2012-2019 SPECIAL OLYMPICS GAMES
LEVEL 3 FLOOR EXERCISE - PANEL D
DTIATIO COMPLIA CORV DOLITINE AUDOINIO OLIE

ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:

Number:

Level: 3

Note: This is a list of skills that may be done in any order

Routine Requirements:

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

Identified Skills	Value	Performed (Check)
1. Cartwheel(s)	1.25	
2. Round Off	1.25	
3. Roll(s)	1.25	
4. Handstand	1.25	
5. Pivot(s)	1.25	
Jump(s) with and without turns	1.25	
7. Balance element (scale, arabesque, etc.)	1.25	
8. One strength move	1.25	

General Deductions Applied for Each: - Connections		Application Guidelines	
Small	0.10	one or two missed connections, text errors	
Medium	0.30	a few missed connections, text errors	
Large	0.50	multiple missed connections, text errors	

Skills Performed	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
8 Skills	10.00	Performance Score	
7 Skills	8.75	Connections	()
6 Skills	7.50	Connections	(-)
5 Skills	6.25	Total Neutral Deductions	(_)
4 Skills	5.00		(-)
3 Skills	3.75		
2 Skills	2.50		
1 Skill	1.25	Final Score	
0 Skills	0.00		
udge's Signature:			V3 10/30/2013

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 3 FLOOR EXERCISE - PANEL E 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 Deductions** - Lack of Continuity 1. Cartwheel(s) - Cartwheels Not Vertical - Lack of Continuity 2. Round Off - Pass Through Vertical 3. Roll(s) - Roll Uncontrolled - Failure to Attain Vertical 4. Handstand - Legs Did Not Join - Incomplete Turn 5. Pivot(s) - Insufficient Control - Insufficient Height 6. Jump(s) with and without turns - Insufficient Control - Lack of position shown 7. Balance element (scale, arabesque, etc.) - Insufficient hold - Lack of position shown 8. One strength move - Insufficient hold *General Faults: Apply to all skills Small 0.10 Medium 0.30 0.50 Large Falls 1.00 **Maximum Score** 10.00 (-) **Total Execution Deductions Final Score**

2012-2019 SPECIAL OLYMPICS GAMES
LEVEL 3 POMMEL HORSE - PANEL D
ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:

Number:

Level: 3

Note: This is a list of skills that may be done in any order, except the mount and dismount Routine Requirements:

- Touch all three sections of the horse

- Face both directions

Identified Skills	Value	Performed (Check)	Bonus
I. On end of horse jump to nalf circle mount to end in rear support 3ONUS: 1 full circle=+0.3	1.25		(+)
2. Left single cut backwards	1.25		(')
3. Right single leg cut backwards	1.25		
4. Single leg travel up	1.25		
5. 2 false scissors 3ONUS: Foot shoulder height on any one false scissor=+0.3	1.25 each (2.5)		(+)
6. one full straddle swing	1.25		
7. Single leg stockli down with a 1/4 turn dismount to side stand	1.25		
- Connections			
Small	0.10		
Medium	0.30		
Large	0.50		
Skills Performed	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
8 Skills	10.00	Performance Score	
7 Skills	8.75		
6 Skills	7.50	Connections	(-)
5 Skills	6.25	Total Neutral Deduction	()
4 Skills	5.00	i otal neutral Deduction	(-)
3 Skills	3.75	Bonus	(+)
2 Skills	2.50		17
1 Skill	1.25	Final Score	
0 Skills	0.00		

2012-2019 SPECIAL OLYMPICS GAMES						
LEVEL	LEVEL 3 POMMEL HORSE - PANEL E					
ARTISTIC COMPULSORY ROUTINE JUDGING SHEET						
			1			
Athlete's Name:		Number:	Level: 3			
General faults will be applied to all skil	Is based on FIG deductions*					
Identified Skills	Faults	Execution [Deductions			
1. On end of horse jump to half circle	- Lack of Continuity					
mount to end in rear support	- Failure of full support					
2. Left single cut backwards	 Lack of Continuity Lack of leg height 					
	- Lack of Continuity					
3. Right single leg cut backwards	- Lack of leg height					
4. Single leg travel up	- Lack of Continuity					
5. 2 false scissors	 Lack of Continuity Lack of leg height 					
6. one full straddle swing	 Lack of Continuity Lack of leg height 					
7. Single leg stockli down with a 1/4 turn dismount to side stand	- Lack of Continuity					
		*General Faul	ts: Apply to			
		all sl	kills			
		Small	0.10			
		Medium	0.30			
		Large Falls	0.50			
	Maximum Score	10.	00			
	Total Execution Deductions	(-)				
	Final Searce					
	Final Score					
Judge's Signature:			V3 10/30/2013			

