D SCORE	+ E SCORE	= TOTAL SCO	DRE
	2012-2019 SPECIAL	OLYMPICS GAMES	
		TING - PANEL D	
A		ROUTINE JUDGING SHEET	
Athlete's Name:		Number:	Level: 2
7		11411110011	
NOTES: May perform one of each or	two of the come veulte		
1 balk allowed if does not to			
The best vault counts	den board		
The best vault counts			
	<u> </u>		0 10 0 111 1
Identified Skills	Value	Squat On, Straight Jump Off	Squat On, Straddle Jump Off
1. Stand at Attention	1.65		
1. Stand at Attention	1.05		
2. Run	1.65		
z. Run	1.05		
3. Hurdle onto Board	1.65		
4. Rebound - Body Position in			
	1.65		
Flight to Table			
5. Straight / Straddle Jump Off	1.65		
5. Straight / Straddle Sump On	1.05		
C. Landina	4.05		
6. Landing	1.65		
		V1 Performance Score	V2 Performance Score
Tabulate Each Vault Score	Max 10.00 Each		
		Refer to Judging Guide	Tabulation
Skills	Performance Score	for Neutral Deductions	
			Best Vault
6 Skills	10.00	Performance Score	
5 Skills	8.35	- CHOIMANGE COOLE	
4 Skills	6.70	Total Novinal Daductions	(-)
3 Skills	5.05	Total Neutral Deductions	(-)
2 Skills	3.40	Final Score	
1 Skill	1.75		
0 Skills	0.10		
Judge's Signature:			VI 401001042
vs 10/30/2013			

2012-2019 SPECIAL OLYMPICS GAMES **LEVEL 2 VAULTING - PANEL E** ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Level: 2 Athlete's Name: Number: Note: The best vault counts Score V1* Score V2* Squat On, Straight Jump Squat On, Straddle Jump Off **Identified Skills Specific Faults** Off 1. Stand at Attention - Body Position 2. Run - Acceleration - Alternate Foot Take Off 3. Hurdle onto Board - steps on board 4. Rebound - Body Position - Climb onto Table in Flight to Table - Insufficient Height V1 - Lack of Tuck 5. Straight / Straddle Jump V2 - Lack of Straddle Off V2 - Pike Straddle - Insufficient Distance 6. Landing - Insufficient Stretch - Each Step **Tabulate Each Vault Score** Max 10.00 each *General Faults: Apply to all skills **Best Vault Small** 0.10 **Maximum Score** 10.00 Total Execution (-) 0.30 Medium **Deductions Deliberate Omission** 0.50 Large (-0.80 per skill omitted) 1.00 Falls **Final Score**

Judge's Signature:

D SCORE	_ + E SCORE = TOTAL SCORE		
2012-2	2019 SPECIAL OL	YMPICS GAMES	
	EVEL 2 UNEVEN BAI COMPULSORY ROU	RS - PANEL D TINE JUDGING SHEET	
		T	1
Athlete's Name:		Number:	Level: 2
Identified Skills	Value	Performed (C	`heck\
identified Skills	value	i enomieu (c	JIICON)
Low Bar			
2011 241			
1. Jump to Straight Arm Front Support	0.95		
2. Hold Straight Arm Support (1 second)	0.95		
3. Cast	0.95		
4. Underswing Dismount	0.95		
	<u> </u>		
High Bar			
1. Straight Arm Long Hang	0.95		
2. Tuck Position (2 seconds)	0.95		
3. Extend Into Forward Swing	0.95		
4. Swing Backward	0.95		
5. Swing Forward	0.95		
6. Swing Backward and	0.95		
Release Bar to Stand BONUS: 1/2 Turn during Skill #			
5 or 6.	+0.50	(+)	
Skills	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
10 Skills	9.50	T	
9 Skills	8.55	Performance Score	
8 Skills	7.60	T chomiance ocore	
7 Skills	6.65		
6 Skills	5.70	Total Neutral Deductions	(-)
5 Skills	4.75		
3 Skills	3.80	D (Max. 2.5)	
4 Skills	2.85	Bonus (Max 0.5)	(+)
3 Skills 1 Skill	1.90 0.95	_	
0 Skills	0.95	Final Score	
U CAIIIG	0.00	1	L
Judge's Signature:			V3 10/30/2013

