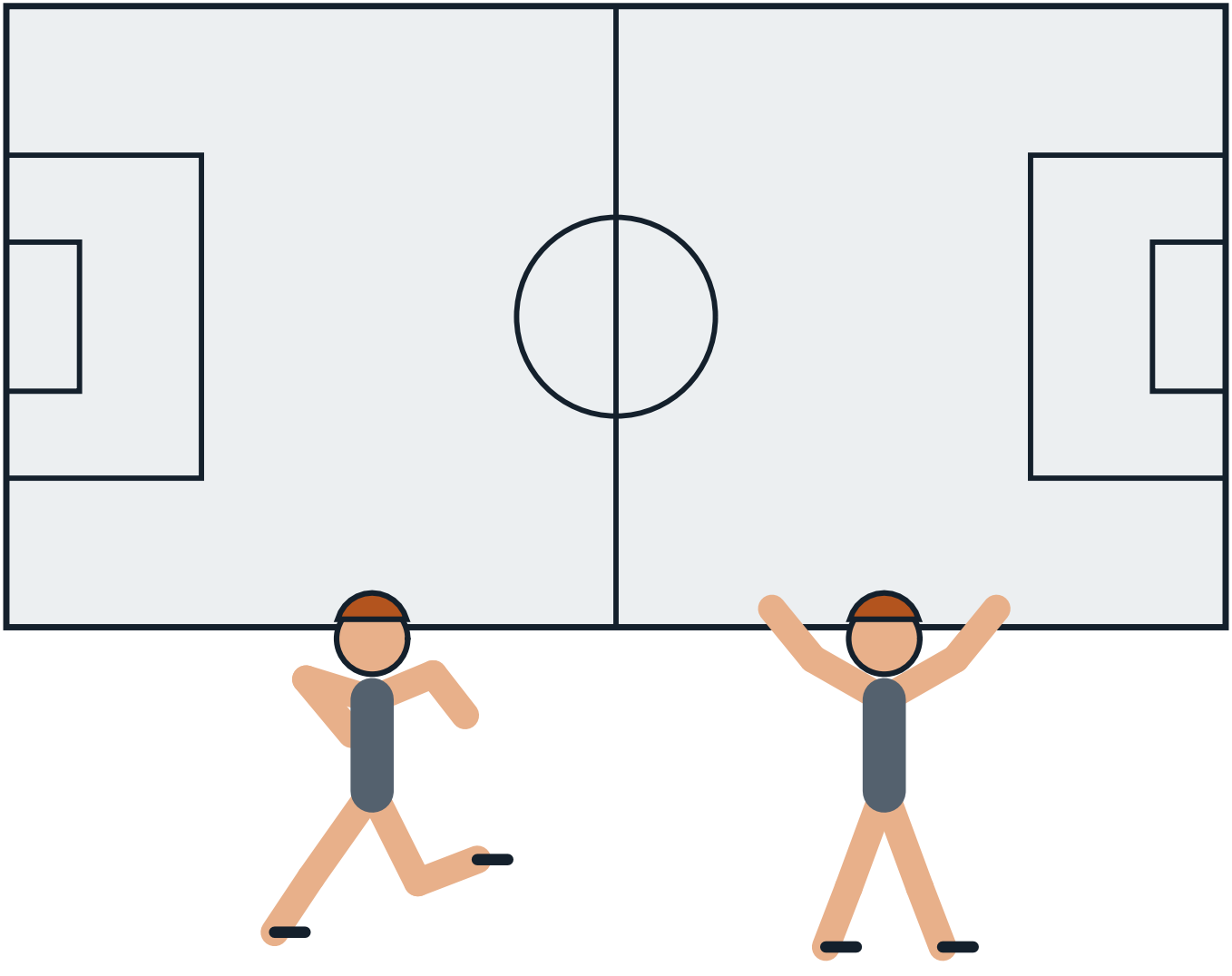


The Completing the programme Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Diving — Springboard and platform diving, scored on difficulty and execution.
- Artistic Swimming — Choreographed routines in deep water — the renamed synchronised swimming.
- Weightlifting — The snatch and the clean and jerk for the heaviest total.
- Equestrian — Dressage, eventing and jumping — horse and rider as one team.
- Canoeing and Kayaking — Sprint racing on flat water and slalom on whitewater.

Game Day!

