D SCORE	+ E SCORE	= TOTAL SCOR	E		
20.	10 0040 CDECIAL	OL VMDICE CAMES			
20		OLYMPICS GAMES			
	LEVEL 3 FLOOR EXERCISE - PANEL D				
ARTIS	TIC COMPULSORY F	ROUTINE JUDGING SHEE	Γ		
Athletele News		Newskan	Laval. 2		
Athlete's Name:		Number:	Level: 3		
Nata This is a Bat of abilla th					
Note: This is a list of skills the Routine Requirements:  - Minimum 2 Tumbling Pass  - Level Changes  - Use All of the Floor  - Change of Direction		y order			
Identified Chille	Value	Do of a was a d /	(Classic)		
Identified Skills	Value	Performed (	Cneck)		
4 Contrological	1.25				
1. Cartwheel(s)					
2. Round Off	1.25				
3. Roll(s)	1.25				
4. Handstand	1.25				
5. Pivot(s)	1.25				
6. 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	4	Application G	uidelines		
- Exactness of Te Small	0.10	one or two missed conne	actions toxt arrors		
Medium	0.30	a few missed connect			
Large	0.50	multiple missed connec	*		
. 3			,		
Skills Performed	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation		
2.2.11					
8 Skills 7 Skills	10.00	Performance Score			
6 Skills	8.75 7.50	Connections	(-)		
5 Skills	6.25				
4 Skills	5.00	Exactness of Text	(-)		
3 Skills	3.75	Total Neutral Deductions	()		
2 Skills	2.50	( Max 4.0 )	(-)		
1 Skill	1.25	Final Score			
0 Skills	0.00				
Judge's Signature:					

# 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 D	eductions			
1. Cartwheel(s)	- Lack of Continuity - Cartwheels Not Vertical					
2. Round Off	- Lack of Continuity - Pass Through Vertical					
3. Roll(s)	- Roll Uncontrolled					
4. Handstand	- Failure to Attain Vertical - Legs Did Not Join					
5. Pivot(s)	- Incomplete Turn - Insufficient Control					
6. Jump(s) with and without turns	- Insufficient Height - Insufficient Control					
7. Balance element (scale, arabesque, etc.)	- Lack of position shown - Insufficient hold					
8. One strength move	- Lack of position shown - Insufficient hold					
		*General Faul all sk				
		Small	0.10			
		Medium	0.30			
		Large	0.50			
		Falls	1.00			
	Maximum Score	10.0	00			
	Total Execution Deductions	(-)				
	Final Score					
Judge's Signature:						

D SCORE	+ E SCORE	= TOTAL SCOR	E		
2012-2019 SPECIAL OLYMPICS GAMES					
20		HORSE - PANEL D			
ADTIC		ROUTINE JUDGING SHEET	F		
AKTIS	TIC COMPULSORT	ROUTINE JUDGING SHEE			
Athlete's Name:		Number:	Level: 3		
7		110			
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)		
1. On end of horse jump to half circle mount to end in rear support BONUS: 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					
BONUS: Foot shoulder height	1.25 each (2.5)				
on any one false scissor=+0.3					
6. one full straddle swing	1.25				
7. Single leg stockli down with a 1/4 turn dismount to side stand	1.25				
Conseq Deductions	Annii ad fan Faak				
General Deductions - Connections - Exactness of Te					
Small	0.10				
Medium	0.30				
Large	0.50				
Skills Performed	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation		
2.01.11	40.00	Darfann C			
8 Skills 7 Skills	10.00 8.75	Performance Score			
6 Skills	7.50	Connections	(-)		
5 Skills	6.25	Exactness of Text			
4 Skills	5.00		(-)		
3 Skills	3.75	Total Neutral Deductions	(-)		
2 Skills 1 Skill	2.50 1.25	( Max 4.0 ) Bonus			
0 Skills	0.00	Dollas	(+)		
		Final Score			
Judge's Signature:					

# LEVEL 3 POMMEL HORSE - 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 D	Deductions
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 - Lack of leg height		
3. Right single leg cut backwards	- Lack of Continuity - Lack of leg height		
4. Single leg travel up	- Lack of Continuity		
5. 2 false scissors BONUS: Foot shoulder height on any one false scissor=+0.3	- 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 all sk	
		Small	0.10
		Medium	0.30
		Large	0.50
	T	Falls	1.00
	Maximum Score	10.	00
	Total Execution Deductions	(-)	
	Final Score		
Judge's Signature:	,	'	

