

# Pommel Horse Optional Evaluation Form



**Purpose:** 2023 National Course Evaluation

**Competition:**

**EVENT:** PH

**Level:** JDP Level 7

**Routine#:** PH L7-1

**Routine Link:** [ngja.org/wp-content/uploads/2023-2024/Course videos/JR Optional/L7 PH 1.mp4](https://ngja.org/wp-content/uploads/2023-2024/Course%20videos/JR%20Optional/L7%20PH%201.mp4)

Skills	Value (*)	EG	Bonus	Execution Deduction	Comments
False scissor	JDP A	-		0.1	Height
Scissor	A	I		0.3; 0.1, 0.1	Height; pike, leg separation (on pickup)
Circle (x2)	A	II		0.1/0.1 (x2)	Lack of extension/leg separation (x2)
½ side travel	A	III		0.1, 0.1, 0.1	Lack of extension, leg separation, knee bend
Front loop	A	II		0.1, 0.1	Lack of extension, leg separation
Flank off	A	IV		0.1, 0.3	Lack of extension, insufficient height

Difficulty	D Panel	E Panel	Final Score
H =			
G =			
F =			
E =	Difficulty = 0.6	E1 = 1.9	<b>Dismount stuck =</b>
D =	Element Groups = 1.5	E2 =	
C =	Connection Bonus =	E3 =	
B =	Presentation = 10.0	E4 =	<b>D Panel + E Panel = 10.2</b>
A = 6	<b>Start Value = 12.1</b>		

**D – Panel Comments:**

**E – Panel Comments:**

\* X = repeated skill or non-recognized skill.  
The top 10 counting skills are noted in **Bold & larger font.**

# Pommel Horse Optional Evaluation Form



**Purpose:** 2023 National Course Evaluation

**Competition:**

**EVENT:** PH

**Level:** JDP Level 7

**Routine#:** PH L7-2

**Routine Link:** [ngja.org/wp-content/uploads/2023-2024/Course\\_videos/JR Optional/L7 PH 2.mp4](https://ngja.org/wp-content/uploads/2023-2024/Course_videos/JR_Optional/L7_PH_2.mp4)

Skills	Value (*)	EG	Bonus	Execution Deduction	Comments
<b>False scissor</b>	<b>JDP A</b>	-		0.1, 0.1	Lack of height, early leg closure
<b>Scissor</b>	<b>A</b>	I		0.1; 0.1	Lack of height; pike (on pickup)
<b>Circle (x2)</b>	<b>A</b>	II		0.1/0.1 (x2)	Lack of extension/feet crossed (x2)
<b>½ side travel</b>	<b>A</b>	III		0.1, 0.1	Lack of extension, feet crossed
<b>Circle</b>				0.1, 0.1	Lack of extension, feet crossed
<b>Front loop</b>	<b>A</b>	II		0.1, 0.1	Lack of extension, knee bend
<b>Flank off</b>	<b>A</b>	IV		0.1, 0.3	Lack of extension, insufficient height

Difficulty	D Panel	E Panel	Final Score
H =			
G =			
F =			
E =	Difficulty = 0.6	E1 = 1.8	<b>Dismount stuck =</b>
D =	Element Groups = 1.5	E2 =	
C =	Connection Bonus =	E3 =	
B =	Presentation = 10.0	E4 =	<b>D Panel + E Panel = 10.3</b>
A = 6	<b>Start Value = 12.1</b>		

**D – Panel Comments:**

**E – Panel Comments:**

\* X = repeated skill or non-recognized skill.  
 The top 10 counting skills are noted in **Bold & larger font.**

# Pommel Horse Optional Evaluation Form



**Purpose:** 2023 National Course Evaluation

**Competition:**

**EVENT:** PH

**Level:** JDP Level 7

**Routine#:** PH L7-3

**Routine Link:** [ngja.org/wp-content/uploads/2023-2024/Course videos/JR Optional/L7 PH 3.mp4](https://ngja.org/wp-content/uploads/2023-2024/Course_videos/JR_Optional/L7_PH_3.mp4)

