



## **NGJA Judges Report Form**

<b>Competition</b>	NGJA Course Routine Eval 2022
<b>Event</b>	Floor Exercise
<b>Level</b>	<b>Compulsory</b>
<b>Judge 1 (D1/E1)</b>	Kristin Miller
<b>Judge 2 (D2/E2)</b>	
<b>Judge 3 (E3)</b>	If Applicable
<b>Judge 4 (E4)</b>	If Applicable
<b>Location</b>	If Applicable
<b>Dates</b>	September 30

### **Overview & Event Commentary:**

E2 deductions that were different than E1 are listed in red, if E1 & E2 took the same deductions they are black



**COMPETITION: 2022 NGJA Course**

**EVENT: Floor Exercise**

**ROUTINE FX Level 3 - 1** <https://www.youtube.com/watch?v=2JFFZdExyDA>

Skills	Bonus	Execution Deductions	Comments
1. Lift arms and kick leg up, step forward to momentary hold of lunge		0.1	back knee bent on lunge
2. Kick to momentary hold of handstand		0.1, 0.1	toes, arched HS
3. Straight arm forward roll, jump hurdle to cartwheel, cartwheel with 1/4 turn to stand		0.1, 0.1, 0.1	toes, toes, slid feet together
4. Tucked backward roll to straight or hollow body extended front support			
5. Lower to arch support with toes pointed and head up, lift to straddle stand with heads up and arms extended			
<b>SB1. Replace #6 w/ straddle press to handstand hold (+0.5)</b>	<b>+0.5</b>	0.1, 0.3	arm bend, no stop
7. Forward roll, Tuck Jump to stand		0.1	toes
8. Run, hurdle, round-off, rebound to stand		0.1, 0.1	hop, step

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 1.3	
Virtuosity = 0.0	E2 =	
Specified Bonus = 0.5	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel = <b>8.70</b>
Final Start Value = 10.0		

D – Panel Comments:

E – Panel Comments:



**COMPETITION: 2022 NGJA Course**

**EVENT: Floor Exercise**

**ROUTINE FX Level 3 - 2** <https://www.youtube.com/watch?v=deyzybXki0E>

Skills	Bonus	Execution Deductions	Comments
1. Lift arms and kick leg up, step forward to momentary hold of lunge		0.1, 0.1	knees bent, toes
2. Kick to momentary hold of handstand		0.3, 0.1	no stop, toes
3. Straight arm forward roll, jump hurdle to cartwheel, cartwheel with 1/4 turn to stand		0.1, 0.1, 0.1, 0.1, 0.1, 0.1	arm bend in roll, minimal hurdle, knee bend, rhythm, knee bend, step
4. Tucked backward roll to straight or hollow body extended front support		0.1	leg separation
5. Lower to arch support with toes pointed and head up, lift to straddle stand with heads up and arms extended			
6. Straddled press to momentary hold of headstand		0.1, 0.1, 0.1, 0.1	knees, toes, legs separation on stand, angle of stand
7. Forward roll, Tuck Jump to stand		0.1, 0.1, 0.1	rhythm, toes, knees not tight to chest
8. Run, hurdle, round-off, rebound to stand		0.1, 0.1, 0.3	lack of turnover in round-off, preparation for landing, no rebound

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 2.5	
Virtuosity = 0.0	E2 =	
Specified Bonus = 0.0	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel = <b>7.00</b>
Final Start Value = 9.5		

**D – Panel Comments:** Even though he brought his heels together and showed some control of the final position before turning to the judge, he did not perform a rebound and therefore, could not earn stick bonus.

