

# **NGJA Judges Report Form**

Competition	NGJA Course Routine Eval 2022
Event	Pommel Horse
Level	Compulsory
Judge 1 (D1/E1)	Nathan Fortunato
Judge 2 (D2/E2)	
Judge 3 (E3)	If Applicable
Judge 4 (E4)	If Applicable
Location	If Applicable
Dates	October 8, 2022

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



**EVENT: Pommel Horse** 

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

Skills	Bonus	Execution Deductions	Comments
1. Double Leg circle	0.3	0.1	V1. In #1, performed with 0.1 or less in execution deductions (+0.3)
SB1. Following #1, add one double leg circle (+0.5)	0.5	0.1	Lack of Extension
SB2. Following SB1, add one double leg circle (+0.5)	0.5	0.1	Lack of extension
SB3. Following SB2, add one double leg circle (+0.5)	0.5	0.1	Lack of extension
2. ½ double leg circle with ¼ turn to flank dismount		0.1, 0.1	Step, lack of control

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 0.6	
Virtuosity = 0.3	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel = <b>10.7</b>
Final Start Value = 11.3		

<u>D – Panel Comments:</u> Virtuosity is all or nothing. Extra circles are allowed. Only execution deductions taken <u>E – Panel Comments:</u> E Panel deductions are cumulative of both E1 and E2 Judges



**EVENT: Pommel Horse** 

ROUTINE: PH Level 3 - 2 - https://www.youtube.com/watch?v=k9oJC5PtiIE

Skills	Bonus	Execution Deductions	Comments
1. Double Leg circle		0.1, 0.1	Lack of extension, feet separation
SB1. Following #1, add one double leg circle (+0.5)	0.5	0.1	Lack of extension
SB2. Following SB1, add one double leg circle (+0.5)	0.5	0.1	Lack of extension
SB3. Following SB2, add one double leg circle (+0.5)	0.5	0.1, 0.1	Lack of extension, knee bend
2. ½ double leg circle with ¼ turn to flank dismount	0.2	0.1, 0.1	Knee bend, oblique landing Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 0.8	
Virtuosity = 0.0	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = <b>10.4</b>
Final Start Value = 11.2		

<u>**D – Panel Comments:**</u> Virtuosity is all or nothing. Extra circles are allowed. Only execution deductions taken



**EVENT: Pommel Horse** 

ROUTINE: PH Level 3 - 3 - https://www.youtube.com/watch?v=gYws4iwjo\_M

Skills	Bonus	Execution Deductions	Comments
1. Double Leg circle		0.1, 0.1, 1.0	Amplitude, brushing mushroom, fall
2. ½ double leg circle with ¼ turn to flank dismount	No credit	5.0	Not attempted

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 6.2	
Virtuosity = 0.0	E2 =	
Specified Bonus = 0.0	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel = <b>3.3</b>
Final Start Value = 9.5		

<u>D – Panel Comments:</u> Fall occurred after 360, so no additional deduction for short circle. Box 2 not attempted <u>E – Panel Comments:</u> E Panel deductions are cumulative of both E1 and E2 Judges



EVENT: Pommel Horse ROUTINE: PH Level 3 - 4

Skills	Bonus	Execution Deductions	Comments
1. Double Leg circle			
2. ½ double leg circle with ¼ turn			
to flank dismount			

D Panel	E Panel	Final Score
Base Start Value = 0.0	E1 =	
Virtuosity = 0.0	E2 =	
Specified Bonus = 0.0	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel =
Final Start Value = 0.0		

#### **D – Panel Comments:**



EVENT: Pommel Horse ROUTINE: PH Level 3 - 5

Skills	Bonus	Execution Deductions	Comments
1. Double Leg circle			
2. ½ double leg circle with ¼ turn			
to flank dismount			

D Panel	E Panel	Final Score
Base Start Value = 0.0	E1 =	
Virtuosity = 0.0	E2 =	
Specified Bonus = 0.0	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel =
Final Start Value = 0.0		

#### <u>D – Panel Comments:</u>



EVENT: Pommel Horse ROUTINE: PH Level 3 - 6

Skills	Bonus	Execution Deductions	Comments
1. Double Leg circle			
2. ½ double leg circle with ¼ turn			
to flank dismount			

D Panel	E Panel	Final Score
Base Start Value = 0.0	E1 =	
Virtuosity = 0.0	E2 =	
Specified Bonus = 0.0	E3 =	
Stick Bonus = 0.0	E4 =	D Panel + E Panel =
Final Start Value = 0.0		

<u>D – Panel Comments:</u>

E – Panel Comments:



