



2020 NCAA Challenge (Week 1) Floor Exercise (Del Cid)

Skills			Comments		
	(*)	Group	Bonus	Deduction	
Back handspring	А	3			
Double back w 1/1 turn	D	3		0.3 lack of prep	
				0.1 legs apart	
				0.1 step	
				0.1 arm wave	
				0.1 simple steps to corner	
Front salto str	B	2			
Front salto str w 3/2 turn	C	2		0.1 bent knee	
				0.1 hop	
				0.1 simple steps to corner	
Back salto str w 3/2 turn	C	3		0.1 bent knee	
Front salto str w 1/2 turn	B	2		0.1 low	
				0.1 bent knee	
				0.3 hop/uncontrolled	
				landing	
				0.1 simple steps to corner	
Back salto str w 2/1 turn	C	3		0.5 Jump to prone	Confirmed by Jeff
					Thomson, MTC.
Split	A	1			
Press to handstand	X	х		0.1 hesitation to HS	
				0.5 no stop	
Front dive roll	A	2		· ·	
Back salto str w 1/1 turn	B	3		0.1 legs apart - did not	sashay to corner is
				bring heels together	considered
					'choreography'
Back salto str w 5/2 turn	D	3		0.1 legs apart	
				0.1 hop	
			1		

G =			
F =			
E =	Difficulty = 2.5	E1 = 3.1	Dismount stuck = No
D = 2	Element Groups = 2.0		
C = 3	Connection + Stick = 0.0		
B = 3			D Panel + E Panel = 11.40
A = 2	D Score = 4.50		

<u>D – Panel Comments:</u>

E – Panel Comments:

* X = repeated skill or non-recognized skill.





2020 NCAA Challenge (Week 1) Pommel Horse (Merryman)

Skills	Value (*)	Element Group	Connection Bonus	Execution Deduction	Comments
Loop	A	2	Donus	0.1 skew	
Moguilny	D	3			See COP p. 57 11.2.2.a.3.viii
Reverse loop	А			0.1 skew	
Reverse Roth	D	3			
Loop	A			0.1 skew	
Pommel Loop	B	2			
Czechkehre	B	2			
Circle	A			0.1 leg hit horse	
Scissor	A	1		0.1 low scissor	
¹ / ₂ Sivado	B	3		0.1 skew	
Magyar (1-3-5)	D	3		0.1, 0.3 skew	
Reverse loop	A			0.3 skew	
Sivado (1-3-5)	D	3		0.1, 0.1 skew	
Loop	A				
Stockli HS 3/3 270	D	4		0.3 interruption in upward movement 0.1 swing w/strength	

G =			
$\mathbf{F} =$			
E =	Difficulty = 2.8	E1 = 1.9	
D = 5	Element Groups = 2.0		
C =	Connection Bonus = 0.0		
B = 3			D Panel + E Panel = 12.90
A = 2	D Score = 4.80		

D – Panel Comments:

E - Panel Comments:

* X = repeated skill or non-recognized skill.





2020 NCAA Challenge (Week 1) Still Rings (Merryman)

Skills	Value	Element	Connection	Execution	Comments
	(*)	Group	Bonus	Deduction	
Back uprise Str Planche	C	3		0.1 slight arm bend	
				0.1 high entry	
				0.1 high hold	
				0.3 pike	
Felge to HS	C	1		0.1 swinging rings	
_				0.1 shoot past HS	
Forward Giant to HS	C	1		0.1,0.1 wobble in HS	
Jonasson	D	1		0.1 rhythm	
Yamawaki	C	1			
Back uprise Straddle L	B	1			
Straddle Planche	B	2		0.1 high hold	
				0.3 pike	
				0.1 body movement	
L-sit	A	2		0.3 short hold	
Press to HS	B	2		0.1 rhythm	
				0.1 swinging rings	
Double back tuck w 1/1	C	4		0.1 lack of prep	
				0.1 hop	

G =			
F =			
E =	Difficulty = 2.6	E1 = 2.3	Dismount stuck = No
D = 1	Element Groups = 1.8		
C = 5	NCAA Stick Bonus = 0.0		
B = 3			D Panel + E Panel = 12.10
A = 1	D Score = 4.40		

D – Panel Comments:

<u>E – Panel Comments:</u>

* X = repeated skill or non-recognized skill.