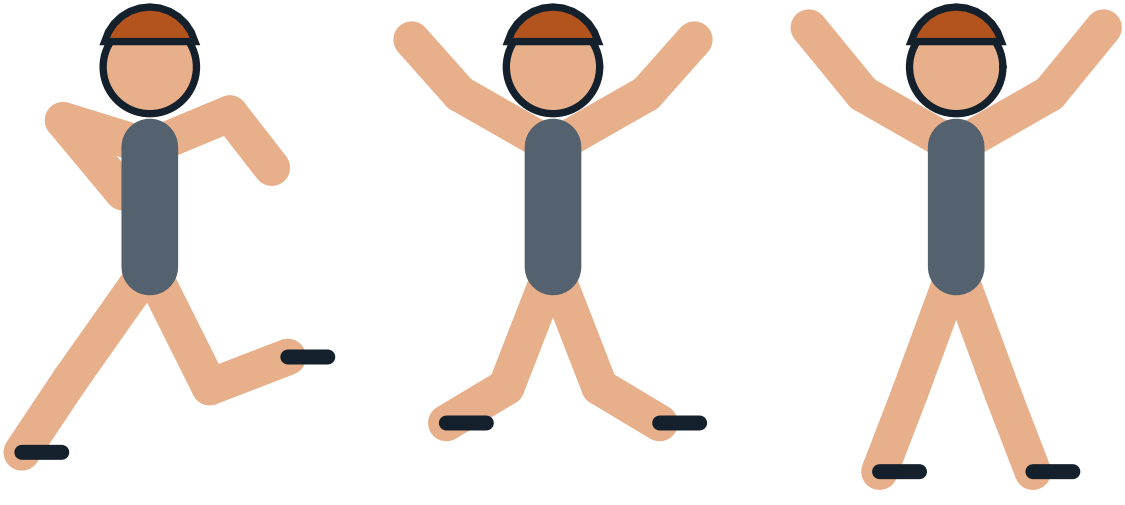


The Sport on Earth Mark

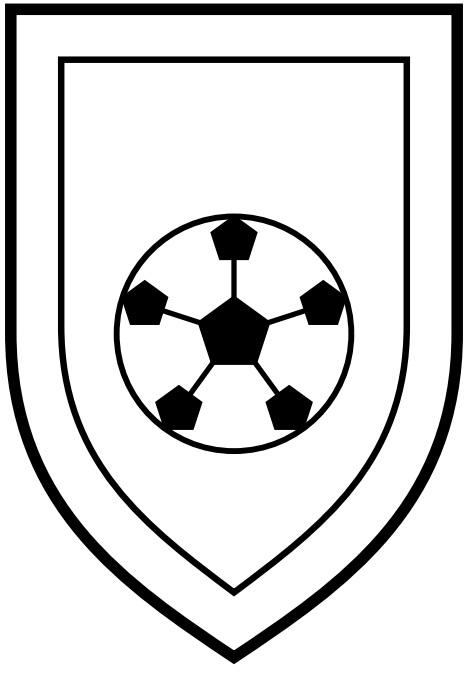
Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



