



# NATIONAL GYMNASTICS JUDGES ASSOCIATION, INC.

## Junior Olympic Course Notes

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### COMPETITION TABLE 2009 - 2012

Level 4 (Comp Only)	Level 5 (Comp Only)	Level 6 (Comp Only)	Level 7 (Comp Only)
15.0 Base Score	15.0 Base Score	15.0 Base Score	15.0 Base Score
0.6 Specified Bonus 0.3 Virtuosity 0.1 Stick Bonus	0.6 Specified Bonus 0.3 Virtuosity 0.1 Stick Bonus	0.6 Specified Bonus 0.3 Virtuosity 0.1 Stick Bonus	0.6 Specified Bonus 0.3 Virtuosity 0.1 Stick Bonus
16.0 Max. Score	16.0 Max. Score	16.0 Max. Score	16.0 Max. Score

Compulsory Vault (Level 4-5-6-7) = 15.0 Base Score + 0.5 Performance Bonus + 0.2 Stick Bonus = 15.7 Max Score

Level 8 (FIG Optional) Using Junior Olympic Program Rules	Level 9 (FIG Optional) Using Junior Olympic Program Rules
Count EG5 first, then highest value each in EG 8 highest values, counted AS ABOVE for D-Score	Count EG5 first, then highest value each in EG 8 highest values, counted AS ABOVE for D-Score
2.5 FIG Element Groups (0.5 x 5 groups) EG5 req.	2.5 FIG Element Groups (0.5 x 5 groups) EG5 req.
EGroups can be fulfilled using skills listed skills* of any value with the exception rules for the dismount (EG5).	EGroups can be fulfilled using skills listed skills* of any value with the exception rules for the dismount (EG5).
10.0 Presentation = E-Score (deductions)	10.0 Presentation = E-Score (deductions)
Values: A=0.1 / B=0.2 / C, D, E, F, G=0.3 (Level 8 only)	Yurchenko allowed 1 salto only, no twist
A value Dismount = +0.5 in Group 5 0.1 Stick Bonus on dismounts which receive full Group 5 credit - added to A-Panel	B dismount = +0.5, A dismount = +0.3 in EG5 0.1 Stick Bonus on dismounts which receive full Group 5 credit - added to A- Panel
A-Panel + B-Panel (10.0) = Start Value	A-Panel + B-Panel (10.0) = Start Value

Level 10 (FIG Optional)	Special Optional Information
Count EG5 first, then highest value each in EG 10 highest values, counted AS ABOVE for D-Score	<p><b>Difficulty</b> A=0.1, B=0.2, C=0.3, D=0.4, E=0.5, F=0.6  <b>count the best values-chronology for repetition-FIG</b>  <b>El. Groups:</b> Each: 0.5 any value, exc. dismt: .5/3/0  <b>Short Routine</b> &lt; 6 skills = - 1.0 per mssing skill  <b>*Listed values=FIG skills+JO listed skills to fill EG</b></p> <p><b>Vault:</b> Level 8=1 w. stick / 9-10 see vault bonus  <b>Level 8 - No Connection Bonus</b>  <b>Dismounts:</b> deliberately performed dismount (not barred by the FIG Code) = min "A" value+ also <i>consideration as a valid "A" skill for EG5.</i></p> <p><b>Presentation Deductions (as per FIG) :</b>            Sm = 0.1, Med= 0.3, L= 0.5 fall on or off = 1.0            Half int swing = 0.3 / full int swing = 0.5            Stick Bonus= 0.1 stuck when full Gr5 credited</p>
2.5 FIG Element Groups (0.5 x 5 groups) EG5 req. EGroups can be fulfilled using skills listed skills* of any value with the exception rules for the dismount (EG5).	
10.0 Presentation = E-Score (deductions)	
C dismount= +0.5 / B dismt = +0.3 / A= 0.0 in EG5 0.1 Stick Bonus on dismounts which receive full Group 5 credit - added to D-Score	
D Panel + E Panel (10.0) = Start Value	