2012-2019 SPECIAL OLYMPICS GAMES LEVEL 1 FLOOR EXERCISE ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Number: Level: 1 Athlete's Name: NOTE: General faults are applied to all skills* Identified Skills Value **Deductions** Score 1. Forward Roll Tuck 0.94 - Lack of Continuity In The Roll 2. Perform a Tuck Jump 0.94 - Lack of Continuity In The Roll 3. Perform a Straddle Jump 0.94 - Lack of Amplitude and/or/ straddle 4. Turn out 90° and perform a side chassee 0.94 - Lack of Balance Incomplete Turn 5. Turn out and 90° to a lunge and perform an arabesque (2 sec. hold). 0.94 - Lack of Balance and/or continuity Insufficient hold 6. Roll backward to a momentary candle stick position and roll forward to a V sit position with suupport of hands held 2 seconds 0.94 - Lack of Extension in candlestick Lack of Continuity Lack of V position and/or insufficient hold 7. Perform one and half rolls (log rolls) finishing on stomach and push through knee stand to a stretched standing 0.94 position. - Lack of Stretch and/or continuity 8. Step kick to "teeter-totter" (one leg up handstand) 0.94 Incomplete Kickover Lack of Lunge Into & Out of 9. 3 or 4 running steps to assemble hurdle 0.94 - Lack of Control and/or incomplete roll 10. Perfrom stretch jump to stick final standing position. 0.94 - Lack of Amplitude and/or stretched body **General Deductions Applied for Each:** *General Faults: Apply to all skills - Connections Small 0.10 - Exactness of Text Medium 0.30 - Exactness of Floor Pattern Large 0.40 - Lack of hold (per FIG) Falls 0.50 Maximum Score 10.00 Total Execution (-) **Deductions** Final Score Judge's Signature:

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 1 HORIZONTAL BAR ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Number: Level: 1 Athlete's Name: **Identified Skills** Value **Deductions** Score + Bonus 1. Jump to hang on bar with an over grip, lift legs forward to 0.94 '- Lack of Amplitude 2. Swing backward, 0.94 Note 1 '- Lack of Amplitude 3. Swing forward 0.94 Note 1 '- Lack of Amplitude 4. Swing backward (+) BONUS: Hop with both hands=+0.3 0.94 Note 1 - Lack of Amplitude 5. Swing forward with ½ turn to mix grip '- Lack of Amplitude 0.94 Note 1 - Lack of complete turn 6. Swing forward in mixed grip 0.94 Note 1 '- Lack of Amplitude 7. Swing back and change hand to over grip 0.94 Note 1 - Lack of Amplitude Change hand early 8. Swing forward Note 1 0.94 '- Lack of Amplitude 9. Swing backward Note 1 0.94 '- Lack of Amplitude 10. At end/top of back swing, release to 0.94 - Lack of Amplitude NOTE 1: Any swing in routine done at 45° below horizontal will receive a bonus of +0.3 one time. Refer to Judging Guide **Deductions Tabulation** for Neutral Deductions Small 0.10 **Performance Score** Medium 0.30 Large 0.40 Connections (-) Falls 0.50 **Exactness of Text** (-) **Total Neutral Deductions** (-) (Max 4.0) **Bonus** (+) Final Score

2012-2019 SPECIAL OLYMPICS GAMES **LEVEL 1 PARALLEL BARS** ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Athlete's Name: Number: Level: 1 Identified Skills Value **Deductions** Score + Bonus 1. From a stand at end of bars, jump to a straight-arm support 0.94 '- Lack of form on jump 2. Hand walks (3-6 penguin walks) to middle of bars with legs extended down 0.94 '- Lack of continuity - Lack of form 3. Lift legs and straddle to a straddle sit on the bars 0.94 '- Lack of form - Lack of Straddle 4. Straddle seat travel to end in a rear straddle support position (extension shown) 0.94 '- Lack of continuity - Lack of form 5. Lift legs to a tuck support, 2 second hold, with knees and feet together. BONUS: L hold for 2 seconds=+0.3 0.94 (+) '- Lack of tuck - Insufficient hold 6. Extend legs forward to 0.94 '- Lack of Extension 7. Swing back 0.94 '- Lack of Extension 8. Swing forward and 0.94 '- Lack of Extension 9. Backward to 0.94 '- Lack of Extension 10. A tuck flank dismount BONUS: Dismount with straight 0.94 legs=+0.3 (+) '- Lack of Amplitude - Lack of tuck position Refer to Judging Guide **Deductions Tabulation** for Neutral Deductions Small 0.10 **Performance Score** Medium 0.30 0.40 Large Connections (-) Falls 0.50 **Exactness of Text** (-) **Total Neutral Deductions** (-) (Max 4.0) (+) **Bonus** Final Score