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 3 RINGS - PANEL D

ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:

Number:

Level: 3

Note: This is a list of skills that may be done in any order, except the mount and dismount

Identified Skills	Value	Performed (Check)	Bonus
1. Muscle up with assistance BONUS: Muscle done without assistance=+0.3	1.25		(+)
2. Straight body support, 2 sec. hold	1.25		
3. Roll backwards to inverted hang	1.25		
4. German hang pull out	1.25		
5. Inlocate	1.25		
6. 2 full swings	1.25 each (2.5)		
7. Pike backward flyaway BONUS: Layout dismount=+0.3	1.25		(+)
General Deductions - Connections	Applied for Each:		

- Connections		
Small	0.10	
Medium	0.30	
Large	0.50	
		-

Skills Performed	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
8 Skills	10.00	Performance Score	
7 Skills	8.75	Connections	()
6 Skills	7.50	Connections	(-)
5 Skills	6.25	Total Neutral Deductions	()
4 Skills	5.00		(-)
3 Skills	3.75	Bonus	(.)
2 Skills	2.50		(+)
1 Skill	1.25		
0 Skills	0.00		
		Final Score	

2012-2019	SPECIAL OLYMPICS GAME	ES				
L	EVEL 3 RINGS - PANEL E					
	IPULSORY ROUTINE JUDGING S	HEET				
Athlete's Name:		Number:	Level: 3			
General faults will be applied to all ski	lls based on FIG deductions*					
Identified Skills	Faults	Execution [Deductions			
1. Muscle up with assistance	- Lack of Continuity - Lack of proper technique					
2. Straight body support, 2 sec. hold	 Lack of straight body Insufficient Hold 					
3. Roll backwards to inverted hang	- Roll Uncontrolled					
4. German hang pull out	 Lack of continuity Lack of extension in German hang 					
5. Inlocate	- Lack of Continuity - Lack of proper technique					
6. 2 full swings	Insufficient HeightInsufficient Control					
7. Pike backward flyaway	- Lack of position shown					
		*General Fau all sl				
		Small	0.10			
		Medium	0.30			
		Large	0.50			
		Falls	1.00			
Maximum Score 10.00						
	Total Execution Deductions	(-)				
	Final Score					
Judge's Signature:			V3 10/30/2013			

