

D SCORE _____ + E SCORE _____ = TOTAL SCORE _____

2012-2019 SPECIAL OLYMPICS GAMES

**LEVEL 1 VAULTING - PANEL D
ARTISTIC COMPULSORY ROUTINE JUDGING SHEET**

Athlete's Name:	Number:	Level: 1
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NOTES: Repeat Same Vault = - .5 off total score

1 balk allowed if does not touch board

The best vault counts

Identified Skills	Value	Tuck Jump From Board	Straddle Jump From Board
1. Stand at Attention	1.65		
2. Run	1.65		
3. Hurdle onto Board	1.65		
4. Rebound - Body Position in Flight	1.65		
5. Landing	1.65		
6. Landing Finish Position	1.65		
		V1 Performance Score	V2 Performance Score
Tabulate Each Vault Score	Max 10.00 Each		

Skills	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
			Best Vault
6 Skills	10.00	Performance Score	
5 Skills	8.35		
4 Skills	6.70	Repeat Same Vault - 0.5	(-)
3 Skills	5.05		
2 Skills	3.40	Total Neutral Deductions	(-)
1 Skill	1.75		
0 Skills	0.10	Final Score	

Judge's Signature:

2012-2019 SPECIAL OLYMPICS GAMES

LEVEL 1 VAULTING - PANEL E

ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:	Number:	Level: 1
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Note: The best vault counts

Identified Skills	Specific Faults	Score V1* Tuck Jump From Board	Score V2* Straddle Jump From Board
1. Stand at Attention	- Body Position		
2. Run	- Acceleration		
3. Hurdle onto board	- Alternate Foot Take Off - steps on board		
4. Rebound - Height in Air	- Less than 1 3/4 Feet - Less than 1 Foot		
5. Rebound – Body Position in Flight	V1 - Lack of Tuck V2 - Lack of Straddle V2 - Pike Straddle		
6. Rebound - Distance of Flight	- Less Than 3 Feet - Less Than 1 Foot		
7. Landing	- Each Step - Fall		
8. Landing Finish Position	- Body Position		

Tabulate Each Vault Score	Max 10.00 each		
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*General Faults: Apply to all skills	Best Vault
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Small	0.10	Maximum Score	10.00
Medium	0.30	Total Execution Deductions	(-)
Large	0.50	Deliberate Omission (-0.80 per skill omitted)	
Falls	1.00	Final Score	

Judge's Signature:

D SCORE _____ + E SCORE _____ = TOTAL SCORE _____

2012-2019 SPECIAL OLYMPICS GAMES

LEVEL 1 UNEVEN BARS - PANEL D

ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name:	Number:	Level: 1
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NOTE: Performed on single bar only; Coach must be in a position to spot entire routine.

Identified Skills	Value	Performed (Check)
Specified Bonus	One Tuck Swing - LB	+ 0.20
1. Jump to Straight Arm Support	1.40	
2. Cast - Hips Clear of Bar (No Angle)	1.40	
3. Hand Shift	1.40	
4. Other Hand Shift	1.40	
5. Cast - Hips Clear of Bar (No Angle)	1.40	
6. Tuck Forward Roll	1.40	
7. Release Bar to Stretch	1.40	

Skills	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
7 Skills	9.80	Performance Score	
6 Skills	8.40		
5 Skills	7.00	Total Neutral Deductions	(-)
4 Skills	5.60		
3 Skills	4.20	Bonus (Max 0.2)	(+)
2 Skills	2.80		
1 Skill	1.40	Final Score	
0 Skills	0.00		

Judge's Signature:

2012-2019 SPECIAL OLYMPICS GAMES

**LEVEL 1 UNEVEN BARS - PANEL E
ARTISTIC COMPULSORY ROUTINE JUDGING SHEET**

Athlete's Name:	Number:	Level: 1
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Identified Skills	Specific Faults	Execution Deductions
1. Jump to Straight Arm Support	- Incorrect Body Position in Support	
2. Cast - Hips Clear of Bar (No Angle)	- Insufficient Stretch - Lack of Amplitude	
3. Hand Shift	- Lack of Continuity - Not Clear of Bar	
4. Other Hand Shift	- Lack of Continuity - Not Clear of Bar	
5. Cast - Hips Clear of Bar (No Angle)	- Insufficient Stretch - Lack of Amplitude	
6. Tuck Forward Roll	- Lack of Continuity - Lack of Control - Lack of Tuck	
7. Release Bar to Stretch	- Behind Bar	

*General Faults: Apply to all skills	
Small	0.10
Medium	0.30
Large	0.50
Falls	1.00

	Maximum Score	10.00
	Total Execution Deductions	(-)
	Deliberate Omission (- 0.70 per skill omitted)	(-)
	Final Score	

Judge's Signature: V3 10/30/2013

D SCORE _____ + E SCORE _____ = TOTAL SCORE _____

**2012-2019 SPECIAL OLYMPICS GAMES
LEVEL 1 BALANCE BEAM - PANEL D
ARTISTIC COMPULSORY ROUTINE JUDGING SHEET**

Athlete's Name: _____ **Number:** _____ **Level: 1**

NOTE: Low Beam Only

Identified Skills	Value	Performed? (Check)	Bonus
1. Step On Beam	.95		
2. Two Forward Leg Swings (90°) BONUS: Above 90 = +0.30	.95		(+)
3. 1/4 Turn	.95		
4. 2 Steps Sideward	.95		
5. 1/4 Turn Coupe Balance BONUS: Hold 2 Seconds = +0.30	.95		(+)
6. Two Steps Backward	.95		
7. 1/4 Turn	.95		
8. 1/4 Turn	.95		
9. March to End of Beam	.95		
10. Straight Jump Dismount	.95		