2020 NCAA Challenge (Week 1) Vault (Frank)

Skills	Value	Element	Connection	Execution	Comments
<mark>Tsukahara w 2/1 turn</mark> (#274)	(*) 4.8	Group	Bonus	Deduction0.1 legs apart on pre-flight0.1 low (lack of rise)0.3 bent legs0.1 bent ankles0.1 lack of prep	
				0.1 legs apart 0.1 hop	

G =			
F =			
E =	Difficulty = 4.8	E1 = 0.9	Dismount stuck = No
D = C =	Element Groups = N/A		
C =	NCAA Stick Bonus = 0.0		
B =			D Panel + E Panel = 13.90
A =	D Score = 4.80		

<u>D – Panel Comments:</u>

E – Panel Comments:

* X = repeated skill or non-recognized skill.





2020 NCAA Challenge (Week 1) Parallel Bars (Merryman)

Skills	Value	Element	Connection	Execution	Comments
	(*)	Group	Bonus	Deduction	
Kip	A	3			
Swing to HS	А			0.1 adjustment	shoulder shrug
Basket 1/2	E	3		0.1 bent arms	
				0.1 adjustment	shoulder shrug
Basket to HS	D	3			
Giant	C	3			
Basket to Support	<mark>₿</mark>	3			
L-sit	А	1		0.1 lower legs	
				0.1 hand adjust	
Press to HS	B B	1			
Healy	D	1		0.1 pike	
Healy to upper arm	B	1			
Back uprise straddle cut	B B	2			
Swing to HS	X			0.1 adjustment	shoulder shrug
Double back pike	D	4		0.1 lack of prep	
				0.3 step	
				0.1 body wobble	

G =			
F =			
E = 1	Difficulty = 2.9	E1 = 1.2	Dismount stuck = No
D = 3	Element Groups = 2.0		
C = 1	NCAA Stick Bonus $= 0.0$		
B = 4			D Panel + E Panel = 13.70
A = 1	D Score = 4.90		

D – Panel Comments:

<u>E – Panel Comments:</u>

* X = repeated skill or non-recognized skill.





2020 NCAA Challenge (Week 1) Horizontal Bar (Merryman)

Skills	Value (*)	Element Group	Connection Bonus	Execution Deduction	Comments
Hang				0.1,0.1,0.1 hand adj	
Backuprise HS with 1/2 turn	A	1			
Stalder	B B	3		0.1 angle	
Giant bwd	A	1			
Tkatchev	C	2		0.1 hand slide	
Blind change	A	1		0.1 angle	
Giant fwd	А				
Endo	<mark>B</mark>	3		0.1 rhythm	
				0.1 angle	
Adler	C C	3		0.1 bent knees	
elgrip giant	B B	1			
elgrip endo	C	3		0.1 early entry	
				0.3 angle	
Pirouette	Α			0.1 angle	
Double salto bwd str 1/1	D	4		0.1 slight pike	
				0.1 lack of prep	
				0.3 step	

G =			
$\mathbf{F} =$	Difficulty = 2.2		
E =	Element Groups = 2.0	E1 = 1.9	Dismount stuck = No
D = 1	Connection Bonus = 0.0		
C = 3	NCAA Stick Bonus = 0.0		
B = 3			D Panel + E Panel = 12.30
A = 3	D Score = 4.20		

D – Panel Comments:

<u>E – Panel Comments:</u> 5 swings before starting the routine. This is a JO deduction. This will be a deduction in the new code, however, this is not a listed deduction in this code. Please note, all of the additional hand movements / adjustments are a deduction.

* X = repeated skill or non-recognized skill.