Skills	Value (*)	EG	Bonus	Execution Deduction	Comments
Front loop	A	II		0.1, 0.1, 0.1	Lack of extension, leg separation, touching the apparatus
Single leg stockli in	JDP A	-		0.1; 0.1, 0.1	Knee bend; pause, hand change
False scissor	JDP A	-		0.5, 0.1, 0.1	Lack of height, knee bend, touching the apparatus
(leg cuts)				0.1 (x4), 0.1, 0.3, 0.3	Lack of height (x4), knee bend, lack of height, change of direction
Reverse scissor	A	I		0.3, 0.1	Lack of height, knee bend
(leg cuts)				0.3, 0.1	Lack of height, lack of height
Scissor hop 1/2	X	II		0.5, 0.3, 0.3	Skill not recognizable, lack of height, knee bend
Single leg travel up	JDP A	-		0.1	Knee bend
(leg cut)				0.3	Lack of height
Any flank off	JDP A			0.5, 0.3, 0.1	Empty swing, insufficient height, unsteadiness in landing

Difficulty	D Panel	E Panel	Final Score
H =			
G =			
F =			
E =	Difficulty = 0.6	E1 = 5.6	<b>Dismount stuck =</b>
D =	Element Groups = 1.0	E2 =	
C =	Connection Bonus =	E3 =	
B =	Presentation = 10.0	E4 =	<b>D Panel + E Panel = 6.0</b>
A = 6	<b>Start Value = 11.6</b>		

**D – Panel Comments:**

**E – Panel Comments:**

\* - Routine contains three ½ empty swings: one before the reverse scissor, one before the scissor hop attempt, and then the feint before the dismount. Level 7 can be deducted max of 0.5 for empty swings.

\* X = repeated skill or non-recognized skill.

The top 10 counting skills are noted in **Bold & larger font**.

## Pommel Horse Optional Evaluation Form



**Purpose:** 2023 National Course Evaluation

**Competition:**

**EVENT:** PH

**Level:** JDP Level 8

**Routine#:** PH L8-1

**Routine Link:** [ngja.org/wp-content/uploads/2023-2024/Course videos/JR Optional/L8 PH 1.mp4](https://ngja.org/wp-content/uploads/2023-2024/Course%20videos/JR%20Optional/L8%20PH%201.mp4)

Skills	Value (*)	EG	Bonus	Execution Deduction	Comments
<b>Back loop (x2)</b>	<b>A</b>	II		0.1, 0.1; 0.1	Skew, knee bend; skew
<b>Sivado</b>	<b>D</b>	III		0.1/0.1 (x2)	Skew/knee bend (x2)
Front loop (x3)	A	II		0.1 (x3)	Skew (x3)
<b>Magyar</b>	<b>D</b>	III		0.1, 0.1, 0.1	Skew, lack of extension, knee bend
Back loop (x2)				0.1 (x2); 0.1	Skew (x2); early turn
<b>½ spindle</b>	<b>B</b>	II		0.3, 0.1	Skew, lack of extension
Front loop				0.1	Skew
<b>Flair</b>	<b>A</b>	I		0.1, 0.1; 0.1	Lack of separation, lack of extension; lack of extension
Front loop (x2)					
<b>Direct stockli A</b>	<b>B</b>	II		0.3, 0.1	Skew, lack of extension
Back loop				0.1, 0.1	Skew, knee bend
<b>Czechkhere</b>	<b>B</b>	II		0.1	Lack of extension
Front loop					
<b>Flank off</b>	<b>A</b>	IV		0.3, 0.1	Insufficient height, early turn

Difficulty	D Panel	E Panel	Final Score
H =			
G =			
F =			
E =	Difficulty = 1.7	E1 = 3.5	<b>Dismount stuck =</b>
D = 2	Element Groups = 2.0	E2 =	
C =	Connection Bonus =	E3 =	
B = 3	Presentation =	E4 =	<b>D Panel + E Panel = 10.2</b>
A = 3	<b>Start Value = 13.7</b>		

**D – Panel Comments:**

**E – Panel Comments:**

\* X = repeated skill or non-recognized skill.