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 1 POMMEL HORS ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Number: Level: 1 Athlete's Name: NOTE: General faults are applied to all skills* **Identified Skills** Value **Deductions** Score 1. From a stand with one hand on each pommel, jump to a straight-arm front support BONUS: Jump to support with both hands on lether 0.94 then move to hands to pommels= +0.3 - Lack of form and staright arms during support 2. Shift weight to the left and momentarily lift right hand off of pommel (with legs together) 0.94 '- Lack of Continuity and/or lift 3. Shift weight to the right and momentarily lift left 0.94 hand off of pommel (with legs together) '- Lack of Continuity and/or lift 4. Initiate one full support swings in a straddle position, starting with the right leg. 0.94 - Lack of height on swing (horizontal minimum) - Lack of fluidity during swing 5. Initiate one full support swings in a straddle position, starting with the right leg. 0.94 '- Lack of height on swing (horizontal minimum) and/or fluidity during swing 6. Perform a right single leg cut forward ending in a stride position - Lack of height on cuts(horizontal minimum) 0.94 - Lack of fluidity during cuts - Lack of form 7. Perform a left single leg cut forward ending in a rear support position 0.94 '- Lack of height on cuts(horizontal minimum) - Lack of fluidity during cuts and/or form 8. Hold rear support position (2 seconds) - Lack of stretch 0.94 - Insufficient hold 9. Lift knees to a tuck support position (1 sec hold) BONUS: Perform a pike position= +0.3 0.94 - Lack of tuck and/or Insufficient hold 10. Push away from horse with both hands to a stretched stand 0.94 - Lack of Amplitude and/or stretched body *General Faults: Apply to all **General Deductions Applied for Each:** skills - Connections Small 0.10 - Exactness of Text Medium 0.30 - Exactness of Floor Pattern Large 0.40 - Lack of hold (per FIG) Falls 0.50 10.00 Maximum Score Total Execution (-) Deduction Final Score

2012		CIAL OLYMPICS GAMES		
ADTISTIC		VEL 1 RINGS		
ARTISTIC	COMPULSO	DRY ROUTINE JUDGING SHEET		
Athlete's Name:			Number:	Level: 1
NOTE: General faults are applied to all skills*				
LL-PE-10LIII		De des Cons	1 0	
Identified Skills	Value	Deductions	S	core
1. Jump (with assistance of coach) to a long hang				
with a momentary hold.	0.94			
'- Lack of form on jump				
2. Flex arms, hips and knees and assume a tucked				
pull up position (chin-up) coach allowed to spot, 2				
second hold	0.94			
BONUS: Chin up without spot=+0.3 '- Lack of tuck, height in pull up	0.01			
- Insufficient hold				
Extend arms slowly and lower to a straight arm tuck hang				
'- Lack of Control	0.94			
- Lack of tuck				
4. Extend legs and swing backward, forward,				
'- Lack of rise in swing (45° below horizontal) and/or	0.94			
Form	0.54			
5. Swing backward and forward to				
'- Lack of rise in swing (45° below horizontal) and/or lack	0.94			
of Form				
6. An inverted tuck hang, 2 second hold				
'- Lack of tuck and/or control	0.94			
- Insufficient Hold.				
7. Keeping arms straight, slowly lower to a straight				
body hang	0.94			
'- Lack of Continuity				
8. Lift legs to a low pike L hang position (inverted V),				
2 second hold.	0.94			
BONUS: 90° hip bend (L) and hold 1 second=+0.3 '- Lack of position	0.01			
Incufficient hold				
9. Legs lower to a stretch hang	0.94			
10. Release and drop to a stand assuming a final				
standing stretched position.	0.94			
'- Lack of stretched body				
General Deductions Applied for Ea	ich:		*General Faults:	Apply to all skills
- Connections			Small	0.10
- Exactness of Text			Medium	0.30
- Exactness of Floor Pattern			Large	0.40
- Lack of hold (per FIG)			Falls	0.50
	Maximum	Score	10	0.00
	Total			
	Executio		(-)	
	n			
	Final Scor	е		
			1	
Judge's Signature:				