LEVEL 3 VAULTING - PANEL D ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Athlete's Name: Number: Level: 3 Note: Two vauls, the same or different are performed: The best of the two attempts is used Note: Two vauls, the same or different are performed: The best of the two attempts is used Note: Coach must be in a position to spot Note: Coach must be in a position to spot Value Score V1 Score V2 Squat Vault Value Score V1 Score V2 Squat Vault Using Vaulting Table Image: Coach must be in a position to spot Image: Coach must be in a position to spot 1. Stand at Attention 1.65 Image: Coach must be in a position to spot Image: Coach must be in a position to spot Repulse to Handstand to Flat Back Landing 1.65 Image: Coach must be in a position to spot 1. Stand at Attention 1.65 Image: Coach must be in a position to spot 2. Lungefhurdle Placing Hands on Board 1.65 Image: Coach must be in a position to spot 3. Kick to Handstand to Flat Back Landing Image: Coach must be in a position Image: Coach must be in a position 4. Shoulder Block Off Board 1.65 Image: Coach must be in a position Image: Coach must be in a position <th block="" board<="" colspatie="" must="" off="" off<<="" th="" thow=""><th>ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Athlete's Name: Number: Note: Two vauits, the same or different are performed: The best of the two attempts is used Note: Two vauits, is allowed, if the horse is not touched. Note: 1 balk is allowed, if the horse is not touched. Note: Coach must be in a position to spot Value Coach must be in a position to spot Value Score V1 Squat Yault Choices: Squat Vault Using Vaulting Table Score V1 Squat Vault Using Vaulting Table Image: Comparison of the two attempts is used Score V1 1. Stand at Attention 1.65 Image: Comparison of the two attempts is used 3. Hurdle onto Board 1.65 Image: Comparison of the two attempts is used 4. Rebound (Pre-Flight) to Hands on Table 1.65 Image: Comparison of the two attempts is used 6. Post Flight Stretch & Landing 1.65 Image: Comparison of the two attempts is used 1. Stand at Attention 1.65 Image: Comparison of the two attempts is comparison of the two attempts is used 1. Stand at Attention 1.65 Image: Comparison of the two attempts is comparison of the two at</th><th></th></th>	<th>ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Athlete's Name: Number: Note: Two vauits, the same or different are performed: The best of the two attempts is used Note: Two vauits, is allowed, if the horse is not touched. Note: 1 balk is allowed, if the horse is not touched. Note: Coach must be in a position to spot Value Coach must be in a position to spot Value Score V1 Squat Yault Choices: Squat Vault Using Vaulting Table Score V1 Squat Vault Using Vaulting Table Image: Comparison of the two attempts is used Score V1 1. Stand at Attention 1.65 Image: Comparison of the two attempts is used 3. Hurdle onto Board 1.65 Image: Comparison of the two attempts is used 4. Rebound (Pre-Flight) to Hands on Table 1.65 Image: Comparison of the two attempts is used 6. Post Flight Stretch & Landing 1.65 Image: Comparison of the two attempts is used 1. Stand at Attention 1.65 Image: Comparison of the two attempts is comparison of the two attempts is used 1. Stand at Attention 1.65 Image: Comparison of the two attempts is comparison of the two at</th> <th></th>	ARTISTIC COMPULSORY ROUTINE JUDGING SHEET Athlete's Name: Number: Note: Two vauits, the same or different are performed: The best of the two attempts is used Note: Two vauits, is allowed, if the horse is not touched. Note: 1 balk is allowed, if the horse is not touched. Note: Coach must be in a position to spot Value Coach must be in a position to spot Value Score V1 Squat Yault Choices: Squat Vault Using Vaulting Table Score V1 Squat Vault Using Vaulting Table Image: Comparison of the two attempts is used Score V1 1. Stand at Attention 1.65 Image: Comparison of the two attempts is used 3. Hurdle onto Board 1.65 Image: Comparison of the two attempts is used 4. Rebound (Pre-Flight) to Hands on Table 1.65 Image: Comparison of the two attempts is used 6. Post Flight Stretch & Landing 1.65 Image: Comparison of the two attempts is used 1. Stand at Attention 1.65 Image: Comparison of the two attempts is comparison of the two attempts is used 1. Stand at Attention 1.65 Image: Comparison of the two attempts is comparison of the two at	
Athlete's Name: Number: Level: 3 Note: Two vauits, the same or different are performed: The best of the two attempts is used Note: To alk is allowed, if the horse is not touched. Note: Ceach must be in a position to spot Value Score V1 Score V2 Squat Vauit Repulse Thru Handstand Value Score V1 Score V2 Squat Vauit Using Vauiting Table	Athlete's Name: Number: Note: Two vaults, the same or different are performed: The best of the two attempts is used Note: 1 balk is allowed, if the horse is not touched. Note: Coach must be in a position to spot Yault Choices: Squat Vault Repulse Thru Handstand Yalue Score V1 Squat Vault Using Vaulting Table		
Note: Two vaults, the same or different are performed: The best of the two attempts is used Note: Toalk is allowed, if the horse is not touched. Note: Coach must be in a position to spot Yault Choices: Squat Yault Repulse Thru Handstand Yalue Score V1 Score V2 Squat Yault Using Vaulting Table	Note: Two vaults, the same or different are performed: The best of the two attempts is used Note: Coach must be in a position to spot Vault Choices: Squat Vault Repulse Thru Handstand Value Score V1 Squat Vault Using Vaulting Table 1.65 1.165 1.165 1. Stand at Attention 1.65 1.65 1.165 1.165 3. Hurdle onto Board 1.65 1.65 1.165<		
Note: Two vaults, the same or different are performed: The best of the two attempts is used Note: Toalk is allowed, if the horse is not touched. Note: Coach must be in a position to spot Yault Choices: Squat Yault Repulse Thru Handstand Yalue Score V1 Score V2 Squat Yault Using Vaulting Table	Note: Two vaults, the same or different are performed: The best of the two attempts is used Note: 1 balk is allowed, if the horse is not touched. Note: Coach must be in a position to spot Vault Choices: Squat Vault Repulse Thru Handstand Value Score V1 Squat Vault Using Vaulting Table 1.65 1.165 1.165 1. Stand at Attention 1.65 1.65 1.165 2. Run 1.65 1.65 1.165 3. Hurdle onto Board 1.65 1.65 1.165 4. Rebound (Pre-Flight) to Hands on Table 1.65 1.65 1.165 5. Flight in Tuck Over Table 1.65 1.65 1.165		
Note: Coach must be in a position to spot Vault Choices: Squat Vault Repulse Thru Handstand Value Score V1 Score V2 Squat Vault Repulse Thru Handstand 1.65 - - Squat Vault Using Vaulting Table - - - 1. Stand at Attention 1.65 - - 3. Hurdle onto Board 1.65 - - - 3. Hurdle onto Board 1.65 - - - 5. Flight in Tuck Over Table 1.65 - - - - 7. Repulse to Handstand to Flat Back Landing 1.65 -	Note: 1 balk is allowed, if the horse is not touched. Note: Coach must be in a position to spot Squat Vauit Repuise Thru Handstand Value Score V1 Squat Vauit Repuise Thru Handstand Value Score V1 Squat Vauit Using Vauiting Table	Score V2	
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	U Skills 0.10 Total Neutral Deductions ((-)	
Final Score		<u> </u>	
	Final Score		