D SCORE	+ E SCORE	= TOTAL SCOR	RE		
	40.0040.00=0141				
2012-2019 SPECIAL OLYMPICS GAMES					
		GS - PANEL D			
ARTIS	ARTISTIC COMPULSORY ROUTINE JUDGING SHEET				
			T		
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	Parformed /	(Chook)		
identified 5kills	value	Performed (	(Check)		
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				
	A 11 1 C E 1				
General Deductions - Connections - Exactness of Te					
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 5 Skills	7.50 6.25				
4 Skills	5.00	Exactness of Text	(-)		
3 Skills	3.75	Total Neutral Deductions			
2 Skills	2.50	( Max 4.0 )	(-)		
1 Skill	1.25	Bonus	(+)		
0 Skills	0.00		(*)		
		Final Score			
Judge's Signature:					

# LEVEL 3 RINGS - PANEL E ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:		Number:	Level: 3		
General faults will be applied to all skills b	ased on FIG deductions*				
Identified Skills	Faults	Execution D	eductions		
1. Muscle up with assistance BONUS: Muscle done without assistance=+0.3	- 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 Height - Insufficient Control				
7. Pike backward flyaway BONUS: Layout dismount=+0.3	- Lack of position shown				
		*General Faul all sk			
		Small	0.10		
		Medium	0.30		
		Large	0.50		
		Falls	1.00		
	Maximum Score	10.0	00		
	Total Execution Deductions	(-)			
	Final Score				
Judge's Signature:					

D SCORE + E S	CORE	= TOTAL SCORE	
2012-201	9 SPECIAL OL	YMPICS GAMES	
	VEL 3 VAULTING		
ARTISTIC COI	MPULSORY ROU	TINE JUDGING SHEET	
Athlete's Name:		Alexandra and	Lavel: 2
Atmete's Name:		Number:	Level: 3
Note: Two vaults, the same or different are perfo		two attempts is used	
Note: 1 balk is allowed, if the horse is not touched.  Note: Coach must be in a position to spot.	ed.		
Note: Coach must be in a position to spot			
Vault Choices:			
Squat Vault Repulse Thru Handstand	Value	Score V1	Score V2
Nopulse The Handstand			
Squat Vault Using Vaulting Table			
101111111	4.05		
1. Stand at Attention 2. Run	1.65		
3. Hurdle onto Board	1.65		
4. Rebound (Pre-Flight) to Hands on Table	1.65 1.65		
5. Flight in Tuck Over Table	1.65		
6. Post Flight Stretch & Landing	1.65		
3			
Repulse to Handstand to Flat Back Landing			
	I		T
1. Stand at Attention	1.65		
2. Lunge/hurdle Placing Hands on Board	1.65		
3. Kick to Handstand	1.65		
4. Shoulder Block Off Board	1.65		
5. Flat Back Landing on Mats	1.65		
6. Finish Standing at Attention	1.65		
Tabulate Each Vault Score	Max 10.00		
	man refer		
Skills	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
		for Neutral Deductions	
6 Skills	10.00		
5 Skills 4 Skills	8.35 6.70	Performance Score	
3 Skills	5.05	Deliberate Omission	
2 Skills 1 Skills	3.40 1.75	( - 0.80 each )	(-)
0 Skills	0.10	Total Neutral Deductions	( )
		( Max 4.0 )	(-)
		Final Score	
luduala Ciamatura			
Judge's Signature:			

### LEVEL 3 VAULTING - PANEL E ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:		Number:	Level: 3
General faults will be applied to all sk	ills		
	; or use 2 different vaults: The best of	the two attempts is used	
			1 2 1/2
Identified Skills	Faults	Score V1	Score V2
Vault Choice	Squat Vault - Over Table		
1. Stand at Attention	- Body Position		
	- Insufficient Speed		
2. Run	- Direction		
	- Body Position		
3. Hurdle onto Board	- Step Onto Board		
	Forward Body Position     Insufficient Height		
4. Rebound (Pre-Flight) to	- Insufficient Flight		
Hands on Table	- Leg Separation (Squat)		
Tidilds off Tubic	- Body Twisted		
	- Not on Top of Horse/Table		
5. Flight in Tuck Over Table	- Use of One Hand or Arm		
J. I fight his ruck Over Table	- Insufficient Tuck		
	- Steps on the Table		
C. Doot Flimbt Otrotals C. Law J.	- Insufficient Stretch before Landing		
6. Post Flight Stretch & Landing	<ul><li>Each Step after Landing</li><li>Deep Squat More than 90°</li></ul>		
	- Deep Squat More than 90		
Tabulate Each Vault Score	Max 10.00		
Vault Ohalaa	Daniela Thurs Handatand		
Vault Choice	Repulse Thru Handstand		
1. Stand at Attention	- Body Position		
2 Lungo to Hondo on Mot	- Alternate Hands		
2. Lunge to Hands on Mat	- Bent Elbows		
	- Bent Elbows		
O. Kiels Throughout determine	- Each Addl. Attempted Handstand		
3. Kick Thru Handstand	- Pause in Handstand - One Full Second Pause		
	- 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		
		** 1= 1:	A 1 4 11 111
		*General Faults: Small	Apply to all skills 0.10
		Medium	0.30
		Large	0.50
		Very Large	0.80
		Falls	1.00
		Maximum Score	10.00
		Total Execution	(-)
		Deductions	( )
		Final Score	
Judge's Signature:			