2012-2019 SPECIAL OLYMPICS GAMES **LEVEL 1 VAULTING** ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Number: Athlete's Name: Level: 1 NOTES: Repeat Same Vault = - .5 off total score 1 balk allowed if does not touch board The best vault counts **Identified Skills Tuck Jump From Board** Straddle Jump From Board Value **Deductions** 1. Stand at Attention 1.65 - Body Position 2. Run 1.65 - Acceleration 3. Hurdle onto Board - Alternate Foot Take Off 1.65 - steps on board 4. Rebound - Body Position in Flight 1.65 - Less than 1 3/4 Feet - Less than 1 Foot 5. Landing - Each Step 1.65 - Fall 6. Landing Finish Position 1.65 - Body Position V1 Performance Score V2 Performance Score Tabulate Each Vault Score Max 10.00 Each Refer to Judging Guide **Tabulation Deductions** for Neutral Deductions Best Vault Small 0.10 Performance Score Medium 0.30 Large Falls 0.40 Repeat Same Vault - 0.5 (-) 0.50 **Total Neutral Deductions** (-) (Max 4.0) Final Score

	2012-2019 SPECIAL OLYMPICS LEVEL 2 FLOOR EXERCISE - PA		
ART	ISTIC COMPULSORY ROUTINE JU		
Athlete's Name:		Number:	Level: 1
NOTE: General faults are applied to all skills	*		
Identified Skills	Specific Faults	Execution Dedu	ctions
1. Start in corner, turn 90° and perform a side chasse to a	- Lack of Continuity In turn		
2. Cartwheel	- Lack of continuity		
3. Turn 90° to a lunge and then perform a front scale (2 sec. hold), return to attention position	- Lack of Amplitude - Insufficient hold		
4. Step through a lunge and kick towards a handstand position (feet should come together above waist height), tuck down to squat position and BONUS: Handstand held for 1 second=+0.3	- Lack of height - Lack of lunge position		
5. Perform a backward roll ending in a pike straddle stand with arms stretched sideways (momentary hold),	- Lack of Continuity inroll - Insufficient position		
6. Place hands on the floor and perform a straddle forward roll to	- Lack of Continuity - Lack of straddle position		
7. Bring legs together and finish in a knee- lunge position (momentary hold), then stand	- Lack of Continuity		
8. Execute a stretch jump with a ¼ turn (right or left)	- Incomplete twist - Lack of stretched body		
9. Take 3 or 4 running steps to a hurdle/hop round-off	- Lack of Continuity		
10. Execute a stretch jump with a ½ turn and assume a final standing position BONUS: Stretch jump with full turn = +0.3	- Lack of twist - Lack of stretched body		
	ons Applied for Each:	*General Faults: Appl	y to all skills
	onnections etness of Text	Small	0.10
- Exactnes	s of Floor Pattern	Medium	0.30
- Lack of hold (per FIG)	Large Falls	0.50 1.00
		. 4	
	Maximum Score	10.00	
	Total Execution Deductions	(-)	
	Final Score		
Judge's Signature:			

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 2 HORIZONTAL BAR ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Number: Athlete's Name: Level: 1 NOTE: General faults are applied to all skills* **Identified Skills** Value **Deductions** Score / Bonus 1. Jump to hang on bar with an over grip, 0.94 '- Lack of form 2. Perform a pull over with spot BONUS: Pull over without spot=+0.3 0.94 '- Lack of even pulling 3. Cast back hip circle '- Lack of Amplitude on cast 0.94 - Lack of continuity on hip circle 4. Under shoot to swing backward, 0.94 '- Lack of continuity on sequence 5. Swing forward '- Lack of Amplitude 0.94 - Lack of body position 6. Swing backward to hop '- Lack of Amplitude 0.94 Lack of body position 7. Swing forward to ½ turn to mixed grip BONUS: 1/2 turn done 45°below horizontal=+0.3 0.94 '- Lack of Amplitude - Lack of complete turn and/or early hand change 8. Swing forward in mixed grip, 0.94 '- Lack of Amplitude and/or body position 9. swing backward (still in mixed grip) and 0.94 '- Lack of Amplitude and/or body position 10. At end/top of back swing, release to stand 0.94 '- Lack of Amplitude and/or body position **General Deductions Applied for Each:** *General Faults: Apply to all skills - Connections 0.10 Small - Exactness of Text 0.30 Medium - Exactness of Floor Pattern 0.40 Large - Lack of hold (per FIG) Falls 0.50 10.00 Maximum Score Total Execution (-) Deductions **Final Score**