The top 10 counting skills are noted in **Bold & larger font**.

# Pommel Horse Optional Evaluation Form



**Purpose:** 2023 National Course Evaluation

**Competition:**

**EVENT:** PH

**Level:** JDP Level 8

**Routine#:** PH L8-2

**Routine Link:** [ngja.org/wp-content/uploads/2023-2024/Course videos/JR Optional/L8 PH 2.mp4](https://ngja.org/wp-content/uploads/2023-2024/Course%20videos/JR%20Optional/L8%20PH%202.mp4)

Skills	Value (*)	EG	Bonus	Execution Deduction	Comments
Front loop (x2)	A	II		0.1/0.1 (x2)	Skew/lack of extension
Magyar	D	III		0.3, 0.1, 0.1, 0.1	Skew, lack of extension, knee bend, leg separation
½ spindle	B	II		0.3, 0.1, 0.1	Skew, lack of extension, leg separation
Front loop (x2)				0.1, 0.1; 0.1, 0.1	Lack of extension, leg separation; lack of extension, skew
Flair	A	I		0.1, 0.1	Lack of extension, knee bend
Front loop (x2)				0.1/0.1 (x2)	Lack of extension/leg separation
Direct Stockli A	B	II		0.3, 0.1, 0.1	Skew, lack of extension, leg separation
Back loop	A	II		0.3, 0.1	Skew, leg separation
Any flank off	A	IV		0.3, 0.1	Insufficient height, hop

Difficulty	D Panel	E Panel	Final Score
H =			
G =			
F =			
E =	Difficulty = 1.1	E1 = 3.8	<b>Dismount stuck =</b>
D = 1	Element Groups = 2.0	E2 =	
C =	Connection Bonus =	E3 =	
B = 2	Presentation = 10.0	E4 =	<b>D Panel + E Panel = 9.3</b>
A = 3	<b>Start Value = 13.1</b>		

**D – Panel Comments:**

Cannot count the front loop because it is in the same box as the flair; flair is counted first because it gives another EG. JDP A flair does not apply to Level 8 (all skills must come from the Level 8 table)

**E – Panel Comments:**

\* X = repeated skill or non-recognized skill.  
The top 10 counting skills are noted in **Bold & larger font.**

# Pommel Horse Optional Evaluation Form



**Purpose:** 2023 National Course Evaluation

**Competition:**

**EVENT:** PH

**Level:** JDP Level 8

**Routine#:** PH L8-3

**Routine Link:** [ngja.org/wp-content/uploads/2023-2024/Course\\_videos/JR Optional/L8 PH 3.mp4](https://ngja.org/wp-content/uploads/2023-2024/Course_videos/JR_Optional/L8_PH_3.mp4)

Skills	Value (*)	EG	Bonus	Execution Deduction	Comments
<b>Back loop</b>	<b>A</b>	II		0.3	Skew
<b>¼ Spindle (x2)</b>	<b>A</b>	II		0.3; 0.1, 0.1	Skew; skew, lack of extension
Front loop (x2)	A	II		0.1 (x2)	Skew (x2)
<b>Magyar</b>	<b>D</b>	III		0.1, 0.1, 0.1	Skew, knee bend, leg separation
Back loop				0.1	Knee bend
<b>Sivado</b>	<b>D</b>	III		0.1, 0.1, 0.1	Skew, knee bend, lack of extension
Front loop				0.1	Skew
<b>½ Magyar</b>	<b>B</b>	III		0.1, 0.1	Skew, feet crossed
<b>½ Sivado</b>	<b>B</b>	III		0.1, 0.1	Skew, lack of extension
Front loop				0.1	Skew
¼ turn forwards from cross support	A	JD P		0.1	Lack of extension
<b>Czechkhere</b>	<b>B</b>	II		0.1, 0.1	Lack of extension, knee bend
¼ turn forwards from side support	A	JD P		0.1	Lack of extension
Front loop (x2)				0.1, 0.1; 0.1	Lack of extension, skew; skew
<b>360 Russian to flank off</b>	<b>B</b>	IV		0.1, 0.3, 0.1	Touching the apparatus, insufficient height, feet not parallel to horse

