

D SCORE _____ + E SCORE _____ = TOTAL SCORE _____

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

Athlete's Name: _____ **Number:** _____ **Level: 3**

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	Score V2
Squat Vault Using Vaulting Table			
1. Stand at Attention	1.65		
2. Run	1.65		
3. Hurdle onto Board	1.65		
4. Rebound (Pre-Flight) to Hands on Table	1.65		
5. Flight in Tuck Over Table	1.65		
6. Post Flight Stretch & Landing	1.65		
Repulse to Handstand to Flat Back Landing			
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**

Skills	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
6 Skills	10.00	Performance Score	
5 Skills	8.35		
4 Skills	6.70		
3 Skills	5.05		
2 Skills	3.40		
1 Skills	1.75		
0 Skills	0.10	Deliberate Omission (- 0.80 each)	(-)
		Total Neutral Deductions (Max 4.0)	(-)
		Final Score	

Judge's Signature: _____

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

Athlete's Name:	Number:	Level: 3
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General faults will be applied to all skills
This Vault may be repeated two times; or use 2 different vaults: The best of the two attempts is used

Identified Skills	Faults	Score V1	Score V2
Vault Choice	Squat Vault - Over Table		
1. Stand at Attention	- Body Position		
2. Run	- Insufficient Speed - Direction - Body Position		
3. Hurdle onto Board	- Step Onto Board - Forward Body Position		
4. Rebound (Pre-Flight) to Hands on Table	- Insufficient Height - Insufficient Flight - Leg Separation (Squat) - Body Twisted		
5. Flight in Tuck Over Table	- Not on Top of Horse/Table - Use of One Hand or Arm - Insufficient Tuck - Steps on the Table		
6. Post Flight Stretch & Landing	- Insufficient Stretch before Landing - Each Step after Landing - Deep Squat More than 90°		

Tabulate Each Vault Score	Max 10.00		
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Vault Choice	Repulse Thru Handstand		
1. Stand at Attention	- Body Position		
2. Lunge to Hands on Mat	- Alternate Hands - Bent Elbows		
3. Kick Thru Handstand	- Bent Elbows - Each Addl. Attempted Handstand - Pause in Handstand - One Full Second Pause - Attainment of Vertical		
4. Repulsion	- Body Not Tight - No Lift		
5. Land On Back On Mat	- Not Entire Body At The Same Time - Piked - Forward Roll		
6. Stand At Attention	- Awkward Transition - Lack of Control		

Tabulate Each Vault Score	Max 10.00		
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	*General Faults: Apply to all skills	
	Small	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 SCORE _____

**2012-2019 SPECIAL OLYMPICS GAMES
LEVEL 3 UNEVEN 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 for the mount and dismount

Note: Coach must be in a position to spot

Identified Skills	Value	Performed (Check)
Low Bar		
1. Jump to Straight Arm Front Support	1.20	
Bonus - Pullover = .50	+ 0.50	(+)
2. Cast	1.20	
3. Back Hip Circle	1.20	
4. Underswing Dismount	1.20	
High Bar		
5. Long Hang Into Forward Swing	1.20	
6. Swing Back	1.20	
7. Swing Forward	1.20	
BONUS: 1/2 Turns in Swings	+ 0.30	(+)
8. 1/2 Turn Dismount	1.20	
Maximum Score	10.00	

Skills	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
8 Skills	9.50	Performance Score	
7 Skills	8.30		
6 Skills	7.10	Deliberate Omission	
5 Skills	5.90	(- 0.60 each)	(-)
4 Skills	4.70	Low Bar Bonus	(+)
3 Skills	3.50	High Bar Bonus	(+)
2 Skills	2.30	Total Neutral Deductions	
1 Skill	1.10	(Max 4.0)	(-)
0 Skills	0.00	Final Score	
		(Max 10.00)	

Judge's Signature: _____

2012-2019 SPECIAL OLYMPICS GAMES
LEVEL 3 UNEVEN PARALLEL BARS - PANEL E
ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name: _____ **Number:** _____ **Level: 3**

General Faults will be applied to all skills*

Identified Skills	Specific Faults	Execution Deductions
Low Bar		
1. Jump to Straight Arm Front Support	- Incorrect Body Position in Support	
Bonus - Pullover	- Incorrect Body Position - Bent Legs - Tuck - Finish in Front Support	
2. Cast	- Insufficient Cast (Hip Clearance) - Lack of Body Stretch	
3. Back Hip Circle	- Lack of Continuity	
4. Underswing Dismount	- Incorrect Timing of Legs - Insufficient Height - Insufficient Distance - Lack of Rhythm	
Max. Low Bar Score	5.00	
High Bar		