2012-2019 SPECIAL OLYMPICS GAMES **LEVEL 2 PARALLEL BARS** ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Athlete's Name: Number: Level: 1 NOTE: General faults are applied to all skills* Identified Skills Value **Deductions** Score 1. From a stand or run, jump to a upperarm support position, 0.94 - Lack of form on jump 2. Swing forward and execute a front up rise to rear straddle support (sit) position BONUS: Performed without straddle 0.94 support=+0.3 '- Lack of continuity and/or form - Lack of even push off both arms 3. Place hands well in front of hips, bring legs together, swing forward and perform a large straddle travel to rear straddle 0.94 support (showing hip extension) - Lack of form Lack of Straddle and/or hip extension 4. Bring legs together to L hold, 2 seconds 0.94 - Lack of L position Insufficient hold 5. Swing legs backward, forward, 0.94 '- Lack of Extension and/or height 6. Swing backward to 0.94 '- Lack of Extension and/or height 7. Perform a reverse scissor to end in a 0.94 rear straddle support (baby reverse stutz) - Lack of Extension and/or straddle 8. Bring legs together and swing backward, 0.94 '- Lack of Extension and/or height 9. forward, backward to **BONUS: Swing to nominal** 0.94 handstand=+0.3 '- Lack of Extension and/or height Tu. A straight leg flank dismount, 45° above horizontal 0.94 '- Lack of Amplitude Lack of straight body **General Deductions Applied for Each:** General Faults: Apply to all skil - Connections Small 0.10 - Exactness of Text Medium 0.30 - Exactness of Floor Pattern 0.40 Large - Lack of hold (per FIG) Falls 0.50 10.00 **Maximum Score**

Total Execution

Deductions Final Score (-)

Judge's Signature:	
.ludge's Signature:	
ouage 3 digitature.	

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 2 POMMEL HORSE ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Number: Level: 1 Athlete's Name: NOTE: General faults are applied to all skills* Identified Skills Value Deductions Score 1. Jump to straight-arm front support and 0.94 - Lack of form and staright arms during support 2. Swing right leg around right arm while simultaneously pushing off with the left hand to turn the body 180° counter clockwise ending in a left stride 0.94 support with one hand on each pommel (single leg stockli in) '- Lack of Continuity in turn 3. Left single leg cut backwards to front support (1) 0.94 - Lack of Continuity 4. Initiate one full straddle swing (2) 0.94 - Lack of height and/or fluidity on swing 5. Right leg single cut forward to stride support and stride swing to the left. (1) & (2) 0.94 - Lack of overall height Lack of fluidity during swing 6. Right leg single cut backwards to front support 0.94 - Lack of height on leg cut 7. Left leg single cut forward to stride support and stride swing to the right. (1) & (2) 0.94 - Lack of overall height Lack of fluidity during swing 8. Left leg single cut backwards to front support (1) 0.94 '- Lack of height on leg cut 9. Right leg single cut forward to stride support and 0.94 (1) - Lack of height on leg cut 10. Left leg cut forward to flank dismount with 1/4 turn clockwise ending in a side stand (1) 0.94 - Lack of Amplitude Lack of turn NOTE (1): Leg cuts performed with foot reaching shoulder height (elbow height is required)=+0.3 - awareded once NOTE (2): Stride swings performed with foot reaching shoulder height (elbow height is required)=+0.3 - awarded once General Deductions Applied for Each: *General Faults: Apply to all skills - Connections Small 0.10 - Exactness of Text Medium 0.30 - Exactness of Floor Pattern Large 0.40 - Lack of hold (per FIG) 0.50 Falls 10.00 Maximum Score Total Execution (-) Deductions **Final Score** Judge's Signature:

2012-2019 SPECIAL OLYMPICS GAMES **LEVEL 2 RINGS** ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Number: Athlete's Name: Level: 1 NOTE: General faults are applied to all skills* Identified Skills Value **Deductions** Score 1. Jump (with assistance of coach) to a long hang with a momentary hold, flex arms and assume a pull-up (chin-up) position, 2 second 0.94 hold. BONUS: Perform an extra chin up=+0.3 '- Lack of pull up position 2. Roll backward, extending arms slowly and assume an inverted straight body hang, 2 0.94 second hold. '- Lack of continuity and/or stretch - Insufficient hold 3. Lower to an inverted pike position (legs parallel to the floor), hold momentarily then 0.94 '- Lack of pike 4. Open and lower to stretched body hang BONUS: Lower to L position=+0.3 0.94 '- Lack of controlled lowering - Lack of stretched body 5. Lift legs to a 90° pike L hang position, 2 second hold, cast to 0.94 '- Lack of pike position - Insufficient hold 6. Swing backward, 0.94 '- Lack of rise in swing 7. Swing forward and 0.94 '- Lack of rise in swing 8. Swing backward and 0.94 '- Lack of rise in swing 9. Swing forward to 0.94 '- Lack of rise in swing 10. A back tuck flyaway dismount. 0.94 '- Lack of rise in swing **General Deductions Applied for Each:** *General Faults: Apply to all skills - Connections Small 0.10 - Exactness of Text 0.30 Medium - Exactness of Floor Pattern 0.40 Large - Lack of hold (per FIG) Falls 0.50 **Maximum Score** 10.00 Total Execution (-) **Deductions** Final Score