Difficulty	D Panel	E Panel	Final Score
H =			
G =			
F =			
E =	Difficulty = 1.8	E1 = 3.5	<b>Dismount stuck =</b>
D = 2	Element Groups = 1.5	E2 =	
C =	Connection Bonus =	E3 =	
B = 4	Presentation = 10.0	E4 =	<b>D Panel + E Panel = 9.8</b>
A = 2	<b>Start Value = 13.3</b>		

**D – Panel Comments:**

**E – Panel Comments:**

\* X = repeated skill or non-recognized skill.  
The top 10 counting skills are noted in **Bold & larger font**.

# Pommel Horse Optional Evaluation Form



**Purpose:** 2023 National Course Evaluation

**Competition:**

**EVENT:** PH

**Level:** JDP Level 9

**Routine#:** PH L9-1

**Routine Link:** [ngja.org/wp-content/uploads/2023-2024/Course videos/JR Optional/L9 PH 1.mp4](https://ngja.org/wp-content/uploads/2023-2024/Course%20videos/JR%20Optional/L9%20PH%201.mp4)

Skills	Value (*)	EG	Bonus	Execution Deduction	Comments
<b>Scissor hop 1/1</b>	<b>C</b>	<b>I</b>		0.3, 0.1	Lack of height, knee bend
(leg cut)				0.1	Lack of height
Circle (x3)	<b>A</b>	<b>II</b>		0.1 (x3)	Lack of extension (x3)
<b>Sohn</b>	<b>E</b>	<b>II</b>		0.1, 0.1	Lack of extension, leg separation
Circle (x2)				0.1	Lack of extension
<b>360 or 540 Russian between the pommels</b>	<b>C</b>	<b>II</b>			
Circle (x2)				0.1 (x2)	Lack of extension (x2)
<b>Roth</b>	<b>D</b>	<b>III</b>		0.1	Leg separation
Circle					
Front loop	<b>A</b>	<b>II</b>		0.1	Skew
½ Magyar	<b>B</b>	<b>III</b>		0.1	Skew
<b>Saddle loop</b>	<b>B</b>	<b>II</b>		0.1, 0.1	Skew, lack of extension
½ Sivado	<b>B</b>	<b>III</b>		0.1, 0.1	Skew lack of extension
Front loop (x2)				0.1/0.1 (x2)	Skew/lack of extension (x2)
<b>360 or 540 Russian to flank off</b>	<b>B</b>	<b>IV</b>		0.1 (x2), 0.3	Leg separation (x2), insufficient height

Difficulty	D Panel	E Panel	Final Score
H =			
G =			
F =			
E = 1	Difficulty = 2.3	E1 = 2.9	<b>Dismount stuck =</b>
D = 1	Element Groups = 2.0	E2 =	
C = 2	Connection Bonus =	E3 =	
B = 4	Presentation = 10.0	E4 =	<b>D Panel + E Panel = 11.4</b>
A =	<b>Start Value = 14.3</b>		

**D – Panel Comments:**

Missing final hand placement in the saddle to complete second Russian (steps over the pommel instead)  
 Begins dismount by stepping under (Czechkhere step), so short 90 degrees from full 720

**E – Panel Comments:**

\* X = repeated skill or non-recognized skill.  
 The top 10 counting skills are noted in **Bold & larger font.**

