LEVEL 3 FLOOR	Overvie	ew Chart		Jur	e E	Bonus
Division 2 Max Score 10.0	Missing a Value Part	-1.0		Small deductions	-0.1	Stick Bonus
Division 1 Max Score. 11.5	Base Score	9.5		Medium.	-0.3	Dismount
	Identified Bonus	0.3		•	-0.5	+0.2
	Specified Bonus	1.5			-1.0	
	lls + (0.5) each				onus (+0.1) each	
SB 1) Replace # 6 with a Press to Handsta		-		2 sec hold handstan		
SB 2) Replace # 7 with Forward Roll, strai			# 4 Perform tu	cked backward roll	with straight arms.	
SB 3) Replace # 8 with Run, hurdle, round	off, back handspring to stand.		# 6 Perform a	2 sec hold of: heads	stand/ SB 1 Press to I	handstand
#			•			SV
						Final Score
#						SV
						Final Score
#						SV
						Final Score
#						SV
						Final Score
#						SV
						Final Score

LEVEL 4 FLOOR	Ονε	erview Chart		Jure E	Bonus
Division 2 Max Score 10.0	Missing a Value Part	-1.0		Small deductions -0.1	Stick Bonus
Division 1 Max Score. 11.5	Base Score	9.5		Medium0.3	Dismount
	Identified Bonus	0.3		Large -0.5	+0.2
	Specified Bonus	1.5		Fall -1.0	
Bonus	Skills + (0.5) each			Identifies Bonus (+0.1) each	
SB 1) Replace # 4 with straddle press to h	nandstand, momentary hold	l, pike roll arms straight	# 2 Perfe	orm a back extension roll with straight a	rms
SB 2) Replace # 6 with a Handstand with			# 4 Perfe	orm a 2 sec hold of: handstand / SB 1 Pr	ess to handstand
SB 3) Replace # 8 with a round off back h	andspring, back handspring	, rebound to stand	# 7 Perfe	orm a sissone with legs split greater of 9	0°
#					SV
					Final Score
#					SV
					Final Score
#					SV
					Final Score
#					SV
					Final Score
#					SV
					Final Score

L	EVEL 5 FLOOR	Ove	rview Chart		Jure E	Bonus
Division 2 Max	x Score 10.0	Missing a Value Part	-1.0		Small deductions -0.1	Stick Bonus
Division 1 Max	x Score. 11.5	Base Score	9.5		Medium0.3	Dismount
		Identified Bonus	0.3		Large -0.5	+0.2
		Specified Bonus	1.5		Fall -1.0	
		us Skills + (0.5) each			Identifies Bonus (+0.1) each	
	# 1 with Salto Forward in			# 3	Perform a sissone with legs split greate	er of 90°
		omentary hold of handstand		# 6/SB2	Perform a 2 sec hold of handstand	
SB 3) Replace	# 8 with a round off back	handspring, back handspring,	, Salto backwards tuck	# 8/SB3	Show full extension prior of landing	
#						SV
						Final Score
#						SV
						Final Score
#						SV
						Final Score
#						SV
						Final Score
#						SV
						Final Score

	LEVEL 6 FLOOR	Ov	verview Chart	Jure E	Bonus
Division 2 Ma	ax Score 10.0	Missing a Value Part	-1.0	Small deductions -0.1	Stick Bonus
Division 1 Ma	ax Score. 11.5	Base Score	9.5	Medium0.3	Dismount
		Identified Bonus	0.3	Large -0.5	+0.2
		Specified Bonus	1.5	Fall -1.0	
		Bonus Skills + (0.5) each		Identifies Bonus (+0.1) e	ach
		nandspring, salto backwards		# 3 Perform a sissone with legs sp	-
	-	ng, salto forward pike or stro		# 5 Perform Swedish fall with leg	
SB 3) Replace	e # 8 with a round off, back	handspring, tempo salto, b	ack handspring, Back Salto in tuck	# 8/SB3 Show full extension prior of la	nding.
#				I	SV
•					
					Final Score
#					SV
					Final Cases
					Final Score
#					SV
					Final Score
#					SV
					Final Score
#					SV
					Final Score

Level: 7 Floor	Num of skills	EG Floor		Jury D		Jure E	Bonus
Element Group		1 No Acro	Missing a Value F	Part	-1.0	Small deductions -0.1	
Requirements	6	2 Front	Missing a Special		-0.5	Medium0.3	No stick Bonus
	(Any 6 FIG/ JDP	3 Back	NO Multiple Salt			Large -0.5	
1.5	skills)	4 dismount				Fall -1.0	Floor bonus as FIG
	3 EG required					Deduct as a FIG	
	Skill Value Det					Additional Judging Notes	
Separate skills in combi			ox, no repetition.	There is not Stic	ck Bonu	s in Level 7	
Any Skill listed in the Ju -Cartwheel	- Press to Headstan			A routine const	itutes 6	ined boxes each will have the own virtu parts of value. (Exception Vault and mu	
-Any backward roll - Headspring	- Round off - Swedish Fall			(FIG and JDP Va	ilue skill	only)	
							DIF
							EG
							Final Score
							DIF
							EG
							Final Score
							DIF
							EG
							Final Score

Level: 8 Floor	Num of skills	EG Floor		Jury D	Jure E	Bonus
Element Group		1 No Acro	Missing a Value P	Part -1.0	Small deductions -0.1	Floor bonus as FIG
Requirements	8	2 Front	Missing a Special		Medium0.3	Stick Bonus
	7+ dismount	3 Back	NO Multiple Salte	o required	Large -0.5	Dismount
2.0	(8 FIG/ JDP skills)	4 Dismount			Fall -1.0	C+= 0.1
Dismount Value Require					Deduct as a FIG	
	Skill Value Dete	rmination			Additional Judging Notes	
Separate skills in combin Any Skill listed in the Jun -Cartwheel -Any backward roll - Headspring			no repetition.		ined boxes each will have the own virtual b parts of value. (Exception Vault and mushr l only)	
						DIF
						EG
						Final Score
						DIF
						EG
						Final Score
						DIF
						EG
						Final Score

Level: Bronze Num of skills EG Floor Jury D Jure E Maximum	num Score
Optional Requirements 1 No Acro Missing a Value Part -0.5 Small deductions -0.1	
1 3/4 Handstand62 FrontMissing a Special Requirement-0.5Medium0.210	10
2 Forward Roll 3 Back Skill over the level Large -0.3	
3 Cartwheel 4 dismount allowed of difficulty0.5 Fall -0.5	
3 EG required Max FIG skill Allowed A Deduct as a FIG	
Skill Value Determination Additional Judging Notes	
Any allowed Sill for the FIG Code of Points There is not Stick Bonus in the Club Track	
Any Skill listed in the Junior "A" published list The minimum score for an attempted exercise is 6.0	
Any skill for the National compulsory routines including Basic Swings will be given an "A" There is no deduction for repletion skills. Parts may be repeated to count as a variable of the second states of the second stat	a value part.
value (no difficulty Value) A routine constitutes 6 parts of value. (Exception Vault and mushroom)	
Any Essential elements skills will be given an "A" value (no difficulty value ONLY ONE DEDDUCTION WILL BE ASSESSED FOR EACH SKILL IN THE EXERCISE.	
EXCEPTION VAULT will be judged for Run, board position, flight and landing	
DIF	IF
EG	3
	-
Final	nal Score
DIF	IF
EG	2
	J
Final S	nal Score
DIF	IF
EG	3
Final S	nal Score

Level: SILVER	Num of skills	EG Floor		Jury D	Jure E	Maximum Score
Optional		1 No Acro	Missing a Value P		Small deductions -0.1	
Requirements	6	2 Front	Missing a Special	•	Medium0.2	10
1 Handstand		3 Back	Skill over the leve	el	Large -0.3	
2 Backward Roll		4 dismount	allowed of difficu	ılty	Fall -0.5	
3 Cartwheel			0.5			
	3 EG required		Max FIG	skill Allowed A	Deduct as a FIG	
	Skill Value Dete	rmination			Additional Judging Notes	
Any allowed Sill for the F				There is not Stick Bonu		
Any Skill listed in the Jun	-				r an attempted exercise is 6.0	
Any skill for the Nationa		ncluding Basic Swings w	ill be given an	There is no deduction	for repletion skills. Parts may be repeated to	count as a value
"A" value (no difficulty V					utes 6 parts of value. (Exception Vault and mu	
Any Essential elements s	kills will be given an "A	A" value (no difficulty value)	lue		ON WILL BE ASSESSED FOR EACH SKILL IN THE	
				EXCEPTION VAULT will	be judged for Run, board position, flight and	landing
						DIF
						EG
						Final Score
						DIF
						DIF
						EG
						Final Score
						rillal Score
						DIF
						EG
						Final Caara
						Final Score

Level: GOLD	Num of skills	EG Floor		Jury D		Jure E	Maximum Score
Optional Requirements		1 No Acro	Missing a Value P	art -0.5	5 Sr	mall deductions -0.1	
1 Handstand-Forward roll	6	2 Front	Missing a Special	Requirement -0.5	5 M	1edium0.2	10
2 Front Handspring		3 Back	Skill over the leve	9l	La	arge -0.3	
or Front Tuck		4 dismount	allowed of difficu	lty0.5	5 Fa	all -0.5	
3 Back handspring or							
Back tuck							
3	EG required		Max FIG	skill Allowed B		Deduct as a FIG	
	Skill Value Dete	ermination				Additional Judging Notes	
Any allowed Sill for the FIG Co	ode of Points			There is not Stick Bon	nus in	the Club Track	
Any Skill listed in the Junior "A	A" published list			The minimum score for	or an	attempted exercise is 6.0	
Any skill for the National com	pulsory routines i	ncluding Basic Swings wi	ill be given an "A"	There is no deduction	n for r	epletion skills. Parts may be repeated to	count as a value
value (no difficulty Value)				part. A routine constit	tutes	6 parts of value. (Exception Vault and mu	shroom)
Any Essential elements skills v	will be given an "A	A" value (no difficulty val	ue			VILL BE ASSESSED FOR EACH SKILL IN THE	
				EXCEPTION VAULT will	ill be j	udged for Run, board position, flight and	landing
							DIF
•							
							EG
							Final Score
	I						
							DIF
							EG
							Final Score
							DIF
							EG
							Final Score

Level: Platinum	Num of skills	EG Floor		Jury D			Jure E	Maximum Score
Optional Requirements		1 No Acro	Missing a Value P	Part	-0.5	Small deductions	-0.1	
1 Handstand-Full	6	2 Front	Missing a Special	Requirement	-0.5	Medium.	-0.2	10 + DIFF.
Pirouette		3 Back	Skill over the leve	el l		Large	-0.3	
2 Front Salto any		4 dismount	allowed of difficu	lty.	-0.5	Fall	-0.5	
Position								
3 Back Salto any								
Position								
	3 EG required		Max FIG	skill Allowed C		Dedu	uct as a FIG	
	Skill Value D	etermination				Additional	Judging Notes	
Any allowed Sill for the	FIG Code of Points			There is not Stic	ck Bonus	in the Club Track		
Any Skill listed in the Ju	nior "A" published lis	:		The minimum s	core for	an attempted exerc	ise is 6.0	
Any skill for the Nation	al compulsory routine	s including Basic Swings will	l be given an "A"	There is no ded	uction fo	r repletion skills. Pa	arts may be repeated to co	ount as a value part.
value (no difficulty Value							ption Vault and mushroor	
Any Essential elements	skills will be given an	"A" value (no difficulty valu	e	ONLY ONE DED	DUCTION	WILL BE ASSESSED	FOR EACH SKILL IN THE E	XERCISE.
				EXCEPTION VAL	JLT will b	e judged for Run, b	oard position, flight and la	
								DIF
	,							
								EG
								20
								Final Score
								DIF
								EG
								Final Score
								DIF
								EG
								Final Score