		SPECIAL OLYMF		
	ARTISTIC COME	EL 2 VAULTING - PA PULSORY ROUTINE	NEL E JUDGING SHEET	
	741110110 001111	0200111110011112	00001110 011221	
Athlete's Name:			Number:	Level: 2
Note: The best vault counts				
Identified Skills	Value	Deductions	Score V1* Squat On, Straight Jump Off	Score V2* Squat On, Straddle Jump Off
Stand at Attention Body Position	1.65			
2. Run - Acceleration	1.65			
3. Hurdle onto Board - Alternate Foot Take Off - steps on board	1.65			
4. Rebound - Body Position in Flight to Table - Climb onto Table - Insufficient Height	1.65			
5. Straight / Straddle Jump Off - Lack of Tuck, Straddle, Pike/Straddle	1.65			
6. Landing ' - Insufficient Distance and/or Stretch - Each Step	1.65			
Tabulate Each Vault Score	Max 10.00 each	1		
*General Faults: Apply to	all skills		Best	Vault
Small	0.10		Maximum Score	10.00
Medium	0.30		Total Execution Deduction	(-)
Large	0.40		Deliberate Omission (-0.80 per skill omitted)	
Very Large	0.50			
Falls	0.50		Final Score	
Judge's Signature:				

LEVEL 3 FLOOR EXERCISE ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:		Number:	Level: 3
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General faults will be applied to all skills based on FIG deductions*

Routine Requirements:

- Minimum 2 Tumbling Pass with 3+ Skills
- Level Changes
- Use All of the Floor
- Change of Direction

Identified Skills	Value	Deductions	Score	
1 Ocutosh a al/a)	T T			
I. Cartwheel(s) - Lack of Continuity Cartwheels Not Vertical	1.25			
2. Round Off - Lack of Continuity - Pass Through Vertica l	1.25			
3. Roll(s) - Roll Uncontrolled	1.25			
4. Handstand '- Failure to Attain Vertical - Legs Did Not Join	1.25			
5. Pivot(s) - Incomplete Turn - Insufficient Control	1.25			
6. Jump(s) with and without turns - Insufficient Height and/or Control	1.25			
7. Balance element (scale, arabesque, etc.) - Lack of position shown - Insufficient hold	1.25			
8. One strength move - Lack of position shown - Insufficient hold	1.25			
			*General Faults: App	oly to all skills
			Small	0.10
	Ī		Medium	0.30
			Large	0.40
			Falls	0.50
	Maximum Score	9	10.00	
	Total Execution Deductions		(-)	
	Final Scor	Δ		

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 3 HORIZONTAL BARS

LEVEL 3 HORIZONTAL BARS ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:		Number:	Level: 3
General faults will be applied to all	skills based on FIG deductions*		
Identified Skills	Faults	Execution Dedu	ctions
1. Under grip, pullover to support	- Lack of Continuity		
'- Lack of Continuity	- Spot during pull over		
- Spot during pull over	Spot during pair over		
2. Cast forward over the bar			
BONUS: Cast extended 45° above	Look of Continuity		
horizontal=+0.3	- Lack of Continuity		
'- Lack of Continuity	- Lack of extension on cast		
- Lack of extension on cas <u>t</u>			
3. Swing backward and hop to			
overgrip	- Lack of Continuity		
'- Lack of Continuity	- Lack of extension on cast		
- Lack of extension on cast			
4. Swing forward with 1/2 turn	Leal, of trumina abarra		
'- Lack of turning shown	- Lack of turning shown		
- Lack of proper swing technique	- Lack of proper swing technique		
5. Baby giant	Look of green and a shade of		
'- Lack of proper technique	- Lack of proper technique		
- Insufficient Control	- Insufficient Control		
6. Under shoot	- Insufficient Height		
	- Insufficient Control		
'- Insufficient Height and/or Control 7. DISMOUNT - SWING TOTWARD WITH 1/2			
turn then release bar			
BONUS: 1/2 turn done at	- Lack of turning shown		
horizontal=+0.3			
Look of turn			
		*General Faults: Apply	to all skills
		Small	0.10
		Medium	0.30
		Large	0.40
		Falls	0.50
	Maximum Score	10.00	
	Total Execution Deductions	(-)	
		\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	
	Final Score		
Judge's Signature:			