**E – Panel Comments:**



**COMPETITION: 2022 NGJA Course**

**EVENT: Floor Exercise**

**ROUTINE FX Level 3 - 3** <https://www.youtube.com/watch?v=8pdeKSb4uzQ>

Skills	Bonus	Execution Deductions	Comments
1. Lift arms and kick leg up, step forward to momentary hold of lunge			
2. Kick to momentary hold of handstand		0.1	unsteadiness
3. Straight arm forward roll, jump hurdle to cartwheel, cartwheel with 1/4 turn to stand		0.1	toes on 2nd cartwheel
4. Tucked backward roll to straight or hollow body extended front support			
5. Lower to arch support with toes pointed and head up, lift to straddle stand with heads up and arms extended			
<b>SB1. Replace #6 w/ straddle press to handstand hold (+0.5)</b>	<b>+0.5</b>	0.3, 0.3	no stop, angle from vertical when feet came together
<b>SB2. Replace #7 with forward roll, straight jump with 1/1 turn to stand (+0.5)</b>	<b>+0.5</b>	0.1, 0.1	leg separation, step
8. Run, hurdle, round-off, rebound to stand	<b>+0.2</b>	0.1, 0.1	leg separation in rebound, feet apart in landing, <b>stick</b>

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 1.2	
Virtuosity = 0.0	E2 =	
Specified Bonus = 1.0	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = <b>9.50</b>
Final Start Value = 10.7		

**D – Panel Comments:**

**E – Panel Comments:**



**COMPETITION: 2022 NGJA Course**

**EVENT: Floor Exercise**

**ROUTINE FX Level 4 - 1** <https://www.youtube.com/watch?v=3CCpmNRZuvE>

Skills	Bonus	Execution Deductions	Comments
1. Run, Hurdle, punch straight jump to stand		0.1, 0.1	leg separation, arch
2. Kick leg up and cartwheel with ¼ turn to stand, tuck or pike back extension roll through handstand		0.1, 0.3, 0.1	step after cartwheel, 30-45 deg thru HS, toes
3. Lower to arched prone support with head up and toes pointed, lift to straddle stand with head up and arms extended			
<b>SB1. Replace #4 with straddled press to handstand with momentary hold, Pike down or rollout with straight arms to stand (+0.5)</b>	<b>+0.5</b>	0.3, 0.1	no stop, angle from vertical
5. Run, hurdle, forward handspring		0.1, 0.1, 0.1	knees bent, leg separation, unsteadiness on landing
6. Step forward and kick to momentary hold of handstand		0.1, 0.1, 0.1 1.0, 0.1, 1.0, 0.3, 0.1, 0.1	hand step x3, fall from handstand x2, toes, no stop, leg separation
7. Straight arm forward roll, straight legged sissone, step forward to ½ turn rearward	<b>+0.1</b>	0.1, 0.1, 0.1, 0.1, 0.1	rhythm with stand, toes on sissone, step, step, step
8. Run, hurdle, round-off, back handspring, rebound to stand		0.1, 0.1, 0.1, 0.1	knees bent, leg separation, step, hop

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 5.2	
Virtuosity = 0.1	E2 =	
Specified Bonus = 0.5	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel = <b>4.9</b>
Final Start Value = 10.1		

**D – Panel Comments:** The sissone appeared to achieve 90 deg and he only had 0.1 in deduction for flexed toes, therefore, he earns the virtuosity.

**E – Panel Comments:**



**COMPETITION: 2022 NGJA Course**

**EVENT: Floor Exercise**

**ROUTINEFX Level 4 - 2** [https://www.youtube.com/watch?v=R\\_aBIL\\_SE-4](https://www.youtube.com/watch?v=R_aBIL_SE-4)

Skills	Bonus	Execution Deductions	Comments
1. Run, Hurdle, punch straight jump to stand		0.1, 0.1	lack of distinct vertical rise, feet not in front of hips
2. Kick leg up and cartwheel with ¼ turn to stand, tuck or pike back extension roll through handstand		0.5, 0.1	“interruption of exercise without fall”, no full stand before back extension roll
3. Lower to arched prone support with head up and toes pointed, lift to straddle stand with head up and arms extended			
<b>SB1. Replace #4 with straddled press to handstand with momentary hold, Pike down or rollout with straight arms to stand (+0.5)</b>	<b>0.5</b>	0.1, 0.1, 0.3	toes, leg/straddle angle, no hold
5. Run, hurdle, forward handspring		0.1	toes
<b>SB2. Replace #6 with step forward and kick to handstand with 360 deg full pirouette (+0.5)</b>	<b>0.5</b>	0.1	arch
7. Straight arm forward roll, straight legged sissone, step forward to ½ turn rearward			
<b>SB3. Replace #8 with run, hurdle, round-off, back handspring, back handspring rebound to stand (+0.5)</b>	<b>0.5</b>	0.1, 0.1, 0.1, 0.1, 0.1	toes, lack of extension in BHS, toes, lack of extension in BHS, step

