

# **NGJA Judges Report Form**

Competition	NGJA Course Routine Eval 2022
Event	
Level	Compulsory
Judge 1 (D1/E1)	Julio Bernal
Judge 2 (D2/E2)	
Judge 3 (E3)	
Judge 4 (E4)	If Applicable
Location	If Applicable
Dates	September 30

## **Overview & Event Commentary:**



**EVENT: High Bar** 

**ROUTINE HB Level 3 - 1** 

https://www.youtube.com/watch?v=8pdeKSb4uzQ

Skills	Bonus	Execution Deductions	Comments
1. From a hang in overgrip, hanging ½ turn to mixed grip, change second hand to overgrip		0.1	Arch
SB1. Replace #2 with pullover to support WITHOUT spotter assistance (+0.5)	0.5	0.1	Momentary stop > 2 secs.  0.5
3. Cast to undershoot forward SB2. In #3 perform cast to horizontal (+0.5)	0.5	0.1	Cast: arch 0.5
SB3. In #3 add back hip circle prior to undershoot forward (+0.5)	0.5	0.3, 0.1	Back hip circle arms bend, undershoot body pike 0.5
4. Swing backward, tap swing forward		0.1, 0.1	Pike on the back swing, body position
5. Swing backward, tap swing forward		0.1, 0.1	Pike on the back swing, body position
Swing backward and uprise to hop with both hands, tap swing forward		0.1	Body position
7. Swing backward, tap swing forward		0.1, 0.1	Pike on the back swing, body position
8. Swing backward, tap swing forward		0.1, 0.1	Pike on the back swing, body position
Swing backward to uprise and release hands dismounting to stand		0.1, 0.1	Amplitude of uprise action shoulder below the bar, leg separation before landing
	0.2		Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 1.8	
Virtuosity = 0.0	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = 9.4
Final Start Value = 11.2		

**D – Panel Comments:** D1 His back swings were pike and his back arch



**EVENT: High Bar** 

**ROUTINE HB Level 3 - 2** 

https://www.youtube.com/watch?v=0fcentyP7Do

Skills	Bonus	Execution Deductions	Comments
<ol> <li>From a hang in overgrip, hanging ½ turn to mixed grip, change second hand to overgrip</li> </ol>		0.1, 0.1	Pike body, side swing
SB1. Replace #2 with pullover to support WITHOUT spotter assistance (+0.5)	0.5	0.1	Uneven pull 0.5
3. Cast to undershoot forward		0.1, 0.1	Cast: arms bend, arch
SB3. In #3 add back hip circle prior to undershoot forward (+0.5)	0.5	0.1, 0.1, 0.1, 0.1	Pike, head position, bend knees, undershoot head back  0.5
4. Swing backward, tap swing forward		0.1, 0.1, 0.1	body position on the back and the front swing
5. Swing backward, tap swing forward		0.1, 0.1, 0.1	body position on the back and the front swing
Swing backward and uprise to hop with both hands, tap swing forward		0.1, 0.1, 0.1	body position on the back and the front swing
7. Swing backward, tap swing forward		0.1, 0.1, 0.1	body position on the back and the front swing
8. Swing backward, tap swing forward		0.1, 0.1, 0.1	body position on the back and the front swing
Swing backward to uprise and release hands dismounting to stand		0.3, 0.1, 0.1	height in uprise, dip landing, slide foot,

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 2.9	
Virtuosity = 0.0	E2 =	
Specified Bonus = 1.0	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel = 7.6
Final Start Value = 10.5		