LEVEL 3 PARALLEL BARS ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:			Number:	Level: 3
General faults will be applied to all	skills based on I	FIG deductions*		
Identified Skills	Value	Deductions	Score	+ Bonus
Kip to rear straddle support Lack of Continuity and/or even push of arms	1.25			
2. L hold, 2 seconds 1- Lack of proper position - Insufficient hold 3. Shoulder stand, 2 second hold	1.25			
3. Shoulder stand, 2 second hold 1- Lack of proper position - Insufficient hold 4. Modified backup rise with one leg	1.25			
4. Modified backup rise with one leg on each bar BONUS: Backup rise done with leg support=+0.3 1- Lack of Continuity and/or even push of arms	1.25			
5. Swings forward and backward '- Insufficient Control and/or height	1.25 each (2.5)			
6. Reverse scissor (baby reverse stutz) ending in straddle support '- Lack of Continuity	1.25			
7. Stutz off dismount BONUS: Stutz off at horizontal or above=+0.3 '- Lack of correct body position	1.25			
			*General Fault	s: Apply to all skills
			Small	0.10
			Medium	0.30
			Large	0.40
			Falls	0.50
	Maximum Sco	pre	-	10.00
	Total Execution Deductions		(-)	
	Final Sco	ore		
Judge's Signature:				

LEVEL 3 POMMEL HORSE ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:			Number:	Level: 3
General faults will be applied to all	skills base	ed on FIG deductions*		
	T			
Identified Skills	Value	Deductions	Score	;
1. On end of horse jump to half circle mount to end in rear support BONUS: 1 full circle=+0.3 '- Lack of Continuity - Failure of full support 2. Left single cut backwards '- Lack of Continuity and/or leg height 3. Right single leg cut backwards	1.25			
'- Lack of Continuity and/or leg height	1.25			
4. Single leg travel up'- Lack of Continuity	1.25			
5. 2 false scissors BONUS: Foot shoulder height on any one false scissor=+0.3 '- Lack of Continuity and/or leg height	:.25 each (2.5	5)		
6. one full straddle swing '- Lack of Continuity and/or leg height	1.25			
7. Single leg stockli down with a 1/4 turn dismount to side stand '- Lack of Continuity	1.25			
			*General Fa Apply to all Small Medium Large Falls	
	Maximum	Score	10.00	
	Total Execution Deduction		(-)	
	Final S	Score		
Judge's Signature:			•	

LEVEL 3 RINGS ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:			Number:	Level: 3
General faults will be applied to all	skills based on FIG d	eductions*		
Identified Skills	Value	Deductions	Score	
1. Muscle up with assistance BONUS: Muscle done without assistance=+0.3 - Lack of Continuity - Lack of proper technique	1.25			
2. Straight body support, 2 sec. hold - Lack of straight body - Insufficient Hold	1.25			
3. Roll backwards to inverted hang '- Roll Uncontrolled	1.25			
4. German hang pull out - Lack of continuity - Lack of extension in german hang	1.25			
5. Inlocate '- Lack of Continuity - Lack of proper technique	1.25			
6. 2 full swings '- Insufficient Height - Insufficient Control	1.25 each (2.5)			
7. Pike backward flyaway BONUS: Layout dismount=+0.3'- Lack of correct position	1.25			
			*General Faults: Apply	to all skills
			Small Medium Large Falls	0.10 0.30 0.40 0.50
	Maximum Score		10.00	
	Total Execution Deductions		(-)	
	Final Score			

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 3 VAULTING - PANEL E ARTISTIC COMPUL SORY ROLLTINE JUDGING SHEET

Athlete's Name:			Number:	Level: 3
Millette 5 Naille:			Number:	Level: 3
General faults will be applied to all s				
This Vault may be repeated two time	es; or use 2 different v	aults: The best of	the two attempts is us	ed
Identified Skills			Score V1	Score V2
Vault Choice	VALUE	Deductions	00010 71	00010 12
vauit Choice	VALUE	Deductions		
I. Stand at Attention	1.65			
- Body Position	1.05			
2. Run	1.65			
- Insufficient Speed and/or Direction 3. Hurdle onto Board				
- Step Onto Board	1.65			
Forward Body Position				
4. Rebound (Pre-Flight) to				
Hands on Table Insufficient Height and/or Flight	1.65			
- Leg Separation (Squat)				
- Body Twisted				
5. Flight in Tuck Over Table '- Not on Top of Horse/Table				
- Not off Top of Horse/Table - Use of One Hand or Arm	1.65			
- Insufficient Tuck				
- Steps on the Table				
6. Post Flight Stretch & Landing '- Insufficient Stretch before Landing				
- Each Step after Landing	1.65			
- Deep Squat More than 90°				
Tabulate Each Vault Score	Max 10.00			
	Danielas Thur			
Vault Choice	Repulse Thru Handstand			
	Handstand			
1. Stand at Attention	1.65			
'- Body Position	1.05			
2. Lunge to Hands on Mat				
- Alternate Hands - Bent Elbows	1.65			
3. Kick Thru Handstand				
'- Bent Elbows				
- Each Addl. Attempted Handstand	1.65			
- Pause in Handstand - One Full Second Pause				
- Attainment of Vertical				
4. Repulsion				
'- Body Not Tight - No Lift	1.65			
5. Land On Back On Mat				
- Not Entire Body At The Same Time	1.65			
- Piked - Forward Roll				
6. Stand At Attention				
- Awkward Transition	1.65			
- Lack of Control				
Tabulata Fash Vank Oassa	M 40 00			
Tabulate Each Vault Score	Max 10.00			
			*O F	Annhata all abilia
			*General Faults:	
			Small	0.10
			Medium Large	0.30 0.40
			Very Large	0.50
			Falls	0.50
			Maximum Caa	10.00
			Maximum Score	10.00
			Total Execution	(-)
			Deductions	` '
			Final Score	
				1