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 2.0	
Virtuosity = 0.0	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel = 9.0
Final Start Value = 11.0		

**D – Panel Comments:**

**E – Panel Comments:**



**COMPETITION: 2022 NGJA Course**

**EVENT: Floor Exercise**

**ROUTINE FX Level 4 - 3** <https://www.youtube.com/watch?v=DgGatkrj2QY>

Skills	Bonus	Execution Deductions	Comments
1. Run, Hurdle, punch straight jump to stand			
2. Kick leg up and cartwheel with ¼ turn to stand, tuck or pike back extension roll through handstand		0.1, 0.1 0.3, 0.1, 0.1, 0.1	knee bent, step "fall from HS", leg separation, hand step x2
3. Lower to arched prone support with head up and toes pointed, lift to straddle stand with head up and arms extended			
<b>SB1. Replace #4 with straddled press to handstand with momentary hold, Pike down or rollout with straight arms to stand (+0.5)</b>	<b>+0.5</b>	0.1, 0.1, 0.3, 0.1	arm bend, legs skewed, no stop, angle from vertical
5. Run, hurdle, forward handspring		0.1, 0.1	leg separation, lack of extension
<b>SB2. Replace #6 with step forward and kick to handstand with 360 deg full pirouette (+0.5)</b>	<b>+0.5</b>	0.1, 0.1, 0.1	knee bend, loose feet, rhythm
7. Straight arm forward roll, straight legged sissone, step forward to ½ turn rearward		0.1	loose foot
<b>SB3. Replace #8 with run, hurdle, round-off, back handspring, back handspring rebound to stand (+0.5)</b>	<b>+0.5</b>	0.1, 0.1, 0.1, 0.1, 0.1, 0.1	knee bend, leg separation, knee bend, leg separation, lack of extension, step

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 2.6	
Virtuosity = 0.0	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel = <b>8.90</b>
Final Start Value = 11.5		

D – Panel Comments:

E – Panel Comments:



**COMPETITION: 2022 NGJA Course**

**EVENT: Floor Exercise**

**ROUTINE FX Level 5 - 1** <https://www.youtube.com/watch?v=ZUZc4U8YhWw>

Skills	Bonus	Execution Deductions	Comments
<b>SB1. Replace #1 with run, punch, salto forward pike (+0.5)</b>	<b>0.5</b>		
2. Step forward and kick to handstand with full 360 pirouette		0.1	feet separation
3. Straight arm forward roll to handspring, straight legged sissone, step forward to ½ turn rearward.	<b>0.1</b>	0.1, 0.1	loose arch, leg separation
4. Run, hurdle, forward handspring step-out, forward handspring. Straight jump with ½ turn to stand.		0.1	rhythm
5. Straight arm tuck or pike back extension roll through handstand, lower to arched prone support with head and toes pointed, lift to straddle stand with head up and arms extended		0.1	rhythm before back roll
<b>SB2. Replace #6 w/ Endo roll to momentary hold of handstand (+0.5)</b>	<b>0.5</b>	0.1, 0.1	pause in Endo roll, elbow bend
7. Pike down or rollout to stand and kick rearways 180 deg turn (one or more steps) to assemble ½ turn to stand facing diagonal.			
<b>SB3. Replace #8 with run, hurdle, round-off, back handspring, back handspring, salto backward tuck (+0.5)</b>	<b>0.5</b> <b>0.2</b>		<b>Stick Bonus</b>

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 0.7	
Virtuosity = 0.1	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = <b>10.6</b>
Final Start Value = 11.3		