# Pommel Horse Optional Evaluation Form



**Purpose:** 2023 National Course Evaluation

**Competition:**

**EVENT:** PH

**Level:** JDP Level 9

**Routine#:** PH L9-2

**Routine Link:** [ngja.org/wp-content/uploads/2023-2024/Course videos/JR Optional/L9 PH 2.mp4](https://ngja.org/wp-content/uploads/2023-2024/Course_videos/JR_Optional/L9_PH_2.mp4)

Skills	Value (*)	EG	Bonus	Execution Deduction	Comments
<b>Scissor hop 1/1</b>	<b>C</b>	I		0.3, 0.1, 0.1, 0.5	Knee bend, lack of height, flexed foot, support on leg prior to hand on pommel
(leg cuts)				0.3	Lack of height
<b>Scissor 1/1</b>	<b>B</b>	I		0.1, 0.1, 0.1	Lack of height, knee bend, touching apparatus
<b>Circles (x2)</b>	<b>A</b>	II			
<b>Czechkhere</b>	<b>B</b>	II		0.1	Lack of extension
<b>½ side travel</b>	<b>A</b>	III		0.1	Lack of extension
<b>Front loop (x2)</b>	<b>A</b>	II		0.3, 0.1; 0.1, 0.1	Skew, lack of extension; skew, lack of extension
<b>Flank off</b>	<b>A</b>	IV		0.1, 0.3	Extra hand placement, insufficient height

Difficulty	D Panel	E Panel	Final Score
H =			
G =			
F =			
E =	Difficulty = 1.1	E1 = 2.7	<b>Dismount stuck =</b>
D =	Element Groups = 1.8	E2 =	
C = 1	Connection Bonus =	E3 =	
B = 2	Presentation = 10.0	E4 =	<b>D Panel + E Panel = 10.2</b>
A = 4	<b>Start Value = 12.9</b>		

**D – Panel Comments:**

**E – Panel Comments:**

\* X = repeated skill or non-recognized skill.  
 The top 10 counting skills are noted in **Bold & larger font.**



# Pommel Horse Optional Evaluation Form



**Purpose:** 2023 National Course Evaluation

**Competition:**

**EVENT:** PH

**Level:** JDP Level 9

**Routine#:** PH L9-3

**Routine Link:** [ngja.org/wp-content/uploads/2023-2024/Course\\_videos/JR Optional/L9 PH 3.mp4](https://ngja.org/wp-content/uploads/2023-2024/Course_videos/JR_Optional/L9_PH_3.mp4)

Skills	Value (*)	EG	Bonus	Execution Deduction	Comments
<b>Front loop</b>	<b>A</b>	II		0.3	Skew
<b>Magyar</b>	<b>D</b>	III		0.3, 0.1	Skew, lack of extension
<b>Back loop</b>	<b>A</b>	II		0.3	Skew
<b>Sivado</b>	<b>D</b>	III		0.3, 0.1, 0.1	Skew, lack of extension, knee bend
Front loop				0.1	Skew
<b>Tong fei</b>	<b>X</b>				See comment below
Single leg stockli up	JDP A				
(leg cuts)				0.3 (x3), 0.1	Lack of height (x3), lack of height
<b>Scissor (x2)</b>	<b>A</b>	I		0.1	Lack of height
Circle	A	II		0.1	Lack of extension
<b>Czechkhere</b>	<b>B</b>	II		0.1	Lack of extension
Circle				0.1	Lack of extension
<b>½ Sivado</b>	<b>B</b>	III		0.1, 0.1	Skew, lack of extension
Front loop					
<b>Circle to HS</b>	<b>JDP C</b>	IV	0.2	0.5, 0.3	Hitting the apparatus with feet or legs, strength on a swing skill. Stick bonus

Difficulty	D Panel	E Panel	Final Score
H =			
G =			
F =			
E =	Difficulty = 1.8	E1 = 4.0	<b>Dismount stuck = 0.2</b>
D = 2	Element Groups = 2.0	E2 =	
C = 1	Connection Bonus =	E3 =	
B = 2	Presentation = 10.0	E4 =	<b>D Panel + E Panel = 10.0</b>
A = 3	<b>Start Value = 13.8</b>		

**D – Panel Comments:**

Tong fei requires a circling skill after it to receive credit. The gymnast cut straight into the middle, thus, no credit was awarded.