**EVENT: Pommel Horse** 

ROUTINE: PH Level 4 - 1 - https://www.youtube.com/watch?v=3CCpmNRZuvE

Skills	Bonus	Execution Deductions	Comments
1. Double Leg circle	0.1	0.1	Leg separation V1. In #1, performed with 0.1 or less in execution deductions (+0.1)
2. Double Leg circle		0.1, 0.1	Leg separation, knee bend
SB1. Following #2, add two double leg circles (+0.5)	0.5	0.1, 0.1; 0.1, 0.1	Leg separation, knee bend (on each circle)
3. Double Leg circle		0.1, 0.1	Leg separation, knee bend
4. ½ double leg circle with ¼ turn to flank dismount	0.2		Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 0.9	
Virtuosity = 0.1	E2 =	
Specified Bonus = 0.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = <b>9.4</b>
Final Start Value = 10.3		

<u>**D – Panel Comments:**</u> Virtuosity given for the first circle.



**EVENT: Pommel Horse** 

**ROUTINE: PH Level 4 - 2** - https://www.youtube.com/watch?v=JKwqQmy01sM

Skills	Bonus	Execution	Comments
		Deductions	
1. Double Leg circle		0.1, 0.1	Leg separation, knee bend
2. Double Leg circle		0.1, 0.1	Leg separation, knee bend
SB1. Following #2, add two double leg circles	0.5	0.1, 0.1, 0.1;	Leg separation, knee
(+0.5)		0.1	bend, brushing
			mushroom; leg separation
			(2nd circle)
SB3. Following #2, SB1 or SB2, add two	0.5	0.3, 0.1; 0.1,	Lack of separation, pike;
flaired double leg circles (+0.5)		0.1, 0.1	lack of separation, pike,
			brushing mushroom
SB2. Following #2, SB1 or SB3, add ½ spindle	0.5	0.1, 0.1, 0.1,	Pike, leg separation, knee
within one or two double leg circles (+0.5)		0.1; 0.1, 0.1,	bend, brushing
		0.1, 0.1	mushroom (both ¼
			spindles)
3. Double Leg circle		0.1, 0.1, 0.1	Leg separation, knee bend,
			brushing mushroom
4. ½ double leg circle with ¼ turn to flank	0.2	0.1	Knee bend
dismount			Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 2.7	
Virtuosity = 0.0	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = <b>8.5</b>
Final Start Value = 11.2		

<u>**D – Panel Comments:**</u> Virtuosity given on first two circles and last circle.Extra circles are allowed.

<u>**E – Panel Comments:**</u> Very well performed, excellent routine.



**EVENT: Pommel Horse** 

ROUTINE: PH Level 4 - 3 - https://www.youtube.com/watch?v=OvzxpDnxj\_A

Skills	Bonus	Execution	Comments
		Deductions	
1. Double Leg circle	0.1	0.1	Lack of extension
			V1. In #1, performed with
			0.1 or less in execution deductions (+0.1)
2. Double Leg circle		0.1, 0.1	Lack of extension, knee bend
SB1. Following #2, add two double leg	0.5	0.1; 0.1, 0.1	Lack of extension; lack
circles (+0.5)			of extension, knee bend
SB2. Following #2, SB1 or SB3, add ½	0.5	0.1, 0.1; 0.1,	Lack of extension, knee
spindle within one or two double leg		0.1	bend; lack of extension,
circles (+0.5)			incomplete turn
3. Double Leg circle	No	1.0	Not completed
	Credit		
4. ½ double leg circle with ¼ turn to flank	0.2		
dismount			Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 2.0	
Virtuosity = 0.1	E2 =	
Specified Bonus = 1.0	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = 8.8
Final Start Value = 10.8		

<u>D – Panel Comments:</u> Virtuosity given on first circle; flank is performed directly from end of second ¼ spindle.



**EVENT: Pommel Horse** 

**ROUTINE: PH Level 5 - 1 -** https://www.youtube.com/watch?v=xQG-PjOUJPM

Skills	Bonus	Execution	Comments
		Deductions	
1. Two double Leg circles	0.1	0.1	Lack of extension V1. In #1, performed with 0.1 or
			less in execution deductions (+0.1)
2. Czechkehr (Moore)		0.1, 0.1	Lack of extension, feet
3. Double Leg circle			
SB1. Following #3, add a Direct Stockli A	0.5	0.3	Early shoulder turn
(DSA) (+0.5)			
Double Leg circle			
SB2. Replace #4, with ½ spindle within	0.5,	0.1; 0.1; 0.1	Pike
two or more flaired double leg circles	0.1		V3. In #4, performed with leg
(+0.5)			separation 01 135 or greater (+0.1)
Double Leg circle		0.1, 0.1	Lack of extension, brushing
			mushroom
SB3. Following #4 or SB2, add Russian	0.5	0.1	Leg separation
wendeswing with 270° or 360° (+0.5)			
5. Double Leg circle		0.1	Lack of extension
6. ½ double leg circle with ¼ turn to flank	0.2		
dismount			Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 1.3	
Virtuosity = 0.2	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = <b>10.1</b>
Final Start Value = 11.4		

