

LEVEL 3 FLOOR		Overview 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		Medium. -0.3		Dismount	
		Identified Bonus 0.3		Large -0.5		+0.2	
		Specified Bonus 1.5		Fall -1.0			
<b>Bonus Skills + (0.5) each</b>				<b>Identifies Bonus (+0.1) each</b>			
SB 1) Replace # 6 with a Press to Handstand Hold. (momentary hold on handstand)				# 2 Perform a 2 sec hold handstand.			
SB 2) Replace # 7 with Forward Roll, straight jump with 1/1 twist to stand.				# 4 Perform tucked 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: headstand/ SB 1 Press to handstand			
#						SV	
						Final Score	
#						SV	
						Final Score	
#						SV	
						Final Score	
#						SV	
						Final Score	

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FIG Judge

LEVEL 4 FLOOR		Overview 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	Medium.	-0.3	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 handstand, momentary hold, pike roll arms straight				# 2 Perform a back extension roll with straight arms			
SB 2) Replace # 6 with a Handstand with a 360° full pirouette				# 4 Perform a 2 sec hold of: handstand / SB 1 Press to handstand			
SB 3) Replace # 8 with a round off back handspring, back handspring, rebound to stand				# 7 Perform a sissone with legs split greater of 90°			
#						SV	
						Final Score	
#						SV	
						Final Score	
#						SV	
						Final Score	
#						SV	
						Final Score	

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FIG Judge

LEVEL 5 FLOOR		Overview 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	Medium.	-0.3	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 # 1 with Salto Forward in Pike				# 3 Perform a sissone with legs split greater of 90°			
SB 2) Replace # 6 with a Endo roll to momentary 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	

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FIG Judge

LEVEL 6 FLOOR		Overview 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	Medium.	-0.3	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 # 1 with Round off, back handspring, salto backwards stretch with a 1/1 twist				# 3	Perform a sissone with legs split greater of 90°		
SB 2) Replace # 4 with a Front handspring, salto forward pike or stretched to stand				# 5	Perform Swedish fall with leg passing vertical		
SB 3) Replace # 8 with a round off, back handspring, tempo salto, back handspring, Back Salto in tuck				# 8/SB3	Show full extension prior of landing.		
#							SV
							Final Score
#							SV
							Final Score
#							SV
							Final Score
#							SV
							Final Score

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FIG Judge

Level: 7 Floor	Num of skills	EG Floor	Jury D	Jure E	Bonus
Element Group Requirements 1.5	6 (Any 6 FIG/ JDP skills)	1.- No Acro 2.- Front 3.- Back 4.- dismount	Missing a Value Part -1.0 Missing a Special Requirement -0.5 NO Multiple Salto required	Small deductions -0.1 Medium. -0.3 Large -0.5 Fall -1.0	No stick Bonus Floor bonus as FIG
<b>3 EG required</b>				<b>Deduct as a FIG</b>	
<b>Skill Value Determination</b>			<b>Additional Judging Notes</b>		
Separate skills in combined boxes each will have the own virtual box, no repetition. Any Skill listed in the Junior "A" published list -Cartwheel - Press to Headstand -Any backward roll - Round off - Headspring - Swedish Fall			There is not Stick Bonus in Level 7 Separate skills in combined boxes each will have the own virtual box, no repetition. A routine constitutes 6 parts of value. (Exception Vault and mushroom) (FIG and JDP Value 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 Requirements 2.0	8 7+ dismount (8 FIG/ JDP skills)	1.- No Acro 2.- Front 3.- Back 4.- Dismount	Missing a Value Part -1.0 Missing a Special Requirement -0.5 NO Multiple Salto required	Small deductions -0.1 Medium. -0.3 Large -0.5 Fall -1.0	Floor bonus as FIG Stick Bonus Dismount C+= 0.1
Dismount Value Requirement A Value			Deduct as a FIG		
Skill Value Determination			Additional Judging Notes		
Separate skills in combined boxes each will have the own virtual box, no repetition. Any Skill listed in the Junior "A" published list -Cartwheel - Press to Headstand -Any backward roll - Round off - Headspring - Swedish Fall			Separate skills in combined boxes each will have the own virtual box, no repetition. A routine constitutes 8 parts of value. (Exception Vault and mushroom) (FIG and JDP Value skill 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 Score
Optional Requirements 1.- 3/4 Handstand 2.- Forward Roll 3.- Cartwheel	6	1.- No Acro 2.- Front 3.- Back 4.- dismount	Missing a Value Part -0.5 Missing a Special Requirement -0.5 Skill over the level allowed of difficulty. -0.5	Small deductions -0.1 Medium. -0.2 Large -0.3 Fall -0.5	10
<b>3 EG required</b>			Max FIG skill Allowed A	<b>Deduct as a FIG</b>	
<b>Skill Value Determination</b>			<b>Additional Judging Notes</b>		
Any allowed Sill for the FIG Code of Points Any Skill listed in the Junior "A" published list Any skill for the National compulsory routines including Basic Swings will be given an "A" value (no difficulty Value) Any Essential elements skills will be given an "A" value (no difficulty value			There is not Stick Bonus in the Club Track The minimum score for an attempted exercise is 6.0 There is no deduction for repletion skills. Parts may be repeated to count as a value part. A routine constitutes 6 parts of value. (Exception Vault and mushroom) 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
					EG
					Final Score
					DIF
					EG
					Final Score

Level: SILVER	Num of skills	EG Floor	Jury D	Jure E	Maximum Score
Optional Requirements 1.- Handstand 2.- Backward Roll 3.- Cartwheel	6	1.- No Acro 2.- Front 3.- Back 4.- dismount	Missing a Value Part -0.5 Missing a Special Requirement -0.5 Skill over the level allowed of difficulty. - 0.5	Small deductions -0.1 Medium. -0.2 Large -0.3 Fall -0.5	10
<b>3 EG required</b>			Max FIG skill Allowed A	<b>Deduct as a FIG</b>	
<b>Skill Value Determination</b>			<b>Additional Judging Notes</b>		
Any allowed Skill for the FIG Code of Points Any Skill listed in the Junior "A" published list Any skill for the National compulsory routines including Basic Swings will be given an "A" value (no difficulty Value) Any Essential elements skills will be given an "A" value (no difficulty value)			There is not Stick Bonus in the Club Track The minimum score for an attempted exercise is 6.0 There is no deduction for repetition skills. Parts may be repeated to count as a value part. A routine constitutes 6 parts of value. (Exception Vault and mushroom) ONLY ONE DEDUCTION WILL BE ASSESSED FOR EACH SKILL IN THE EXERCISE. EXCEPTION VAULT will be judged for Run, board position, flight and landing		
					DIF
					EG
					Final Score
					DIF
					EG
					Final Score
					DIF
					EG
					Final Score



Level: GOLD	Num of skills	EG Floor	Jury D	Jure E	Maximum Score
Optional Requirements 1.- Handstand-Forward roll 2.- Front Handspring or Front Tuck 3.- Back handspring or Back tuck	6	1.- No Acro 2.- Front 3.- Back 4.- dismount	Missing a Value Part -0.5 Missing a Special Requirement -0.5 Skill over the level allowed of difficulty. -0.5	Small deductions -0.1 Medium. -0.2 Large -0.3 Fall -0.5	10
<b>3 EG required</b>			<b>Max FIG skill Allowed B</b>	<b>Deduct as a FIG</b>	
<b>Skill Value Determination</b>			<b>Additional Judging Notes</b>		
Any allowed Sill for the FIG Code of Points Any Skill listed in the Junior "A" published list Any skill for the National compulsory routines including Basic Swings will be given an "A" value (no difficulty Value) Any Essential elements skills will be given an "A" value (no difficulty value)			There is not Stick Bonus in the Club Track The minimum score for an attempted exercise is 6.0 There is no deduction for repletion skills. Parts may be repeated to count as a value part. A routine constitutes 6 parts of value. (Exception Vault and mushroom) <b>ONLY ONE DEDDUCTION WILL BE ASSESSED FOR EACH SKILL IN THE EXERCISE.</b> <b>EXCEPTION VAULT will be judged for Run, board position, flight and landing</b>		
					DIF
					EG
					Final Score
					DIF
					EG
					Final Score
					DIF
					EG
					Final Score

<b>Level: Platinum</b>	Num of skills	EG Floor	Jury D	Jure E	Maximum Score
Optional Requirements 1.- Handstand-Full Pirouette 2.- Front Salto any Position 3.- Back Salto any Position	6	1.- No Acro 2.- Front 3.- Back 4.- dismount	Missing a Value Part -0.5 Missing a Special Requirement -0.5 Skill over the level allowed of difficulty. -0.5	Small deductions -0.1 Medium. -0.2 Large -0.3 Fall -0.5	10 + DIFF.
<b>3 EG required</b>			<b>Max FIG skill Allowed C</b>	<b>Deduct as a FIG</b>	
<b>Skill Value Determination</b>			<b>Additional Judging Notes</b>		
Any allowed Sill for the FIG Code of Points Any Skill listed in the Junior "A" published list Any skill for the National compulsory routines including Basic Swings will be given an "A" value (no difficulty Value) Any Essential elements skills will be given an "A" value (no difficulty value			There is not Stick Bonus in the Club Track The minimum score for an attempted exercise is 6.0 There is no deduction for repletion skills. Parts may be repeated to count as a value part. A routine constitutes 6 parts of value. (Exception Vault and mushroom) 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
					EG
					Final Score
					DIF
					EG
					Final Score
					DIF
					EG
					Final Score