Moves of the Game



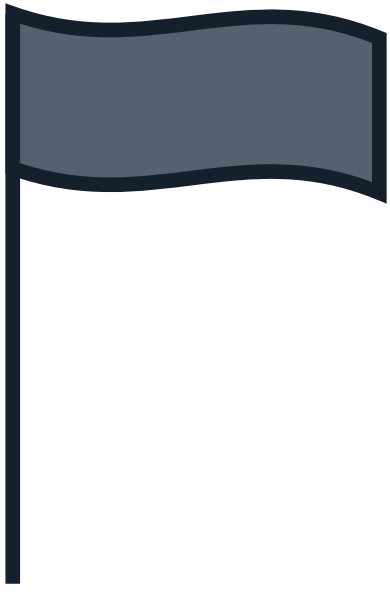
Design a Badge



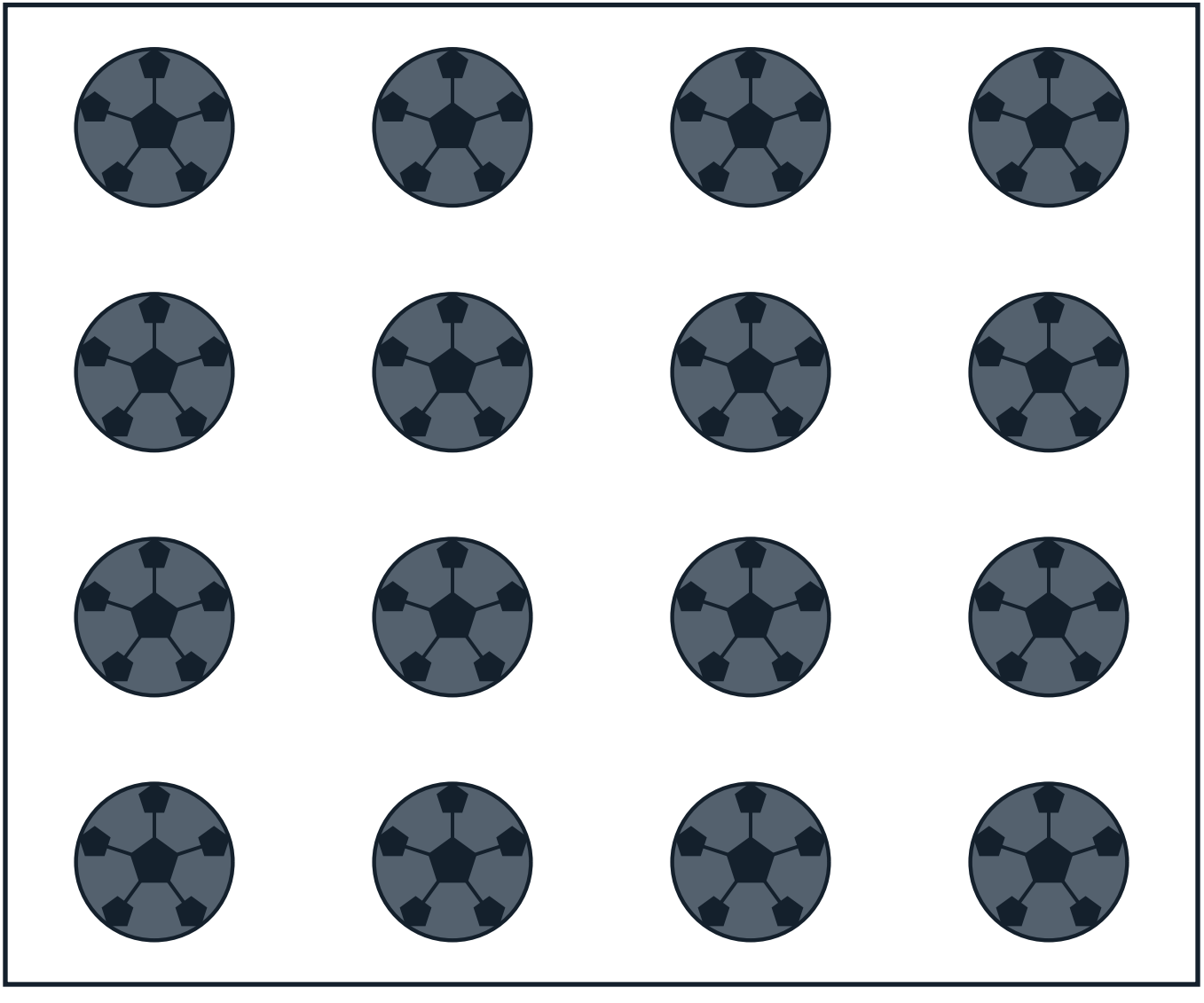
Draw and colour a badge for your own team.