<u>D – Panel Comments:</u> Virtuosity given on first two circles and flairs. Both Czechkhere and Stockli border on early turns <u>E – Panel Comments:</u> E Panel deductions are cumulative of both E1 and E2 Judges



**EVENT: Pommel Horse** 

**ROUTINE: PH Level 5 - 2** - https://www.youtube.com/watch?v=ZUZc4U8YhWw

Skills	Bonus	Execution	Comments
		Deductions	
1. Two double Leg circles		0.1; 0.3	Lack of extension; early
			shoulder turn (2nd circle)
SB1. Following #3, add a Direct Stockli A (DSA)	0.5	0.1	Lack of extension
(+0.5)			
Double Leg circle		0.1, 0.1	Amplitude; brushing
			mushroom
2. Czechkehr (Moore)		0.1, 0.1, 0.5	Lack of extension, leg
			separation, RCE
3. Double Leg circle			
4. SB2. Replace #4, with ½ spindle within two or	No credit	0.3, 0.1, 0.1	Lack of separation, pike, lack of
more flaired double leg circles (+0.5)		(x2); 0.5, 0.1,	extension (first 2 flairs); lack of
		0.1, 0.1, 0.1	separation, pike, lack of
			extension, knee bend, brushing
			mushroom (3rd flair)
5. Double Leg circle		0.1, 0.1, 0.1	Pike, knee bend, brushing
			mushroom
6. ½ double leg circle with ¼ turn to flank	0.2		
dismount			Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 3.6	
Virtuosity = 0.0	E2 =	
Specified Bonus = 0.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = 6.6
Final Start Value = 10.2		

<u>D – Panel Comments:</u> Stockli turn is initiated early (on prior circle). Stockli and Czechkhere done out of order (Routine Composition Error). No flair bonus due to 0.5 lack of separation in final flared spindle



**EVENT: Pommel Horse** 

**ROUTINE: PH Level 5 - 3** - https://www.youtube.com/watch?v=9Lim3jFeDts

Skills	Bonus	Execution Deductions	Comments
1. Two double Leg circles	0.1	0.1	Lack of extension V1. In #1, performed with 0.1 or less in execution deductions (+0.1)
2. Czechkehr (Moore)		0.1, 0.1	Lack of extension, leg separation
3. Double Leg circle			
4. Two or more flared double leg circles		0.1; 0.1	Pike; pike
5. Double Leg circle			
6. ½ double leg circle with ¼ turn to flank dismount	0.2		Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 0.5	
Virtuosity = 0.1	E2 =	
Specified Bonus = 0.0	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = <b>9.3</b>
Final Start Value = 9.8		

#### <u>D – Panel Comments:</u>



**EVENT: Pommel Horse** 

**ROUTINE: PH Level 6 - 1** - https://www.youtube.com/watch?v=gBq7DdEl1GM

Skills	Bonus	Execution Deductions	Comments
One or more circles in cross support frontways on end     (front loops)	0.1	0.1	V1. In #1, performed with 0.1 or less in execution deductions (+0.1)
SB3A. Add travel forward in cross support to other end (also in flairs) (3/3) (Magyar) (+0.5)	0.5	0.1, 0.1 (x3)	Knee bend, leg separation (x3)
6. Circle in cross support rearways on end (back loop)		0.1, 0.1	Knee bend, leg separation
SB1. Replace #6, with cross support rearways ½ spindle within maximum two circles (+0.5)	0.5	0.1, 0.1; 0.1, 0.3	Pike, leg separation; pike, skewed end position
Circle in cross support frontways on end (front loop)		0.1	Lack of extension
SB2. Add a Russian wendeswing with 270 or more (+0.5)	0.5	0.3	Leg separation
Circle in cross support frontways on end (front loop)		0.1	Lack of extension
Circle in cross support frontways on end (front loop)		0.1	Lack of extension
Two flaired circles in cross support frontways on end     (flaired front loops) in direct succession		0.3, 0.1 (x2)	Pike, lack of separation (x2)
3. Circle in cross support frontways with ¼ turn forward to side support		0.1, 0.5	Lack of extension, turn backwards
4. Two double leg circle in side support		0.1, 0.1 (x2)	Pike, leg separation (x2)
<ol> <li>One double leg circle in side support with ¼ turn forward to cross support rearways</li> </ol>		0.1, 0.1, 0.1	Knee bend, leg separation, skew
7. One circle in cross support into flank dismount	0.2	0.1, 0.1, 0.3	Knee bend, leg separation, insufficient flank height Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 4.7	
Virtuosity = 0.1	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = 6.6
Final Start Value = 11.3		