**D – Panel Comments:**

**E – Panel Comments:**





**COMPETITION: 2022 NGJA Course**

**EVENT: Floor Exercise**

**ROUTINE FX Level 5 - 2** <https://www.youtube.com/watch?v=fZA9us55F-o>

Skills	Bonus	Execution Deductions	Comments
1. Run, punch, salto forward tuck		0.1, 0.1	toes, unsteady landing
2. Step forward and kick to handstand with full 360° pirouette			
3. Straight arm forward roll to headspring, straight legged sissone, step forward to ½ turn rearward.		0.1, 0.1, 0.1	loose arch, leg separation, hop
4. Run, hurdle, forward handspring step-out, forward handspring. Straight jump with ½ turn to stand.		0.1, 0.1, 0.1	knee bend, toes, tumbling angle
5. Straight arm tuck or pike back extension roll through handstand, lower to arched prone support with head and toes pointed, lift to straddle stand with head up and arms extended		0.1	leg separation on back extension roll
6. Momentary hold of straddle press handstand	<b>0.1</b>		<b>2 sec hold for virtuosity</b>
7. Pike down or rollout to stand and kick rearways 180 deg turn (one or more steps) to assemble ½ turn to stand facing diagonal.		0.3, 0.1	chest down, pause >2 sec in corner
8. Run, hurdle, round-off, back handspring, salto backward tuck	<b>0.2</b>	0.1, 0.1	toes, toes <b>stick bonus</b>

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 1.5	
<b>Virtuosity = 0.1</b>	E2 =	
<b>Specified Bonus = 0.0</b>	E3 =	
<b>Stick Bonus = 0.2</b>	E4 =	D Panel + E Panel = <b>8.3</b>
Final Start Value = 9.8		

**D – Panel Comments:**

**E – Panel Comments:**



COMPETITION: 2022 NGJA Course

EVENT: Floor Exercise

ROUTINE FX Level 5 - 3 <https://www.youtube.com/watch?v=YLJPNAGFUys>

Skills	Bonus	Execution Deductions	Comments
<b>SB1. Replace #1 with run, punch, salto forward pike (+0.5)</b>	<b>0.5</b>	0.1	hop
2. Step forward and kick to handstand with full 360° pirouette		0.1, 0.1	elbow bend, hop
3. Straight arm forward roll to handspring, straight legged sissone, step forward to ½ turn rearward.		0.3, 0.1, 0.1, 0.1	leg separation, loose arch, step after sissone, unsteadiness in corner
4. Run, hurdle, forward handspring step-out, forward handspring. Straight jump with ½ turn to stand.			
5. Straight arm tuck or pike back extension roll through handstand, lower to arched prone support with head and toes pointed, lift to straddle stand with head up and arms extended		0.1, 0.1, 0.1	rhythm, leg separation, elbow bend
<b>SB2. Replace #6 w/ Endo roll to momentary hold of handstand (+0.5)</b>	<b>0.5</b>	0.1, 0.1, 0.1	rhythm, elbow bend, arch
7. Pike down or rollout from handstand with control of stand, step toward corner with 180 turn (one or more steps) to 180° rearways turn in corner		0.1	pause >2 sec in corner
<b>SB3. Replace #8 with run, hurdle, round-off, back handspring, back handspring, salto backward tuck (+0.5)</b>	<b>0.5</b> <b>0.2</b>	0.1	non-distinct tuck position stick bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 1.7	
Virtuosity = 0.0	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = <b>9.5</b>
Final Start Value = 11.2		

D – Panel Comments:

E – Panel Comments:



**COMPETITION: 2022 NGJA Course**

**EVENT: Floor Exercise**

**ROUTINE FX Level 6 - 1** <https://www.youtube.com/watch?v=gBq7DdE11GM>

Skills	Bonus	Execution Deductions	Comments
1. Run, hurdle, round-off, back handspring, salto backward stretched		0.1, 0.3, 0.3, 0.1	leg separation, pike, step, arm swing
2. Straight arm tuck or pike back extension roll to handstand w/ ½ turn, lower to arched prone support with head up and toes pointed		0.1	leg separation
3. Lift to tuck position, jump to straight legged sissone, step forward to ½ turn rearward	<b>0.1</b>	0.1	knee bend sissone >90 deg split
4. Run, hurdle, forward handspring, salto forward tucked to stand		0.1, 0.1, 1.0	toes, prep for landing, fall
5. Step forward and kick ½ turn to Swedish fall, lower to arched prone support with head up and toes pointed, lift to straddle stand <u>or</u> split with head and arm(s) extended			
6. Perform any FIG "B" or higher press or Endo roll to handstand hold		0.1, 0.5, 0.1	rhythm, no hold, arch
7. Pike down, turn toward the corner, step forward (one or more steps allowed) to hitch kick, step forward to ½ turn rearward		0.1	chest down in hitchkick
8. Run, hurdle, round-off, back handspring, back handspring salto backward tuck		0.3, 0.1	prep for landing