The Gear Parade

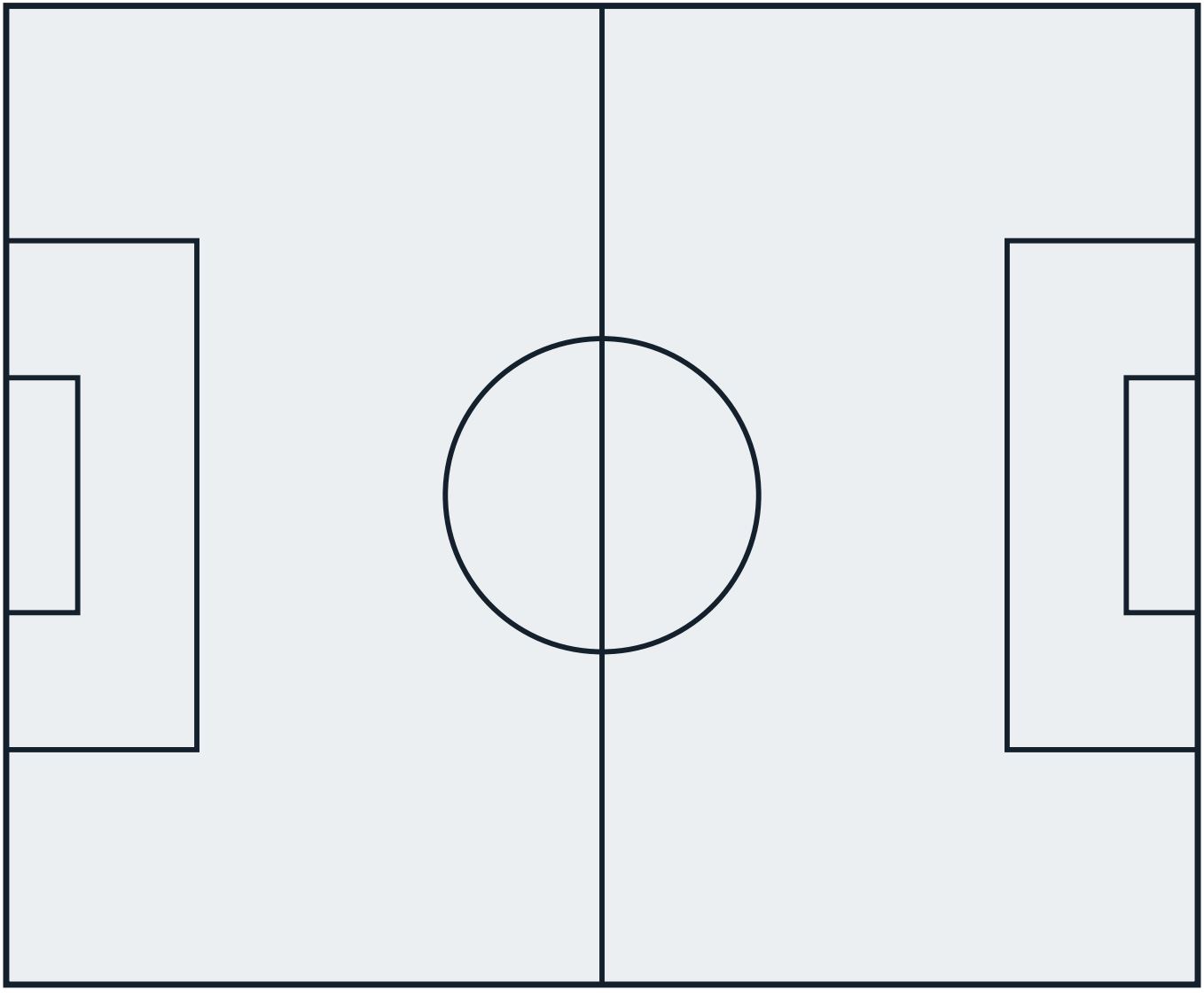




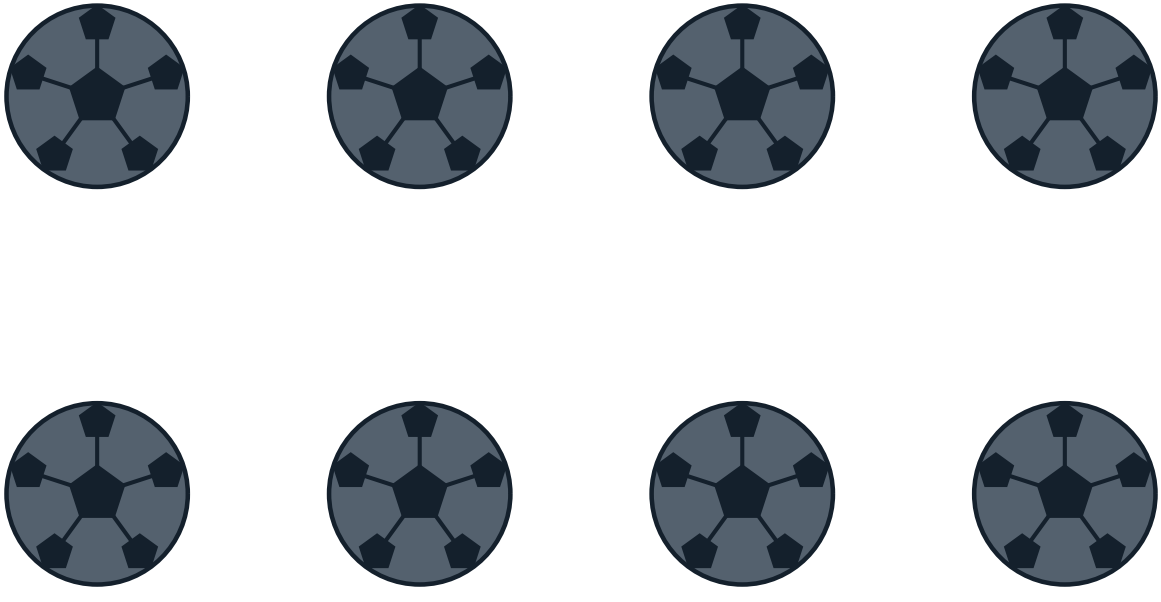
Pattern Play