**E – Panel Comments:**

\* X = repeated skill or non-recognized skill.

The top 10 counting skills are noted in **Bold & larger font**.

# Pommel Horse Optional Evaluation Form



**Purpose:** 2023 National Course Evaluation

**Competition:**

**EVENT:** PH

**Level:** JDP Level 10

**Routine#:** PH L10-1

**Routine Link:** [ngja.org/wp-content/uploads/2023-2024/Course videos/JR Optional/L10 PH 1.mp4](https://ngja.org/wp-content/uploads/2023-2024/Course%20videos/JR%20Optional/L10%20PH%201.mp4)

Skills	Value (*)	EG	Bonus	Execution Deduction	Comments
<b>Scissor hop 1/1</b>	<b>C</b>	I		0.1, 0.1	Lack of height, knee bend
Circle (x2)	A	II		0.1 (x3)	Lack of extension (x3 - one on pickup)
<b>Sohn</b>	<b>E</b>	II		0.1	Lack of extension
Circle (x2)				0.1	Lack of extension
<b>720 or 900 Russian with hands between the pommels</b>	<b>D</b>	II		0.1 (x3)	Leg separation (x3)
Circle (x3)				0.1 (x2)	Lack of extension (x2)
<b>Wu</b>	<b>E</b>	III		0.1 (x2)	Leg separation (x2)
Circle (x2)				0.1	Lack of extension
<b>Roth</b>	<b>D</b>	III		0.1	Leg separation
Circle (x2)				0.1 (x2)	Lack of extension (x2)
Front loop	A	II		0.1, 0.1	Lack of extension, skew
<b>Magyar</b>	<b>D</b>	III		0.1, 0.1, 0.1, 0.1	Skew, lack of extension, knee bend, leg separation
Back loop (x2)	A	II		0.3, 0.1; 0.3	Skew, leg separation; skew
<b>Sivado</b>	<b>D</b>	III		0.3, 0.1; 0.1 (x2)	Skew, lack of extension; leg separation (x2)
Front loop (x3)				0.1 (x3), 0.1; 0.1	Skew (x3), lack of extension, leg separation
<b>720 or 900 Russian to flank off</b>	<b>C</b>	IV		0.1 (x4), 0.3	Leg separation (x4), insufficient height

Difficulty	D Panel	E Panel	Final Score
H =			
G =			
F =			
E = 2	Difficulty = 3.2	E1 = 4.9	<b>Dismount stuck =</b>
D = 4	Element Groups = 2.0	E2 =	<b>SV Bonus = 0.2</b>
C = 2	Connection Bonus =	E3 =	
B =	Presentation = 10.0	E4 =	<b>D Panel + E Panel = 10.5</b>
A =	<b>Start Value = 15.2</b>		

**D – Panel Comments:**

Missing final hand placement in the saddle to complete third Russian (steps over the pommel instead)

Begins dismount by stepping under (Czechhere step), so short 90 degrees from full 1080

**E – Panel Comments:**

\* X = repeated skill or non-recognized skill.

The top 10 counting skills are noted in **Bold & larger font**.

# Pommel Horse Optional Evaluation Form



**Purpose:** 2023 National Course Evaluation

**Competition:**

**EVENT:** PH

**Level:** JDP Level 10

**Routine#:** PH L10-2

**Routine Link:** [ngja.org/wp-content/uploads/2023-2024/Course videos/JR Optional/L10 PH 2.mp4](https://ngja.org/wp-content/uploads/2023-2024/Course%20videos/JR%20Optional/L10%20PH%202.mp4)