<u>**D – Panel Comments:**</u> D1 Very loose body on the swings



**EVENT: High Bar** 

**ROUTINE HB Level 3 - 3** 

https://www.youtube.com/watch?v=GW4yxK9u0El

Skills	Bonus	Execution Deductions	Comments
<ol> <li>From a hang in overgrip, hanging ½ turn to mixed grip, change second hand to overgrip</li> </ol>	0.1	0.1	Pike V1. In #1, maintain a hollow body throughout the ½ turn (+0.1)
SB1. Replace #2 with pullover to support WITHOUT spotter assistance (+0.5)	0.5	0.1, 0.1	Legs apart and bend 0.5
3. Cast to undershoot forward		0.1, 0.3, 0.1	Cast arch, pike undershoot, head position
4. Swing backward, tap swing forward		0.1, 0.1	Body position, arms bend
5. Swing backward, tap swing forward		0.1, 0.1	Body position, arms bend
Swing backward and uprise to hop with both hands, tap swing forward		0.1, 0.1, 0.1	Body position, legs apart, toes flex
7. Swing backward, tap swing forward		0.1, 0.1	Body position, arms ben
8. Swing backward, tap swing forward		0.1, 0.1, 0.1	Body position, arms ben, legs apart
Swing backward to uprise and release hands dismounting to stand	0.2	0.1, 0.1	height of uprise action, chest low landing Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 2.2	
Virtuosity = 0.1	E2 =	
Specified Bonus = 0.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = 8.1
Final Start Value = 10.3		

#### **D – Panel Comments:**



**EVENT: High Bar** 

**ROUTINE HB Level 4 - 1** 

https://www.youtube.com/watch?v=3CCpmNRZuvE

Skills	Bonus	Execution	Comments
1. Fuench are in congress well-constant according		Deductions	Langhand adjustment v 2 and
1. From hang in overgrip pullover to support		0.1, 0.1, 0.1	Legs bend, adjustment, > 2 secs.
		00000	stop
2. Cast to back hip circle to undershoot forward		0.3, 0.1, 0.1,	Cast angle, legs bend, toes flex.
		0.1, 0.1	Undershoot head position, pike, toes flex,
3. Swing backward, tap swing forward with ½ turn to		0.1, 0.1, 0.1,	Body Position in ½ turn, legs
mixed grip		0.1	bend and apart, toes flex
Tap swing forward, swing backward and change hand to double overgrip		0.1, 0.1	Legs apart, toes flex
5. Swing forward and kip to support		0.5, 0.1	Spotting, > 2 secs. stop
6. Cast to undershoot forward		0.5, 0.3, 0.1	Cast angle, toes flex, pike
			undershoot
SB2. Following #6, add swing backward, tap swing		0.5, 0.1, 0.1,	Hit the bar, legs apart, legs
forward to swinging pullover (¾ giant swing		0.1, 0.1	bend, toes flex, pike
backwards) to undershoot forward (+0.5)	0.5		undershoot. Large deduction no
			bonus
7. Swing backward, tap swing forward		0.1, 0.1, 0.1	Body Position, legs apart, toes
			flex
8. Swing backward, tap swing forward		0.1, 0.1, 0.1	Body Position, legs apart, toes
			flex
9. Swing backwards to uprise and release hands dismount to		0.1, 0.1, 0.1,	Body Position, legs apart, toes
stand		0.5, 0.1, 0.1,	flex. Extra full swing, Body
		0,1	Position, legs apart, leg bend
			toes flex
	0.2		Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 5.7	
Virtuosity = 0.0	E2 =	
Specified Bonus = 0.0	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = .0
Final Start Value = 9.7		

### **D – Panel Comments:**



**EVENT: High Bar** 

**ROUTINE HB Level 4 - 2** 

https://www.youtube.com/watch?v=z17I\_A6GC1c

Skills	Bonus	Execution	Comments
A Franchiscotto and the Heaville and the		Deductions	
1. From hang in overgrip pullover to support			
2. Cast to back hip circle to undershoot forward			
SB1. Replace #2 with cast to free hip circle to			
undershoot forward (+0.5)	0.5		0.5
3. Swing backward, tap swing forward with ½ turn to		0.1, 0.1	Pike on the back swing, pike on the ½
mixed grip			turn
4. Tap swing forward, swing backward and change hand to double overgrip		0.1	Pike on the back swing
5. Swing forward and kip to support		0.1	Pike on the back swing
6. Cast to undershoot forward			
SB2. Following #6, add swing backward, tap swing forward to swinging pullover (¾ giant swing backwards) to undershoot forward (+0.5)		0.1, 0.1	Pike on the back swing, bend arms
	0.5		0.5
7. Swing backward, tap swing forward		0.1	Pike on the back swing
			V2. In #7, perform swing backward or
	0.1		forward to horizontal (+0.1)
8. Swing backward, tap swing forward		0.1	Pike on the back swing
			V3. In #8, perform swing backward or
	0.1		forward to horizontal (+0.1)
9. Swing backwards to uprise and release hands			
dismount to stand			
SB3. Replace #9, with swing backward, tap swing		0.1	Pike on the back swing
forward to salto backward (flyaway) tucked, piked	0.5		0.5
or stretched dismount (+0.5)	0.2		Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 0.9	
Virtuosity = 0.2	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = 10.5
Final Start Value = 11.4		