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

Skills Performed	Performance Score	Refer to Judging Guide for Neutral Deductions	Tabulation
10 Skills	9.50	Performance Score	
9 Skills	8.55		
8 Skills	7.60	Bonus	(+)
7 Skills	6.65		
6 Skills	5.70	Connections	(-)
5 Skills	4.75		
4 Skills	3.80	Exactness of Text	(-)
3 Skills	2.85		
2 Skills	1.90	Total Neutral Deductions	(-)
1 Skill	0.95		
0 Skills	0.00	Final Score (Max 10.00)	

Judge's Signature: _____

2012-2019 SPECIAL OLYMPICS GAMES

LEVEL 1 BALANCE BEAM - PANEL E

ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name: _____ **Number:** _____ **Level: 1**

Note: General faults will be applied to all skills.*

Identified Skills	Specific Faults	Execution Deductions
1. Step On Beam		
2. Two Forward Leg Swings (90°)	- Lack of Amplitude - Lack of Continuity	
3. 1/4 Turn	- Lack of Turn or Overturn - Lack of Continuity in Turn	
4. 2 Steps Sideward	- Lift on Each Step - Lack of Continuity in Steps - Arm Position - Chest Up	
5. 1/4 Turn Coupe Balance	- Lack of Turn or Overturn - Lack of Continuity in Turn - Balance Not Held (2 sec.)	
6. Two Steps Backward	- Lift on Each Step - Lack of Continuity in Steps - Arm Position - Chest Up	
7. 1/4 Turn	- Lack of Turn or Overturn - Lack of Continuity in Turn	
8. 1/4 Turn	- Lack of Turn or Overturn - Lack of Continuity in Turn	
9. March to End of Beam	- Lack of Continuity	
10. Straight Jump Dismount	- One Foot Takeoff - Quality of Posture	

*General Faults: Apply to all skills	
Small	0.10
Medium	0.30
Large	0.50
Falls	1.00

	Maximum Score	10.00
	Total Execution Deductions	(-)
	Deliberate Omission (- 0.45 per skill omitted)	(-)
	Final Score	

Judge's Signature: _____

D SCORE _____ + E SCORE _____ = TOTAL SCORE _____

2012-2019 SPECIAL OLYMPICS GAMES

LEVEL 1 FLOOR EXERCISE - PANEL D

ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name: _____ **Number:** _____ **Level: 1**

Identified Skills	Value	Performed? (Check)	Bonus
1. One Log Roll	0.95		
2. Two Side Chasses	0.95		
3. Arabesque into 3/4 Handstand	0.95		
4. 1/4 Coupe Turn	0.95		
5. Four Marching Steps BONUS: Skipping in Passé = +0.30	0.95		(+)
6. Stretched Jump	0.95		
7. Scale (2 seconds)	0.95		
8. Simulated Cartwheel (kickover) BONUS: Vertical Cartwheel = +0.50	0.95		(+)
9. Forward Roll	0.95		
10. Back Rock	0.95		

General Deductions Applied for Each:

- Connections
- Exactness of Text
- Exactness of Floor Pattern
- Not Performed with the Music

Application Guidelines

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
10 Skills	9.50	Performance Score	
9 Skills	8.55		
8 Skills	7.60	Connections	(-)
7 Skills	6.65		
6 Skills	5.70	Exactness of Text	(-)
5 Skills	4.75		
4 Skills	3.80	Not Performed with the Music	(-)
3 Skills	2.85		
2 Skills	1.90	Total Neutral Deductions	(-)
1 Skill	0.95		
0 Skills	0.00	Bonus	(+)
		Final Score	

Judge's Signature: _____

2012-2019 SPECIAL OLYMPICS GAMES
LEVEL 1 FLOOR EXERCISE - PANEL E
ARTISTIC COMPULSORY ROUTINE JUDGING SHEET

Athlete's Name: _____ **Number:** _____ **Level: 1**

NOTE: General faults are applied to all skills*

Identified Skills	Specific Faults	Execution Deductions
1. One Log Roll	- Lack of Continuity In The Roll - Lack of Stretch	
2. Two Side Chasses	- Lack of Continuity	
3. Arabesque into 3/4 Handstand	- Lack of Amplitude	
4. 1/4 Coupe Turn	- Lack of Balance - Incomplete Turn	
5. Four Marching Steps	- Lack of Balance - Lack of Continuity	
6. Stretched Jump	- Insufficient Height - Lack of Stretch	
7. Scale (2 seconds)	- Lack of Amplitude - Insufficient Hold	
8. Simulated Cartwheel (kickover)	- Incomplete Kickover - Lack of Lunge Into & Out of	
9. Forward Roll	- Lack of Control - Incomplete Roll	
10. Back Rock	- Lack of Continuity	

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

Small	0.10
Medium	0.30
Large	0.50
Falls	1.00

	Maximum Score	10.00
	Total Execution Deductions	(-)
	Deliberate Omission (- 0.45 per skill omitted)	(-)
	Final Score	

Judge's Signature: _____