D SCORE	+ E SCORE	= TOTAL SCOR	E		
	40 0040 ODEOIAL	OL VANDIOO O AMEO			
20		OLYMPICS GAMES			
	LEVEL 3 PARALLEL BARS - PANEL D				
ARTIS	ARTISTIC COMPULSORY ROUTINE JUDGING SHEET				
Athlete's Name:		Number:	Level: 3		
Atmete's Name.	Attricte 3 Name.				
Note: This is a list of skills that may be done in any order, except the mount and dismount					
Identified Skills	Value	Performed	(Chock)		
identified Skills	value	Performed	(Crieck)		
4 Kin to man atred the comment	4.05				
1. Kip to rear straddle support	1.25				
2. L hold, 2 seconds	1.25				
3. Shoulder stand, 2 second hold	1.25				
4. Modified backup rise with one leg on each bar BONUS: Backup rise done 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 BONUS: Stutz off at horizontal or above=+0.3	1.25				
General Deductions - Connections - Exactness of Te					
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	6.25				
4 Skills	5.00	Exactness of Text	(-)		
3 Skills	3.75	Total Neutral Deductions	(-)		
2 Skills	2.50	( Max 4.0 )	(-)		
1 Skill	1.25	Bonus	(+)		
0 Skills	0.00	Final Cases	. ,		
		Final Score			
Judge's Signature:					

# LEVEL 3 PARALLEL BARS - PANEL E ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

		1	
Athlete's Name:		Number:	Level: 3
General faults will be applied to all skills	based on FIG deductions*		
• •			
Identified Skills	Faults	Execution [	Deductions
1. Kip to rear straddle support	- Lack of Continuity - Lack of even push of arms		
2. L hold, 2 seconds	- Lack of proper position - Insufficient hold		
3. Shoulder stand, 2 second hold	- Lack of proper position - Insufficient hold		
4. Modified backup rise with one leg on each bar  BONUS: Backup rise done with leg support=+0.3	- Lack of Continuity - Lack of even push of arms		
5. Swings forward and backward	- Insufficient Control - Insufficient height		
6. Reverse scissor (baby reverse stutz) ending in straddle support	- Lack of Continuity		
7. Stutz off dismount  BONUS: Stutz off at horizontal or  above=+0.3	- Lack of position shown		
		*General Faul all si	
		Small	0.10
		Medium	0.30
		Large	0.50
		Falls	1.00
	Maximum Score	10.	00
	Total Execution Deductions	(-)	
	Final Score		
Judge's Signature:		1	
			<del></del>

D SCORE	+ E SCORE	= TOTAL SCOR	E	
2012-2019 SPECIAL OLYMPICS GAMES				
	<b>LEVEL 3 HORIZONT</b>	AL BARS - PANEL D		
ARTIS	TIC COMPULSORY	ROUTINE JUDGING SHEET	Γ	
Athlete's Name:		Number:	Level: 3	
Note: This is a list of skills	that may be done in	any order, except the mou	unt and dismount	
Identified Skills	Value	Performed	(Check)	
1. Under grip, pullover to support	1.25			
2. Cast forward over the bar BONUS: Cast extended 45°	1.25			
above horizontal=+0.3				
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 - Exactness of Te				
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	Exactness of Text	(-)	
4 Skills	5.00		( )	
3 Skills	3.75	Total Neutral Deductions	(-)	
2 Skills 1 Skill	2.50 1.25	( Max 4.0 ) Bonus		
0 Skills	0.00	Bolius	(+)	
O O O O O O O O O O O O O O O O O O O	0100	Final Score		
Judge's Signature:				

# 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		
1. Under grip, pullover to support	- Lack of Continuity - Spot during pull over				
2. Cast forward over the bar BONUS: Cast extended 45° above horizontal=+0.3	- Lack of Continuity - Lack of extension on cast				
3. Swing backward and hop to overgrip	- Insufficient height on hop				
4. Swing forward with 1/2 turn	- Lack of turning shown - Lack of proper swing technique				
5. Baby giant	- Lack of proper technique - Insufficient Control				
6. Under shoot	- Insufficient Height - Insufficient Control				
7. Dismount - Swing forward with 1/2 turn then release bar BONUS: 1/2 turn done at horizontal=+0.3	- Lack of turning shown				
		*General Faul 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:		ı			