D – Panel Comments:



**EVENT: High Bar** 

**ROUTINE HB Level 4 - 3** 

https://www.youtube.com/watch?v=u3jjcl2iJyl

Skills	Bonus	Execution Deductions	Comments
From hang in overgrip pullover to support		0.1, 0.1	Legs apart, > 2 secs. stop
2. Cast to back hip circle to undershoot forward		0.3, 0.1,0.3,	Cast angle and arch, back hip
		0.1, 0.1	circle arms bend, pike under
			shoot, head position
3. Swing backward, tap swing forward with ½ turn to mixed grip		0.5, 0.1	Leg apart and bend
4. Tap swing forward, swing backward and change		0.3, 0.1	Arm bend, struggle
hand to double overgrip			
5. Swing forward and kip to support		0.5, 0.1	Arms bend, > 2 secs, stop
6. Cast to undershoot forward		0.3, 0.1	Cast angle, pike undershoot
SB2. Following #6, add swing backward, tap swing		0.5, 0.1, 0.1	Hit the bar, legs apart,
forward to swinging pullover (¾ giant swing			undershoot pike. No bonus large
backwards) to undershoot forward (+0.5)	0.5		deduction
7. Swing backward, tap swing forward		0.1	Pike on the back swing
8. Swing backward, tap swing forward		0.1	Pike on the back swing
9. Swing backwards to uprise and release hands dismount			
to stand	0.2		Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 4.0	
Virtuosity = 0.0	E2 =	
Specified Bonus = 0.0	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = 5.7
Final Start Value = 9.7		

#### <u>D – Panel Comments:</u>



**EVENT: High Bar** 

**ROUTINE HB Level 5 - 1** 

https://www.youtube.com/watch?v=ZUZc4U8YhWw

Skills	Bonus	Execution	Comments
		Deductions	
1. From hang in undergrip pullover to support		0.1, 0.1	Leg separation, > 2 secs. stop
2. Cast forward to ¾ giants swing forward		0.3, 0.5, 0.3,	Cast, legs bend, arms bend, legs
		0.1	apart
3. Hop both hands simultaneously to double overgrip		0.1	failure to maintain hollow
4. Tap swing forward with ½ turn to mixed grip, tap swing forward in mixed grip		0.1	failure to maintain hollow
<ol><li>Swing backward in mixed grip, change hand to double overgrip</li></ol>			
6. Swing forward, kip to support		0.1, 0.1,	Body position, > 2 secs. stop
7. Cast ¾ giant swing backwards		0.5	Maximum deduction for
			execution
SB2 & SB3. Replace #7, with cast to free hip			SB 3 performed
circle, two giant swings backward and ¾ giant			
swing backward (baby giant) (+0.5)	0.5		0.5
8. Undershoot to swing backward, tap swing forward,		0.1, 0.1, 0.1	Pike during undershoot, head
swing backward			position, body position in the back
			swing
9. Tap swing forward to salto backward (flyaway)		0.1, 0.1, 0.1,	legs apart, pike down, preparation
tucked, piked or stretched dismount		0.3	for landing, step

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 3.2	
Virtuosity = 0.0	E2 =	
Specified Bonus = 0.5	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel = 6.8
Final Start Value = 10.0		