5. Long Hang Into Forward Swing	- Not Starting From Momentary Still Hang - Legs Not Straight - Insufficient Swing	
6. Swing Back	- Insufficient Swing	
7. Swing Forward	- Insufficient Swing	
BONUS: 1/2 Turns in Swings	- Fall	
8. 1/2 Turn Dismount	- More or Less 1/2 Turn	

Max. High Bar Score **5.00**

***General Faults: Apply to all skills**

Small	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 SCORE _____

2012-2019 SPECIAL OLYMPICS GAMES

LEVEL 3 BALANCE BEAM - 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 for the mount and dismount

Note: To be performed on the High Beam only

Note: Coach must be in a position to spot

Identified Skills	Value	Performed (Check)
1. Mount: Single Leg Take Off to Squat On	0.95	
Bonus		
- Double Leg Take Off to Squat On	+ 0.30	(+)
- Straddle On Mount	0.30	
- Side Split Mount	0.50	
2. Assemble Straight Jump	0.95	
3. Coupe 1/2 Turn	0.95	
4. 2 Side Chasse	0.95	
5. Jump 1/4 Turn	0.95	
6. Two Coupe Steps Backward	0.95	
7. Leap	0.95	
8. Scale Balance (45°)	0.95	
9. Tic Toc	0.95	
10. Lunge Round off Dismount	0.95	

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

Skills Performed	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
10 Skills	9.50		
9 Skills	8.55	Performance Score	
8 Skills	7.60	Connections	(-)
7 Skills	6.65	Exactness of Text	(-)
6 Skills	5.70	Deliberate Omission	(-)
5 Skills	4.75	(- 0.45 each)	(-)
4 Skills	3.80	Bonus	(+)
3 Skills	2.85	Total Neutral Deductions	(-)
2 Skills	1.90	(Max 4.0)	
1 Skill	0.95	Final Score	
0 Skills	0.00		

Judge's Signature: _____

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

Athlete's Name: _____ **Number:** _____ **Level: 3**

General Faults will be applied to all skills*

Identified Skills	Specific Faults	Execution Deductions
1. Mount: Single Leg Take Off to Squat On	- Lack of Continuity - Poor Body Position	
Bonus - Double Leg Take Off to Squat On - Straddle On Mount - Side Split Mount	- Lack of Continuity - Poor Body Position	
2. Assemble Straight Jump	- Insufficient Height of Jumps - Poor Body Position	
3. Coupe 1/2 Turn	- Poor Body Posture - Insufficient Turn	
4. 2 Side Chasse	- Lack of Continuity - Poor Body Position	
5. Jump 1/4 Turn	- Lack of Height - Insufficient Turn	
6. Two Coupe Steps Backward	- Lack of Balance - Lack of Continuity	
7. Leap	- Insufficient Height of Jumps - Poor Body Position	
8. Scale Balance (45°)	- Lack of Height - Lack of Continuity - Poor Body Position	
9. Tic Toc	- Lack of Continuity - Poor Body Position	
10. Lunge Round off Dismount	- Round-off Not Thru Vertical - Insufficient Height - Insufficient Push off Hands - Insufficient Stretch of Body	

***General Faults: Apply to all skills**

Small	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 SCORE _____

**2012-2019 SPECIAL OLYMPICS GAMES
LEVEL 3 FLOOR EXERCISE - 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

Routine Requirements:

- Minimum 1 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. 360° Turn on One Foot	1.25	
6. Pass with Leap(s)	1.25	
7. Jump(s)	1.25	
8. Body Wave	1.25	

General Deductions Applied for Each:	Value	Application Guidelines
- Connections		
- Exactness of Text		
- Exactness of Floor Pattern		
- Performed with the Music		
Small	0.10	one or two missed connections, text errors or music timing
Medium	0.30	a few missed connections, text errors or music timing
Large	0.50	multiple missed connections, text errors or music timing

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		
5 Skills	6.25	Exactness of Text	(-)
4 Skills	5.00		
3 Skills	3.75	Performed with the Music	(-)
2 Skills	2.50		
1 Skill	1.25	Deliberate Omission (- 0.60 each)	(-)
0 Skills	0.00		
		Total Neutral Deductions (Max 4.0)	(-)
		Final Score	

Judge's Signature: _____

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 performed*

- Routine Requirements:**
- Minimum 1 Tumbling Pass with 3+ Skills
 - Level Changes
 - Use All of the Floor
 - Change of Direction

Identified Skills	Faults	Execution Deductions
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. 360° Turn on One Foot	- Incomplete Turn - Insufficient Control	
6. Pass with Leap(s)	- Insufficient Height - Insufficient Control	
7. Jump(s)	- Insufficient Height - Insufficient Control	
8. Body Wave	- Lack of Continuity - Insufficient Amplitude	

***General Faults: Apply to all skills**

Small	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: _____