<u>D – Panel Comments:</u> First ¼ turn from front loops to side circles was performed with a backwards step rather than forwards - box was given but with large error. Second ¼ turn had slight motion forward with first hand, but did finish skewed. <u>E – Panel Comments:</u> E Panel deductions are cumulative of both E1 and E2 Judges



**COMPETITION: 2022 NGJA Course** 

#### **EVENT: Pommel Horse**

**ROUTINE: PH Level 6 - 2** - https://www.youtube.com/watch?v=RRmnT4RmOhY

Skills	Bonus	Execution Deductions	Comments
One or more circles in cross support frontways on end     (front loops)	0.1		V1. In #1, performed with 0.1 or less in execution deductions (+0.1)
SB2. Add a Russian wendeswing with 270 or more (+0.5)	0.5	0.1, 0.1, 0.1	Knee bend, leg separation, brushing horse
Circle in cross support frontways on end (front loop)			
SB3A. Add travel forward in cross support to other end (also in flairs) (3/3) (Magyar) (+0.5)	0.5	0.1	Skew
6. Circle in cross support rearways on end (back loop)		0.1	Skew
SB1. Replace #6, with cross support rearways ½ spindle within maximum two circles (+0.5)	0.5	0.1; 0.1, 0.1	Brushing horse; pike, brushing horse
2. Two (flaired) circles in cross support frontways on end		0.1; <b>0.5</b>	Pike; Missing second flair
3. Circle in cross support frontways with ¼ turn forward		0.1, 0.3, 0.5	Pike, atypical straddle, turn
to side support			backwards
4. Two double leg circle in side support		0.1 (x2)	Pike (x2)
Double leg circle in side support		0.1	Pike
<ol><li>One double leg circle in side support with ¼ turn forward to cross support rearways</li></ol>		0.1	Skew
Circle in cross support rearways on end (back loop)		0.1	Skew
8. One circle in cross support into flank dismount	0.2	0.1, 0.1, 0.3	Skew, knee bend, insufficient flank height Stick Bonus

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 3.3	
Virtuosity = 0.1	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = <b>8.0</b>
Final Start Value = 11.3		

<u>D – Panel Comments:</u> 1/4 turn was performed as part of the second flair, rather than in its own circle. Therefore, box for turn was given, resulting in one missing flair in prior box. The same ¼ turn from front loops to side circles was performed with a backwards step rather than forwards - resulting in a large error.

**E – Panel Comments:** E Panel deductions are cumulative of both E1 and E2 Judges



**COMPETITION: 2022 NGJA Course** 

**EVENT: Pommel Horse** 

## ROUTINE: PH Level 6 - 3 - https://www.youtube.com/watch?v=QoUb6SFRX9Y

Skills	Bonus	Execution Deductions	Comments
One or more circles in cross support frontways on end     (front loops)	0.1	0.1	V1. In #1, performed with 0.1 or less in execution deductions (+0.1)
SB2. Add a Russian wendeswing with 270 or more (+0.5)	0.5		
Circle in cross support frontways on end (front loop) (x2)			
2. Two (flaired) circles in cross support frontways on end	0.1		V1. In #1, performed with 0.1 or less in execution deductions (+0.1)
Circle in cross support frontways on end (front loop) (x2)			
SB3A. Add travel forward in cross support to other end (also in flairs) (3/3) (Magyar) (+0.5)	0.5	0.1	Skew
6. Circle in cross support rearways on end (back loop) (x2)			
SB1. Replace #6, with cross support rearways ½ spindle within maximum two circles (+0.5)	0.5		
Circle in cross support frontways on end (front loop) (x3)		0.1	Lack of extension
3. Circle in cross support frontways with ¼ turn forward to side support			
4. Two double leg circle in side support	0.1		V1. In #1, performed with 0.1 or less in execution deductions (+0.1)
5. Two double leg circles in side support with ¼ turn forward to cross support rearways			
Circle in cross support rearways on end (back loop) (x2)			
6. One circle in cross support into flank dismount	0.2	0.3	Insufficient flank height

D Panel	E Panel	Final Score
Base Start Value = 9.5	E1 = 0.6	
Virtuosity = 0.3	E2 =	
Specified Bonus = 1.5	E3 =	
Stick Bonus = 0.2	E4 =	D Panel + E Panel = <b>10.9</b>
Final Start Value = 11.5		

### <u>D – Panel Comments:</u>