The Arena From Above



Count the Balls!



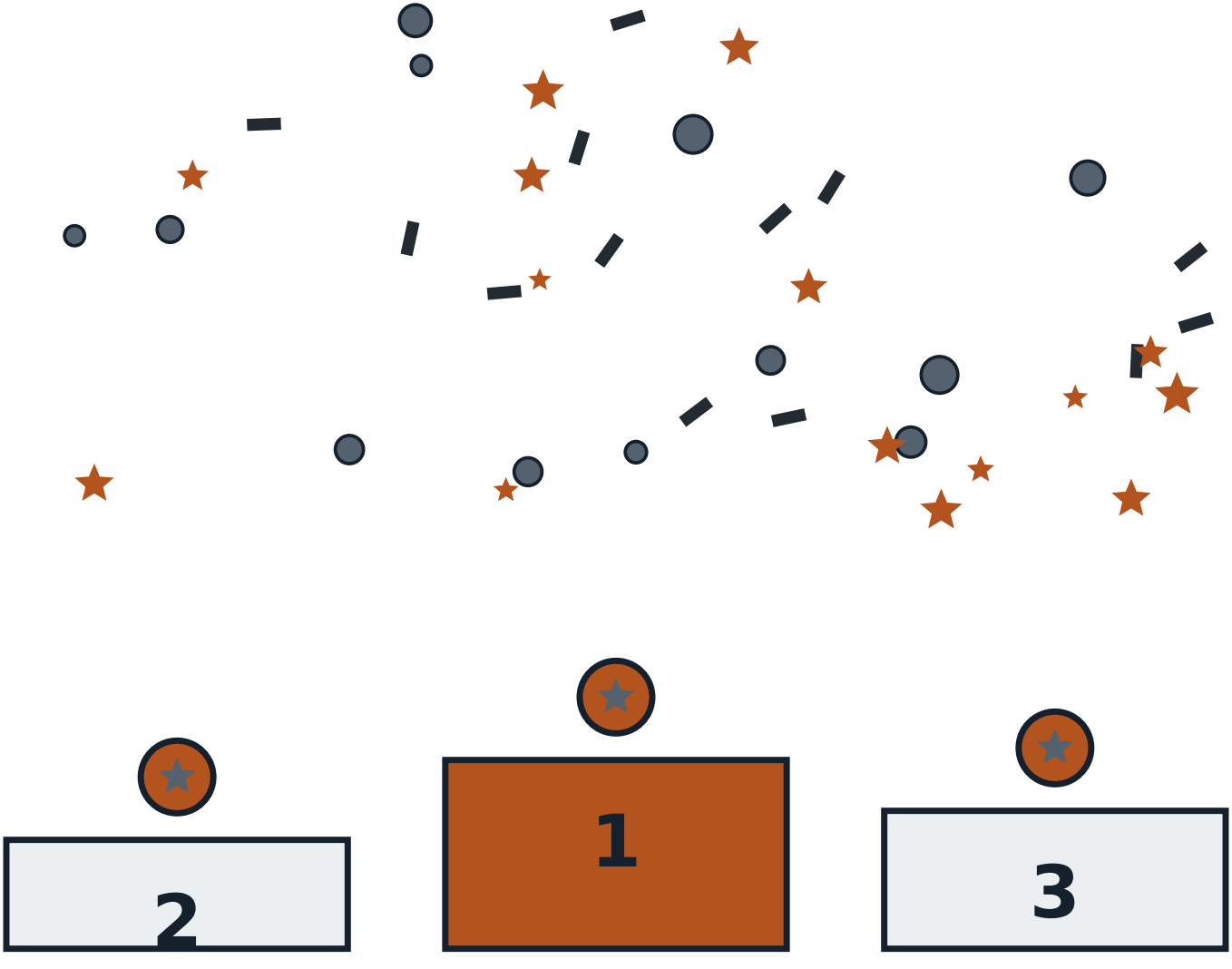
How many can you count? Write the number here: _____