<u>D – Panel Comments:</u>



**EVENT: High Bar** 

**ROUTINE HB Level 5 - 2** 

https://www.youtube.com/watch?v=S50VyuvVa 8

Skills	Bonus	Execution Deductions	Comments
1. From hang in undergrip pullover to support			
2. Cast forward to ¾ giants swing forward		0.3, 0.3, 0.1	Cast, cast angle, arch
3. Hop both hands simultaneously to double overgrip		0.1	failure to maintain hollow
4. Tap swing forward with ½ turn to mixed grip, tap swing forward in mixed grip		0.1	failure to maintain hollow
5. Swing backward in mixed grip, change hand to double overgrip		0.1	Body position
6. Swing forward, kip to support			
7. Cast ¾ giant swing backwards		0.5	Maximum deduction for execution
SB2 & SB3. Replace #7, with cast to free hip circle, two giant swings backward and ¾ giant swing backward (baby giant) (+0.5)	0.5		SB 3 performed  0.5
Undershoot to swing backward, tap swing forward, swing backward		0.1, 0.1	Head position, body position
Tap swing forward to salto backward (flyaway) tucked, piked or stretched dismount		0.1, 0.1, 0.1	High, preparation for landing, hop

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 2.0	
Virtuosity = 0.0	E2 =	
Specified Bonus = 0.5	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel = 8.0
Final Start Value = 10.0		

#### <u>D – Panel Comments:</u>



**EVENT: High Bar** 

**ROUTINE HB Level 5 - 3** 

https://www.youtube.com/watch?v=YLJPNAGFUys

Skills	Bonus	Execution Deductions	Comments
1. From hang in undergrip pullover to support		0.1, 0.1, 0.1	> 2 secs. stop, rhythm, adjusting support
2. Cast forward to ¾ giants swing forward			
SB1. Replace #2, with cast forward to one or more		0.5	Maximum deduction for
giant swings forward to ¾ giant swing forward (+0.5)			execution
	0.5		0.5
3. Hop both hands simultaneously to double overgrip		0.1	failure to maintain hollow
4. Tap swing forward with ½ turn to mixed grip, tap swing forward in mixed grip		0.1	failure to maintain hollow
5. Swing backward in mixed grip, change hand to double overgrip			
6. Swing forward, kip to support		0.1, 0.1	> 2 secs. stop, adjusting support
7. Cast ¾ giant swing backwards		0.5	Maximum deduction for execution
SB2 & SB3. Replace #7, with cast to free hip circle, two giant swings backward and ¾ giant swing backward (baby giant) (+0.5)	0.5		SB 3 performed  0.5
Undershoot to swing backward, tap swing forward, swing backward		0.1, 0.1, 0.1	Pike undershoot, head position, body position
9. Tap swing forward to salto backward (flyaway)		0.1	High
tucked, piked or stretched dismount	0.2		Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 2.1	
Virtuosity = 0.0	E2 =	
Specified Bonus = 1.0	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = 8.6
Final Start Value = 10.7		

#### **D – Panel Comments:**



**EVENT: High Bar** 

**ROUTINE HB Level 6 - 1** 

https://www.youtube.com/watch?v=RRm 4RmY

Skills	Bonus	Execution Deductions	Comments
1. From hang or small preliminary swing in overgrip,		0.3, 0.1	Below horizontal, arms bend free hip
cast forward to back uprise, free hip circle			circle
			V1. In #1, perform free hip circle to
	0.1		handstand (+0.1)
2. Tap swing forward with ½ turn or hop ½ turn to both		0.3	legs separation
hands in overgrip			
3. Tap swing forward to ¾ giant swing backward (baby		0.1	arms bend
giant), undershoot			
4. Swing backward, swing forward, kip to support,		0.1	> 2 secs. stop
change both hands to undergrip			
5. Cast forward to one or more giant swings forward		0.3, 0.1, 0.1	extra cast, body position; Front giant:
			body position
6. One or more forward giant swings to ½ pirouette		0.1, 0.1	body position, pirouette angle
7. One or more giant swings backward		0.1, 0.1	Arms bend on each giant
SB2. Following #7, add Stalder or Toe Toe off		0.1, 0.1	Legs bend, body position
through handstand. one or more giants			
allowed prior to #8 (+0.5)	0.5		0.5
8. ¾ giant swing backward (baby giant),			
undershoot to swing backward			
9. Tap swing forward to salto backwards (Flyaway)			
tucked, piked or stretched dismount			
SB3. Replace #8 & #9 with one or more giant		0.1, 0.1, 0.1,	Bend arms on each giant, high on the
swings backward with salto backward		0.1	dismount, hop
(flyaway) tucked, piked or stretched dismount			
(+0.5)	0.5		0.5