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 3.4	
Virtuosity = 0.1	E2 =	
Specified Bonus = 0.0	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel = <b>6.2</b>
Final Start Value = 9.6		

**D – Panel Comments:**

**E – Panel Comments:**



**COMPETITION: 2022 NGJA Course**

**EVENT: Floor Exercise**

**ROUTINE FX Level 6 - 2** <https://www.youtube.com/watch?v=HCyGFI-5lh0>

Skills	Bonus	Execution Deductions	Comments
<b>SB1. Replace #1 with run, hurdle, round-off, back handspring, salto backward with a full twist (+0.5)</b>	<b>0.5</b>	0.1, 0.1	pike, hop
2. Straight arm tuck or pike back extension roll to handstand w/ ½ turn, lower to arched prone support with head up and toes pointed			
3. Lift to tuck position, jump to straight legged sissone, step forward to ½ turn rearward	<b>0.1</b>	0.1	knee sissone > 90 deg split
<b>SB 2. Replace #4 with run, hurdle, forward handspring, salto forward piked or stretched to stand (+0.5)</b>	<b>0.5</b>	0.3, 0.1	hop, low chest
5. Step forward and kick ½ turn to Swedish fall, lower to arched prone support with head up and toes pointed, lift to straddle stand <u>or</u> split with head and arm(s) extended	<b>0.1</b>		leg past vertical
6. Perform any FIG "B" or higher press or Endo roll to handstand hold		0.1	rhythm
7. Pike down, turn toward the corner, step forward (one or more steps allowed) to hitch kick, step forward to ½ turn rearward		0.1	pause > 2 sec in corner
<b>SB3. Replace #8 with run, hurdle, round-off, back handspring, tempo salto backward, back handspring, salto backward tuck (+0.5)</b>	<b>0.5</b> <b>0.2</b>	0.1, 0.1	toes, unsteadiness in landing Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 1.1	
Virtuosity = 0.2	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = <b>10.3</b>
Final Start Value = 11.4		

**D – Panel Comments:**

**E – Panel Comments:**



**COMPETITION: 2022 NGJA Course**

**EVENT: Floor Exercise**

**ROUTINE FX Level 6 - 3** <https://www.youtube.com/watch?v=RRmT4RmOhY>

Skills	Bonus	Execution Deductions	Comments
<b>SB1. Replace #1 with run, hurdle, round-off, back handspring, salto backward with a full twist (+0.5)</b>	<b>0.5</b>	0.1, 0.1, 0.1	leg separation, pike, arm swing

2. Straight arm tuck or pike back extension roll to handstand w/ ½ turn, lower to arched prone support with head up and toes pointed		0.1, 0.1	elbow bend, leg separation
3. Lift to tuck position, jump to straight legged sissone, step forward to ½ turn rearward	0.1		sissone split >90 deg
<b>SB 2. Replace #4 with run, hurdle, forward handspring, salto forward piked or stretched to stand (+0.5)</b>	0.5	0.1	knee
5. Step forward and kick ½ turn to Swedish fall, lower to arched prone support with head up and toes pointed, lift to straddle stand <u>or</u> split with head and arm(s) extended	0.1		
6. Perform any FIG "B" or higher press or Endo roll to handstand hold			
7. Pike down, turn toward the corner, step forward (one or more steps allowed) to hitch kick, step forward to ½ turn rearward			
<b>SB3. Replace #8 with run, hurdle, round-off, back handspring, tempo salto backward, back handspring, salto backward tuck (+0.5)</b>	0.5 0.2	0.3, 0.1, 0.1, 0.1	tempo salto backward height, leg separation, toes, unsteadiness in landing stick bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 1.2	
Virtuosity = 0.2	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = <b>10.2</b>
Final Start Value = 11.4		

**D – Panel Comments:**

**E – Panel Comments:**