My Favourite Part of Gymnastics

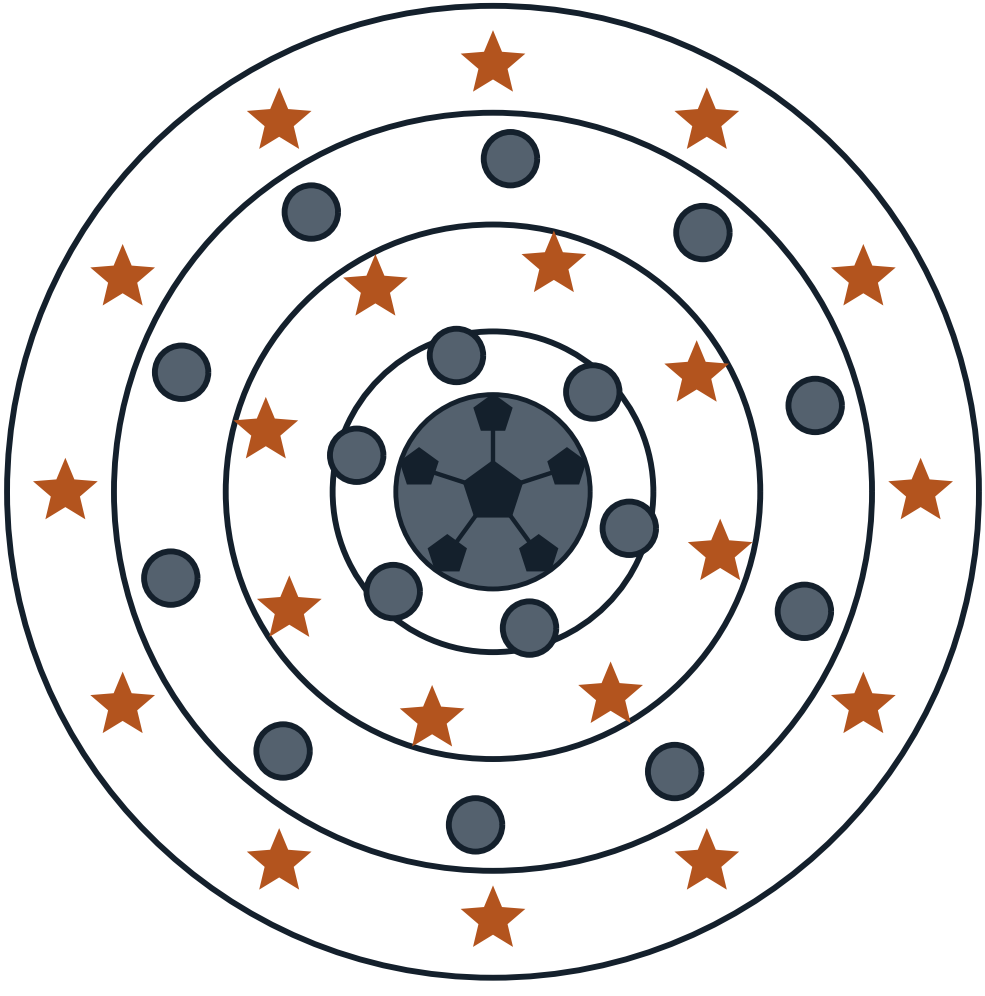
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Rule-change history: FIG records: 2001 vaulting table introduction; 2006 Code of Points (open-ended scoring).. Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Diving
- The Cartoon Book of Artistic Swimming
- The Cartoon Book of Weightlifting
- The Cartoon Book of Equestrian
- The Cartoon Book of Canoeing and Kayaking
- The Cartoon Book of Dragon Boat Racing
- The Diving Colouring Book
- The Artistic Swimming Colouring Book

My Notes

Gymnastics

The Cartoon Book of Gymnastics — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