2012-2019 SPECIAL OLYMPICS GAMES

	L 2 UNEVEN BARS - PANEL E IPULSORY ROUTINE JUDGING SHEET	Γ	
Athlete's Name:		Number:	Level: 2
Note: Coach must be in a position to spo	t entire routine.		
There is a low bar "routine" and a	high bar "routine"		
Identified Skills	Specific Faults	Execution D	eductions
Low Bar			
4 Jump to Ctroight Arm			
1. Jump to Straight Arm Front Support	- Lack of Continuity		
2. Hold Straight Arm Support (1 second)	- Incorrect Body Position		
3. Cast	- Insufficient Stretch - Lack of Amplitude		
4. Underswing Dismount	- Incorrect Timing of Legs - Insufficient Height - Insufficient Distance - Lack of Rhythm		
High Bar			
nigii Bai			
1. Straight Arm Long Hang	- Insufficient Stretch - Bent Legs		
2. Tuck Position (2 seconds)	- Insufficient Knee Bend - Insufficient Hip Bend		
3. Extend Into Forward Swing	- Insufficient Swing		
4. Swing Backward	- Insufficient Swing		
5. Swing Forward	- Insufficient Swing		
6. Swing Backward and Release Bar to Stand	- Insufficient Swing - Lack of Control - Insufficient Stretch		
		1	
		*General Faults	
		Small	0.10
		Medium	0.30
		Large	0.50
		Falls	1.00
	Maximum Score	10.0	00
	Total Execution Deductions	(-)	
	Deliberate Omission (- 0.45 per skill omitted)	(-)	
	Final Score		
Judge's Signature:			V3 10/30/2013

D SCORE +	E SCODE	- TOTAL SCORE	
D SCORE + E SCORE = TOTAL SCORE			
2012-2	019 SPECIAL OL	YMPICS GAMES	
LE	VEL 2 BALANCE BE	AM - PANEL D	
		TINE JUDGING SHEET	
7.11.11.0	<u> </u>	THIL CODOMIC CHEET	
Athlete's Name:		Number:	Level: 2
Atmete 3 Hame.		i i i i i i i i i i i i i i i i i i i	LCVCI. Z
Note: May be performed an law or high	a boom (bonus)		
Note: May be performed on low or high Coach must be in position to spe		Roam	
Coach must be in position to spi	ot il periorillea oli riigii	Deam	
Identified Chille	Value	Dantaumad2 (Chaola)	Denvis
Identified Skills	Value	Performed? (Check)	Bonus
1. Mount on Low Beam	0.80		
1a. Mount on High Beam			(+)
Bonus = +0.50	0.00		()
2. Arabesque Walks Forward	0.80		
3. Relevé 1/2 Turn Left	0.00		
Bonus: Hold Releve After Turn	0.80		(+)
(2 Seconds) = +0.30			
4. Coupé Steps Backward	0.80		
5. Scale Balance	0.80		
7. 1/4 Turn to Side Lunge	0.80		
8. Slide Steps to Right	0.80		
9. Relevé 1/4 Turn Right	0.80		
10. Passé Hold (1 second)	0.80		
11. Stretched Straight Jump	0.80		
12. Marching Steps	0.00		
Bonus: Perform Side Chassé	0.80		(+)
instead = +0.30	0.00		(+)
13. Straddle Jump Dismount	0.80		
General Deductions Applied f	or Each:		
- Connections		Application (Guidelines
- Exactness of Text			
Small Medium	0.10 0.30	one or two missed connections or text errors	
Large	0.50	a few missed connections or text errors multiple missed connections or text errors	
Large	0.50	maniple missed comit	COLOTIS OF TEXT CITOIS
a		Refer to Judging Guide	
Skills Performed	Performance Score	for Neutral Deductions	Tabulation
12 Skills	9.50	Performance Score	
11 Skills	8.70	r enormance acore	
10 Skills	7.90	Bonus	(+)
9 Skills 8 Skills	7.10 6.30		` `
7 Skills	5.50	Connections	(-)
6 Skills	4.70		
5 Skills	3.90	Exactness of Text	(-)
4 Skills	3.10	Total Neutral Deductions	(-)
3 Skills	2.30	Total Neutral Deductions	\ / /
2 Skills	1.50	Final Casa	
1 Skill 0 Skills	0.80 0.00	Final Score	
U SKIIIS	0.00		
Judge's Signature:			
ounge a orginature.			V3 10/30/2013

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 2 BALANCE BEAM - PANEL E

ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name: Number	r: Level: 2
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Judge's Signature:

Identified Skills	Specific Faults	Execution D	eductions
1. Mount on Low Beam	- Lack of Balance - Lack of Continuity		
1a. Mount on High Beam	Lack of BalanceLack of Continuity		
2. Arabesque Walks Forward	- Lift on Each Step- Lack of Continuity in Steps- Arm Position- Chest Up		
3. Relevé 1/2 Turn Left	- Lack of Turn or Overturn- Lack of Continuity in Turn- Balance Not Held (2 sec.)		
4. Coupé Steps Backward	- Lack of Balance - Lack of Continuity		
5. Scale Balance	- Lack of Balance - Lack of .Amplitude		
7. 1/4 Turn to Side Lunge	- Lack of Turn or Overturn - Lack of Continuity in Turn		
8. Slide Steps to Right	- Lack of Balance - Lack of Continuity		
9. Releve 1/4 Turn Right	- Lack of Turn or Overturn - Lack of Continuity in Turn		
10. Passé Hole (1 second)	- Insufficient Hold - Quality of Posture		
11. Stretched Straight Jump	- Insufficient Height - Quality of Posture		
12. Marching Steps	- Lack of Balance - Lack of Continuity		
13. Straddle Jump Dismount	- One Foot Takeoff - Quality of Posture - Insufficient Straddle		
		*General Faults: Apply to a skills	
		Small	0.10
		Medium	0.30
		Large	0.50
		Falls	1.00
	Maximum Score	10.00	
	Total Execution Deductions	(-)	
	Deliberate Omission (- 0.40 per skill omitted)	(-)	

Final Score

D SCORE	_ + E SCORE	= TOTAL SCORE	
2012-2019 SPECIAL OLYMPICS GAMES			
LEVEL 2 FLOOR EXERCISE - PANEL D			
ART	ISTIC COMPULSORY RO	OUTINE JUDGING SHEET	
Athlete's Name:		Number:	Level: 2
Atmete 3 Name.		Number:	Level. Z
Identified Skills	Value	Performed? (Check)	Bonus
idoniniou Okino	Valuo	1 orreinieur (Griedit)	Bonas
1. 3/4 Turn on One Foot	0.85		
2. 90° Scale (2 second hold)			
Bonus: Greater than 90° = 0.20	0.85	(+)
3. Forward Roll	0.85		
4. Cartwheel	0.85		
5. Cartwheel	0.85		
6. Four Passé Step-Hops			
Backward	0.85		
7. 90° Stride Leap	0.85		
Bonus: Greater than 90° = 0.20	0.65	(+)
8. 90° Stride Leap	0.85		
Bonus: Greater than 90° = 0.20		(+)
9. Stretched Jump 3/4 Turn	0.85		
10. Handstand	0.85		
11. Backward Roll	0.85		
General Deductions App - Connections	lied for Each:		
- Exactness of Text		Application Guid	delines
- Exactness of Floor F			
- Performed with the I Small	0.10	one or two missed connections, te	vt arrore or music timing
Medium	0.30	a few missed connections, text	
Large	0.50	multiple missed connections, tex	<u> </u>
Skills Performed	Performance Score	Refer to Judging Guide	Tabulation
		for Neutral Deductions	
11 Skills	9.50		
10 Skills	8.65		
9 Skills	7.80	Performance Score	
8 Skills	6.95	Connections	(-)
7 Skills	6.10	Connections	(7)
6 Skills 5 Skills	5.25 4.40	Exactness of Text	(-)
4 Skills	4.40 3.55		
3 Skills	2.70	Performed with the Music	(-)
2 Skills	1.85	Total Neutral Daduction	()
1 Skill	1.00	Total Neutral Deductions	(-)
0 Skills	0.15	Bonus - Up to 0.50	(+)
		Final Score	
Judge's Signature:			V3 10/30/2013

2012-2019 SPECIAL OLYMPICS GAMES **LEVEL 2 FLOOR EXERCISE - PANEL E** ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Athlete's Name: Level: 2 Number: NOTE: General faults are applied to all skills* **Identified Skills Specific Faults Execution Deductions** - Lack of Balance 1. 3/4 Turn on One Foot - Incomplete Turn - Insufficient Amplitude 2. 90° Scale (2 second hold) - Insufficient Hold - Lack of Continuity in the Roll 3. Forward Roll - Lack of Control - Pass through Vertical 4. Cartwheel - Lack of Control - Pass through Vertical 5. Cartwheel - Lack of Control - Lack of Continuity 6. Four Passé Step-Hops Backward - Incorrect Position - Bent Knees 7. 90° Stride Leap - Insufficient Split - Insufficient Height - Bent Knees - Insufficient Split 8. 90° Stride Leap - Insufficient Height - Insufficient Stretch 9. Stretched Jump 3/4 Turn - Incomplete Turn - Lack of Control - Lack of Control 10. Handstand (1 second hold) - Insufficient Hold - Lack of Amplitude - Lack of Continuity in the Roll 11. Backward Roll - Lack of Control *General Faults: Apply to all skills Small 0.10 Medium 0.30 0.50 Large 1.00 Falls 10.00 **Maximum Score** (-)**Total Execution Deductions Deliberate Omission** (-)(- 0.40 per skill omitted) **Final Score** Judge's Signature: