D SCORE	+ E SCORE	= TOTAL SCORE								
	2012-2019 SPECIA	L OLYMPICS GAMES								
		TING - PANEL D								
	ARTISTIC OPTIONAL JUDGING SHEET									
ARTISTIC OPTIONAL JUDGING SHEET										
Athlete's Name:	Athlete's Name: Level: 4									
Note: 1 balk is allowed, if the										
Note: Coach must be in a position to spot										
Vault #	Voult Attompted	Start Value								
vauit #	Vault Attempted	Start value								
1										
2										
Allowable Vaults	Start Value									
*Handspring, Layout Squat or	6.00	1								
Straddle *Handspring, Flat Back	6.50									
*Handspring, Yamashita	6.75									
Handspring 1/2	9.40									
*1/2 1/2	9.50									
*1/2 1/1	9.70									
*Tsuk	10.00									
*Other Vaults from FIG	1/2 FIG Value + 5.50									
Creasifie Annon	tue Deductione	Neutral Deductio								
Specific Appara	atus Deductions	Neutral Deductio	ns"							
Run Approach with touch on										
springboard or table without	Invalid - Score = 0.00	Coaching, each time - Max 4.00								
executing vault										
No hand touch on vault table	Invalid - Score = 0.00	- Physical assistance - Verbal assistance	0.50							
Failure to land on feet first	Invalid - Score = 0.00	- Signals Failure to present before and/or after	0.30 0.10							
Land outside boundary with	0.30	exercise	0.30							
two feet	0.00	* In addition, deduct for any applicable								
Land outside boundary with	0.10	neutral deduction listed in the Judges Handbook								
one foot	0.10	Hallubook								
		General Deductions	Tabulation							
		Start Value /	Tabulation							
		or 1/2 FIG Value + 5.50								
		Specific Apparatus Deductions	(-)							
		Neutral Deductions	(-)							
		Final Score								
Judge's Signature:		l	V3 103013							
oudge o olynaidie.										

2012	2-2019 SPECIAL OLY LEVEL 4 VAULTING -		-5
	ARTISTIC OPTIONAL JUE		
Athlete's Name:		Number:	Level: 4
General faults will be applie	ed to all skills*		
Vault Choices	Start Values		
*Handspring, Layout Squat or	'6.00		
Straddle			
*Handspring, Flat Back *Handspring, Yamashita	6.50		
Handspring 1/2	6.75 9.40		
*1/2 1/2	9.50		
*1/2 1/1	9.75		
*Tsuk	10.00		
*Other Vaults from FIG	1/2 FIG + 5.50		
Execution Deductions		Score V1	Score V2
First Flight Phase			
Poor Technique	.1030		
Incomplete LA turn	.1030		
Hip Angle	.1030		
Legs Separated	.1030		
Knees Bent	.1030		
Support Phase			
Bent Knees	.1030		
Bent Arms	.103050		
Failure to Pass Thru Vertical	.103050		
Shoulder Angle	.1030		
Body Position ( Arch / Pike)	.1030		
Second Flight Phase			
Height	.103050		
Bent Knees	.1030		
Landing Phase			
Insufficient Length (Distance)	.103050		
Dynamics	.1030		
Fall	1.00		
	Start Value		
	Total Execution Deductions	(-)	
	Final Score		
Judge's Signature:			V3 103013

D SCORE		+ E \$	SCORE		= TC	TAL SCORE	_		
2012-2019 SPECIAL OLYMPICS GAMES LEVEL 4 UNEVEN PARALLEL BARS - PANEL D									
				PTIONAL JUDGING					
						1			
Athlete's Name:			Numbe	r:		Level: 4			
DIFFICULTY - TOP 9 MOST DIFFICULT SKILLS	MAX 7.00	BONUS	MAX 0.50	ELEMENT GROUP REQUIREMENTS .50 each	MAX 2.50	NEUTRAL DEDUCTIONS*	DEDUCT		
Recognizable Skill - each FIG A - each FIG B or C - each # of RS x .50 = # of A's x1.00 = # of B's, C's x1.50 = Note: Skills receive credit one time	0.50 1.00 1.50	A+A B, A+B C, B+B	0.10 0.20 0.30	Bar Change Cast Kips Forward & Backward Skill Dismount		Coaching, each time - Max 4.00 - Physical assistance - Verbal assistance - Signals Failure to present before and/or after exercise Short Exercise - 5 elements or less * In addition, deduct for any applicable neutral deduction listed in the Judges Handbook	0.50 0.30 0.10 0.30 5.00		
						MAX Difficulty EGR	10.00 (+) (+)		
Judge's Signature						Bonus Neutral Deduction Final Score	(+) (-)		

2012-2019 SPECIAL OLYMPICS GAMES											
LEVEL 4 UNEVEN PARALLEL BARS - PANEL E											
ART	<b>ISTIC OPTI</b>	ONAL JUDGING SHEET									
Athlete's Name:	Level: 4										
	1										
SPECIFIC EXECUTION DEDUCTIONS	DEDUCT	GENERAL FAULTS	DEDUCT								
Develo / (avail, an experiently fact	0.00	Ose and Facility Angle (a all ability									
Brush / touch on mat with feet	0.30	General Faults - Apply to all skills - Small	0.10								
Hesitation or poor rhythm of element Insufficient swingful exercise	0.10 0.10	- Smail - Medium	0.10								
No attempt to dismount	0.50	- Large	0.50								
Extra swing	0.30	- Fall, each time	1.00								
	0.00		1.00								
		1									
				Start Value	10.00						
				Execution	(-)						
				Faults	(-)						
Judge's Signature				Final Score							

D SCORE + E SCORE = TOTAL SCORE								
		LE	VEL 4 B	PECIAL OLYMPICS ALANCE BEAM - PA PTIONAL JUDGING	NEL D			
Athlete's Name: Number: Level: 4								
DIFFICULTY - TOP 9 MOST DIFFICULT SKILLS	MAX 7.00	BONUS	MAX 0.50	ELEMENT GROUP REQUIREMENTS .50 each	MAX 2.50	NEUTRAL DEDUCTIONS*	DEDUCT	
Recognizable Skill - each FIG A - each FIG B or C - each # of RS x .50 = # of A's x1.00 = # of B's, C's x1.50 = Note: Skills receive credit one time	0.50 1.00 1.50	A+A B, A+B C, B+B	0.10 0.20 0.30	Turn(s) Leap(s) Low/High Beam Element Balance Hold(s) Dismount		Coaching, each time - Max 4.00 - Physical assistance - Verbal assistance - Signals Failure to present before and/or after exercise Short Exercise - 5 elements or less * In addition, deduct for any applicable neutral deduction listed in the Judges Handbook	0.50 0.30 0.10 0.30 5.00	
Judge's Signature						MAX Difficulty EGR Bonus Neutral Deduction Final Score	10.00 (+) (+) (+) (-)	

## 2012-2019 SPECIAL OLYMPICS GAMES LEVEL 4 BALANCE BEAM - PANEL E ARTISTIC OPTIONAL JUDGING SHEET

Athlete S Name.						Level. 4	
		-					
ARTISTRY FAULTS	DEDUCT	SPECIFIC COMPOSITION FAULTS	DEDUCT	SPECIFIC EXECUTION DEDUCTIONS	DEDUCT	GENERAL FAULTS	DEDUCT
					<u>.</u>		
Insufficient variation in rhythm	0.10	Insufficient use of entire		Support of one leg	0.30	General Faults -	
& tempo		beam:		against beam		Apply to all skills:	0.10
Sureness of performance	0.10	- Missing movement	0.10	Grab beam to avoid fall	0.50	- Small	0.10
Insufficient artistry of		close to beam with part		Concentration pause prior	0.10	- Medium	0.30
presentation throughout the		of torso and/or head		to series, each more than		- Large	
exercise including:	0.40	touching beam	0.40	2 seconds	0.40	- Fall, each	1.00
- creative choreography	0.10	- Directionally	0.10	Poor rhythm in	0.10	Overtime 2	
originality of composition of elements & movements		(movements fwd, bwd, swd)		connections, each Poor rhythm throughout	0.30	Overtime, 2 seconds or less	0.10
- personal style	0.10	- Length of beam	0.10	exercise	0.30	Overtime, greater	
expresses the personality of	0.10	- Repetitive use of	0.30	exercise		than 2 seconds	0.30
the gymnast		elements	0.50				
line gymnaet		(more than 2 times)					
				5	Start Value	e 1	0.00
				E	Execution	(-)	
					aults	(-)	
Judge's Signature				F	Final Scor	e	

D SCORE + E SCORE = TOTAL SCORE								
		LE\	/EL 4 FL	PECIAL OLYMPICS OOR EXERCISE - PA PTIONAL JUDGING	ANEL D			
Athlete's Name: Number: Level: 4								
				I		1		
DIFFICULTY - TOP 9 MOST DIFFICULT SKILLS	MAX 7.00	BONUS	MAX 0.50	ELEMENT GROUP REQUIREMENTS .50 each	MAX 2.50	NEUTRAL DEDUCTIONS*	DEDUCT	
Recognizable Skill - each FIG A - each FIG B or C - each # of RS x .50 = # of A's x1.00 = # of B's, C's x1.50 = Note: Skills receive credit one time	0.50 1.00 1.50	A+A B, A+B C, B+B	0.10 0.20 0.30	Acrobatic Skill(s) Dance Skill(s) Forward & Backward Element Balance Hold(s) 360° Turn/Spin		Coaching, each time - Max 4.00 - Physical assistance - Verbal assistance - Signals Failure to present before and/or after exercise Short Exercise - 5 elements or less * In addition, deduct for any applicable neutral deduction listed in the Judges Handbook	0.50 0.30 0.10 0.30 5.00	
						MAX Difficulty	10.00 (+)	
						EGR Bonus	(+) (+)	
Judge's Signature						Neutral Deduction Final Score	(-)	

2012-2019 SPECIAL OLYMPICS GAMES										
LEVEL 4 FLOOR EXERCISE - PANEL E										
		ARTISTIC O	PTIONAL	JUDGING SHEET						
Athlete's Name: Level: 4										
		SPECIFIC COMPOSITION		SPECIFIC EXECUTION						
ARTISTRY FAULTS	DEDUCT	FAULTS	DEDUCT	DEDUCTIONS	DEDUCT	GENERAL FAULTS	DEDUCT			
		1								
Insufficient variation in	0.10	- Repetitive use of	0.30	- Concentration pause prior to	0.10	General Faults -				
rhythm & tempo		elements (more than 2		series, more than 2 seconds	0.50	Apply to all skills:	0.10			
Sureness of performance	0.10	times) - Directionally	0.10	- Excessive preparation for a dance series	0.50	- Small - Medium	0.30			
Insufficient artistry of presentation throughout the		(movements fwd, bwd,	0.10	- Poor rhythm in connections	0.10	- Medium - Large	0.50			
exercise including:		swd)		- Poor rhythm throughout	0.10	- Fall, each	1.00			
- creative choreography	0.10	- Insufficient use of floor	0.10	exercise		,				
originality of composition		area		MUSIC:		Overtime, 2	0.10			
of elements & movements	0.40			- Poor relationship of music	0.30	seconds or less				
<ul> <li>personal style</li> <li>expresses the personality</li> </ul>	0.10			and movement throughout - Missing synchronization of	0.10	Overtime, greater than 2 seconds	0.30			
of the gymnast				movement with musical	0.10					
				beat at end of the exercise						
				- Background music	0.50					
					Start Value	e 1	0.00			
					Execution	(-)				
					aults	(-)				
					inal Scor					
Judge's Signature										