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 3 VAULTING - PANEL E ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:		Number:	Level: 3
			ł
General faults will be applied to all sk			
This Vault may be repeated two times	; or use 2 different vaults: The best of t	the two attempts is used	
Identified Ckille	Foulto	Seere V4	Coore V/2
Identified Skills	Faults	Score V1	Score V2
Vault Choice	Squat Vault - Over Table		
1. Stand at Attention	- Body Position		[
	- Insufficient Speed		
2. Run	- Direction		
2. Kun	- Body Position		
	- Step Onto Board		
3. Hurdle onto Board	- Forward Body Position		
	- Insufficient Height		
4. Rebound (Pre-Flight) to	- Insufficient Flight		
Hands on Table	- Leg Separation (Squat)		
	- Body Twisted		
	- Not on Top of Horse/Table		
5. Flight in Tuck Over Table	- Use of One Hand or Arm		
	- Insufficient Tuck		
	- Steps on the Table		
6 Dect Elight Stratch 8 Londing	- Insufficient Stretch before Landing		
6. Post Flight Stretch & Landing	- Each Step after Landing - Deep Squat More than 90°		
	- Deep Squar More man 90		
Tabulate Each Vault Score	Max 10.00		
Vault Choice	Repulse Thru Handstand		
		1	
1. Stand at Attention	- Body Position		
2. Lunge to Hands on Mat	- Alternate Hands		
	- Bent Elbows		
	- Bent Elbows		
3. Kick Thru Handstand	- Each Addl. Attempted Handstand - Pause in Handstand		
5. Nek Initi Handstand	- One Full Second Pause		
	- Attainment of Vertical		
	- Body Not Tight		
4. Repulsion	- No Lift		
	- Not Entire Body At The Same Time		
5. Land On Back On Mat	- Piked		
	- Forward Roll		
6. Stand At Attention	- Awkward Transition		
	- Lack of Control		
Tabulate Each Vault Score	Max 10.00		
	Max 10.00		
		*General Faults: A	oply to all skills
		Small	0.10
		Medium	0.30
		Large	0.50
		Falls	1.00
			1
		Maximum Score	10.00
		Total Execution	(-)
		Deductions	
		Final Score	