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 2.4	
Virtuosity = 0.1	E2 =	
Specified Bonus = 1.0	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel = 8.2
Final Start Value = 10.6		

<u>D – Panel Comments:</u>



**EVENT: High Bar** 

**ROUTINE HB Level 6 - 2** 

https://www.youtube.com/watch?v=QoUb6SFRX9Y

Skills	Bonus	Execution Deductions	Comments
1. From hang or small preliminary swing in overgrip, cast forward to back uprise, free hip circle	0.1	0.1, 0.1	Uprise angle, free hip angle V1. In #1, perform free hip circle to handstand (+0.1)
2. Tap swing forward with ½ turn or hop ½ turn to both hands in overgrip			
3. Tap swing forward to ¾ giant swing backward (baby giant), undershoot		0.1	undershoot head position
4. Swing backward, swing forward, kip to support, change both hands to undergrip			
5. Cast forward to one or more giant swings forward		0.3, 0.1	cast hesitation, front giant body position
SB1. Following #5, add Endo through handstand (+0.5)	0.5	0.3	Endo angle 0.5
6. One or more forward giant swings to ½ pirouette		0.3	Pirouette angle
7. One or more giant swings backward			
SB2. Following #7, add Stalder or Toe Toe off through handstand. one or more giants		0.1	Stalder body position
allowed prior to #8 (+0.5)	0.5		0.5
8. ¾ giant swing backward (baby giant), undershoot to swing backward			
Tap swing forward to salto backwards (Flyaway)     tucked, piked or stretched dismount			
SB3. Replace #8 & #9 with one or more giant swings backward with salto backward			V3. In #9, perform salto backwards with hips above
(flyaway) tucked, piked or stretched dismount	0.1		bars height(+0.1)
(+0.5)	0.2		Stick Bonus
	0.5		0.5

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 1.4	
Virtuosity = 0.2	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = 10.0
Final Start Value = 11.4		

#### <u>D – Panel Comments:</u>



**EVENT: High Bar** 

**ROUTINE HB Level 6 - 3** 

https://www.youtube.com/watch?v=A44b\_maNiKM

Skills	Bonus	Execution Deductions	Comments
From hang or small preliminary swing in overgrip, cast forward to back uprise, free hip circle		0.3, 0.1, 0.1,	Angle on the back uprise, body position free hip, hand adjustment
2. Tap swing forward with ½ turn or hop ½ turn to both hands in overgrip		0.1	Body position
3. Tap swing forward to ¾ giant swing backward (baby giant), undershoot			
4. Swing backward, swing forward, kip to support, change both hands to undergrip			
5. Cast forward to one or more giant swings forward		0.1, 0.1, 0.1	cast arm bend, legs apart, body position
6. One or more forward giant swings to ½ pirouette		0.3, 0.1	pirouette angle, body position
7. One or more giant swings backward		0.1, 0.1, 0.1, 0.1	body position, arm bend, body position, arm bend
SB2. Following #7, add Stalder or Toe Toe off through handstand. one or more giants allowed prior to #8 (+0.5)	0.5	1.0	Fall, no credit
8. ¾ giant swing backward (baby giant), undershoot to swing backward	0.5		
Tap swing forward to salto backwards (Flyaway) tucked, piked or stretched dismount			
SB3. Replace #8 & #9 with one or more giant swings backward with salto backward		0.1, 0.1, 0.1	Legs bend and apart, toes flex V3. In #9, salto backwards with
(flyaway) tucked, piked or stretched dismount	0.1		hips above bar height (+0.1)
(+0.5)	0.2		Stick Bonus
	0.5		0.5

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 3.0	
Virtuosity = 0.1	E2 =	
Specified Bonus = 0.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = 7.3
Final Start Value = 10.3		

<u>D – Panel Comments:</u>