2012-2019 SPECIAL OLYMPICS GAMES **LEVEL 4 FLOOR EXERCISE** ARTISTIC OPTIONAL JUDGING SHEET Level: 4 Athlete's Name: Number: DIFFICULTY -**ELEMENT GROUP** TOP 9 MOST DIFFICULT SKILLS **MAX 7.00 BONUS** MAX 0.50 REQUIREMENTS MAX 2.50 **NEUTRAL DEDUCTIONS* DEDUCT** + DISMOUNT .5 each Recognizable Skill - each N/A Coaching, each time - Max 4.00 0.50 0.10 1. Non-acrobatic elements FIG A - each 0.50 1.00 2. Acrobatic elements forward - Physical assistance 0.30 FIG B or C - each 1.50 0.20 3. Acrobatic elements backward - Verbal assistance 0.10 4. Acrobatic elements sideways, - Signals 0.30 # of EG _____ x .50 = 0.30 Failure to present before and/or after exercise backwards jumps with 1/2 turn to 5.00 Short Exercise - less than 6 skills saltos forward, and forward # of A's _____ x1.00 = jumps with 1/2 turn to saltos backward 'In addition, deduct for any applicable neutral # of B's, C's x 1.50 = deduction listed in the Judges Handbook MAX 10.00 (+) Difficulty EGR (+) **Neutral Deductions** (-) Final Score Judge's Signature

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				LEVEL 4 HORIZONTAL BAI	R		
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Adeletele Nesses		Managhana		Level: 4			
Athlete's Name:		Number:		Level. 4			
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DIFFICULTY -				ELEMENT GROUP			
TOP 9 MOST DIFFICULT SKILLS	MAX 7.00	BONUS	MAX 0.50	REQUIREMENTS	MAX 2.50	NEUTRAL DEDUCTIONS*	DEDUCT
+ DISMOUNT				.5 each			
		1	1 212				
Recognizable Skill - each	0.50	N/A	0.10	1. Long hang swings with and		Coaching, each time - Max 4.00	0.50
FIG A - each	1.00			without turns		- Physical assistance	0.50
FIG B or C - each	1.50		0.20	2. Flight elements		- Verbal assistance	0.30
				3. Elements near the bar ("in bar		- Signals	0.10 0.30
# of EG x .50 =			0.30	elements)		Failure to present before and/or after exercise	5.00
				4. El-grip and dorsal hang		Short Exercise - less than 6 skills	5.00
# of A's x1.00 =				elements and elements performed			
				rearways to the bar		* In addition, deduct for any applicable neutral	
# of B's, C's x 1.50 =				5. Dismounts		deduction listed in the Judges Handbook	
						MAX	10.00
						Difficulty	(+)
						EGR	(+)
						Neutral Deductions	(-)
Judge's Signature						Final Score	

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				LEVEL 4 PARALLEL BARS	3		
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Athlete's Name:		Number:		Level. 4			
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DIFFICULTY -				ELEMENT GROUP			
TOP 9 MOST DIFFICULT SKILLS	MAX 7.00	BONUS	MAX 0.50	REQUIREMENTS	MAX 2.50	NEUTRAL DEDUCTIONS*	DEDUCT
+ DISMOUNT				.5 each			
		I	T				
Recognizable Skill - each	0.50	N/A	0.10	1. Elements in suupport or		Coaching, each time - Max 4.00	
FIG A - each	1.00			through support on 2 bars		- Physical assistance	0.50
FIG B or C - each	1.50		0.20	2. Elements starting in upper arm		- Verbal assistance	0.30
				position		- Signals	0.10
# of EG x .50 =			0.30	3. long swings in hang, face on 1		Failure to present before and/or after exercise	0.30 5.00
				or 2 rails		Short Exercise - less than 6 skills	5.00
# of A's x1.00 =				4. Underswings			
				5. Dismounts		* In addition, deduct for any applicable neutral	
# of B's, C's x 1.50 =						deduction listed in the Judges Handbook	
						T	1
						MAX	10.00
						Difficulty	(+)
						EGR	(+)
						Neutral Deductions	(-)
Judge's Signature						Final Score	
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LEVEL 4 POMMEL HORSE