Skills	Value (*)	EG	Bonus	Execution Deduction	Comments
<b>Scissor</b>	<b>A</b>	I			
Circle	A	II		0.1 (x2)	Lack of extension (x2 - one on pickup)
<b>Czechkhere</b>	<b>B</b>	II		0.1	Lack of extension
Circle				0.1	Lack of extension
<b>Direct Stockli A</b>	<b>B</b>	II		0.1, 0.1	Lack of extension, leg separation
Circle				0.1	Lack of extension
<b>¾ Sivado</b>	<b>B</b>	III		0.1, 0.1, 0.1	Lack of extension, skew, leg separation
Front loop	A	II		0.1, 0.1	Lack of extension, skew
<b>720 Russian</b>	<b>C</b>	II			
Front loop (x2)				0.1 (x2), 0.1	Skew (x2), lack of extension
<b>Magyar</b>	<b>D</b>	III		0.1	Skew
Back loop (x2)	A	II		0.1 (x2)	Skew (x2)
<b>Sivado</b>	<b>D</b>	III		0.1	Skew
Front loop (x2)				0.1 (x2)	Skew (x2)
<b>Stockli to HS</b>	<b>C</b>	IV		0.1, 0.5, 0.1, 0.3, 0.1	Leg separation, hitting the horse with foot or leg, extra hand placement, strength on a swing skill, step

Difficulty	D Panel	E Panel	Final Score
H =			
G =			
F =			
E =	Difficulty = 2.1	E1 = 3.2	<b>Dismount stuck =</b>
D = 2	Element Groups = 2.0	E2 =	
C = 2	Connection Bonus =	E3 =	
B = 3	Presentation = 10.0	E4 =	<b>D Panel + E Panel = 10.9</b>
A = 1	<b>Start Value = 14.1</b>		

**D – Panel Comments:**

**E – Panel Comments:**

\* X = repeated skill or non-recognized skill.  
The top 10 counting skills are noted in **Bold & larger font**.

# Pommel Horse Optional Evaluation Form



**Purpose:** 2023 National Course Evaluation

**Competition:**

**EVENT:** PH

**Level:** JDP Level 10

**Routine#:** PH L10-3

**Routine Link:** [ngja.org/wp-content/uploads/2023-2024/Course videos/JR Optional/L10 PH 3.mp4](https://ngja.org/wp-content/uploads/2023-2024/Course%20videos/JR%20Optional/L10%20PH%203.mp4)

Skills	Value (*)	EG	Bonus	Execution Deduction	Comments
<b>Back loop</b>	<b>A</b>	II			
<b>Sivado</b>	<b>D</b>	III		0.1	Knee bend
½ <b>Magyar</b>	<b>B</b>	III			
<b>Saddle loop</b>	<b>B</b>	II		0.1	Knee bend
½ <b>Sivado</b>	<b>B</b>	III		0.1	Knee bend
½ Magyar				0.1	Knee bend
Saddle loop				0.1	Knee bend
½ Magyar				0.3	Skew (end position)
¼ <b>spindle (x2)</b>	<b>A</b>	II		0.1	Skew
Single leg Stockli in (leg cuts)	JDP A				
<b>Scissor (x2)</b>	<b>A</b>	I		0.1 (x2)	Lack of height Flexed foot
Circle	A	II		0.1/0.1; 0.1	Lack of extension/leg separation (on pickup); lack of extension
<b>Stockli to HS with 270 turn</b>	<b>D</b>	IV	0.2	0.1, 0.5, 0.1, 0.3	Lack of extension, hitting the horse with foot or leg, arm bend, strength on a swing skill

Difficulty	D Panel	E Panel	Final Score
H =			
G =			
F =			
E =	Difficulty = 1.7	E1 = 2.9	<b>Dismount stuck = 0.2</b>
D = 2	Element Groups = 2.0	E2 =	
C =	Connection Bonus =	E3 =	
B = 3	Presentation = 10.0	E4 =	<b>D Panel + E Panel = 10.8</b>
A = 3	<b>Start Value = 13.7</b>		

**D – Panel Comments:**

**E – Panel Comments:**

\* X = repeated skill or non-recognized skill.  
The top 10 counting skills are noted in **Bold & larger font**.