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 3 PARALLEL BARS - PANEL D

ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:

Number:

Level: 3

Note: This is a list of skills that may be done in any order, except the mount and dismount

Identified Skills	Value	Performed (Check)	Bonus
I. Kip to rear straddle support	1.25		
2. L hold, 2 seconds	1.25		
3. Shoulder stand, 2 second nold	1.25		
4. Modified backup rise with one leg on each bar <u>BONUS: Backup rise done</u> with leg support=+0.3	1.25		(+)
5. Swings forward and backward	1.25 each (2.5)		
6. Reverse scissor (baby reverse stutz) ending in straddle support	1.25		
7. Stutz off dismount <u>3ONUS: Stutz off at</u> norizontal or above=+0.3	1.25		(+)
General Deductions - Connections Small Medium	0.10 0.30		
Medium Large	0.30 0.50		
Skills Performed	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
8 Skills	10.00	Performance Score	
7 Skills 6 Skills	8.75 7.50	Connections	(-)
5 Skills 4 Skills	6.25 5.00	Total Neutral Deductions	(-)
3 Skills 2 Skills	3.75	Bonus	(+)
1 Skill 0 Skills	1.25 0.00		
		Final Score	

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 3 PARALLEL BARS - PANEL E 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 Deductions** - Lack of Continuity 1. Kip to rear straddle support - Lack of even push of arms - Lack of proper position 2. L hold, 2 seconds - Insufficient hold - Lack of proper position 3. Shoulder stand, 2 second hold - Insufficient hold 4. Modified backup rise with one leg on - Lack of Continuity each bar - Lack of even push of arms - Insufficient Control 5. Swings forward and backward - Insufficient height 6. Reverse scissor (baby reverse stutz) - Lack of Continuity ending in straddle support 7. Stutz off dismount - Lack of position shown *General Faults: Apply to all skills Small 0.10 Medium 0.30 Large 0.50 Falls 1.00 Maximum Score 10.00 (-) **Total Execution Deductions Final Score**

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 3 HORIZONTAL BARS - PANEL D

ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:

Number:

Level: 3

Note: This is a list of skills that may be done in any order, except the mount and dismount

Identified Skills	Value	Performed (Check)	Bonus
		<u>,</u>	
1. Under grip, pullover to support	1.25		
2. Cast forward over the bar BONUS: Cast extended 45° above horizontal=+0.3	1.25		
3. Swing backward and hop to overgrip	1.25		(+)
4. Swing forward with 1/2 turn	1.25		
5. Baby giant	2.50		
6. Under shoot	1.25		
7. Dismount - Swing forward with 1/2 turn then release bar BONUS: 1/2 turn done at horizontal=+0.3	1.25		(+)
General Deductions - Connections	Applied for Each:		
Small	0.10		
Medium	0.30		
Large	0.50		
Skills Performed	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
8 Skills	10.00	Performance Score	
7 Skills 6 Skills	8.75 7.50	Connections	(-)
5 Skills 4 Skills	6.25 5.00	Total Neutral Deductions	(-)
3 Skills 2 Skills	3.75 2.50	Bonus	(+)
1 Skill 0 Skills	1.25 0.00		
	· · · · ·	Final Score	
Judge's Signature:			V3 10/30/2013

2012-2019 SPECIAL OLYMPICS GAMES LEVEL 3 HORIZONTAL BARS - PANEL E 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 Deductions** - Lack of Continuity 1. Under grip, pullover to support - Spot during pull over - Lack of Continuity 2. Cast forward over the bar - Lack of extension on cast 3. Swing backward and hop to - Insufficient height on hop overgrip - Lack of turning shown 4. Swing forward with 1/2 turn - Lack of proper swing technique - Lack of proper technique 5. Baby giant - Insufficient Control - Insufficient Height 6. Under shoot - Insufficient Control 7. Dismount - Swing forward with 1/2 - Lack of turning shown turn then release bar *General Faults: Apply to all skills Small 0.10 Medium 0.30 Large 0.50 Falls 1.00 Maximum Score 10.00 (-) **Total Execution Deductions Final Score**