ARTISTIC OPTIONAL JUDGING SHEET

Athlete's Name:	Number:			Level: 4			
DIFFICULTY -	MAX 7.00	BONUS	MAX 0.50	ELEMENT GROUP REQUIREMENTS	MAX 2.50	NEUTRAL DEDUCTIONS*	DEDUCT
TOP 9 MOST DIFFICULT SKILLS	WAX 7.00	BONOS	MAX 0.50	.50 each	WAX 2.50	NEOTIAL DEDOCTIONS	DEDOCT
Recognizable Skill - each	0.50 1.00 1.50	N/A	0.10 0.20 0.30	1. Single leg swings and circles. 2. Circles and flairs, with and/or without spindles and handstands 3. Side and cross support travels. 4. Kehrswings, wendeswings, flops and combined elements. 5. Dismounts		Coaching, each time - Max 4.00 - Physical assistance - Verbal assistance - Signals Failure to present before and/or after exercise Short Exercise - less than 6 skills * In addition, deduct for any applicable neutral deduction listed in the Judges Handbook	0.50 0.30 0.10 0.30 5.00

MAX	10.00
Difficulty	(+)
EGR	(+)
Neutral Deduction	(-)
Final Score	

			2012-20	19 SPECIAL OLYMPICS	GAMES		
				LEVEL 4 RINGS			
			ARTIC	TIC OPTIONAL JUDGING S	HEET		
			AITH	THE OF HORAL BODGING 5	/I I L L I		
Athlete's Name:				Number:		Level: 4	
	1 1		T				
DIFFICULTY TOP 9 MOST DIFFICULT SKILLS	MAX 7.00	BONUS	MAX 0.50	ELEMENT GROUP REQUIREMENTS .5 each	MAX 2.50	NEUTRAL DEDUCTIONS*	DEDUCT
Recognizable Skill - each	0.50	N/A	0.10	Kip and swing elements		Coaching, each time - Max 4.00	
FIG A - each	1.00	10/21		2. Swings to handstand		- Physical assistance	0.50
FIG B or C - each	1.50			3. Swings to strength hold elements		- Verbal assistance - Signals	0.30 0.10
# of RS x .50 =			0.30	4. Strength elements and hold		Failure to present before and/or after exercise	0.30 5.00
# of A's x1.00 =				elements 5. Dismounts		Short Exercise - less than 6 skills	3.00
				3. Disiliounts		* In addition, deduct for any applicable neutral	
# of B's, C's x 1.50 =						deduction listed in the Judges Handbook	
						MAX	10.00
						Difficulty	(+)
			EGR	(+)			
						Neutral Deduction	(-)
Judge's Signature						Final Score	

LEVEL 4 VAULTING - PANEL E ARTISTIC OPTIONAL JUDGING SHEET

ARTISTIC OPTIONAL JUDGING SHEET							
Athlete's Name:		Number:	Level: 3				
General faults will be applied	to all skills*						
Vault Choices	Start Values						
Tault Gilolog	Otant Values						
*Handspring, Flat Back	'6.50						
*Handspring	6.75						
Handspring 1/2 *1/2 1/2	9.40 9.50						
*1/2 1/1	9.75						
*Tsuk	10.00						
*Other Vaults from FIG	1/2 FIG + 2.25						
Execution Deductions		Score V1	Score V2				
First Flight Phase							
Poor Technique	.1030						
Incomplete LA turn	.1030						
Hip Angle	.1030						
	.1030						
Legs Separated Knees Bent	.103050						
Kilees belit	.105050						
Support Phase							
Bent Knees	.1030						
Bent Arms	.103050						
Failure to Pass Thru Vertical	.103050						
Shoulder angle	.1030						
Body Position (Arch / Pike)	.1030						
Second Flight Phase							
Height	.103050						
Bent Kness	.1030						
Landing Phase							
Insufficient Length (Distance)	.103050						
Dynamics	.1030						
Fall	1.00						
	Start Value Total Execution Deductions						
	Final Score	(-)					
	1. 11141 30010						
Judge's Signature:							