**Judging guidelines Level 3** Coach talking to gymnast at any time = No deduction.

## **Level 3 Floor Exercise**

Base score	10.0
<b>Specified Bonus</b>	1.0
Virtuosity	0.5
Stick Bonus	0.2
Maximum Score	11.7

#### **Description**

#### **Performance Criteria**

1. Tucked Forward roll to stand Feet must stay together on roll up

2. Step forward through a front lunge with right leg in front, to a front cartwheel step- in

(bring right foot together with the in left foot on landing – do not end in a Lunge position)

3. Backward roll to hollowed push up position

bent or straight arms

4. Arch and jump to straddle stand

5. Front roll to straight jump

bring legs together while rolling -hands should not touch floor on roll up.

**6.** Run, round off, rebound.

Specified Bonus: In #1, Kick to handstand roll down.

no hold required.

Specified Bonus: In #5 press through headstand roll down.

no hold required.

The routine may be reversed in it's entirety.

## Level 3 Mushroom / Pommel Horse

Base score	10.0
<b>Specified Bonus</b>	1.0
Virtuosity	0.5
Stick Bonus	0.2
Maximum Score	11.7

### **Description**

#### **Performance Criteria**

1. Jump to one full circle, land

with feet together

- 2. Jump to a half circle with a ¼ turn ( a flank dismount)
- Routine may be reversed in its entirety.

Specified Bonus: In #1 connect the circle with the dismount.

Specified Bonus: In #1 add an additional circle.

## **Level 3 Rings**

Base score	10.0
<b>Specified Bonus</b>	1.0
Virtuosity	0.5
Stick Bonus	0.2
Maximum Score	11.7

#### **Description**

1. Pull up, to bent arm hang,

- 2. Slow controlled lower down
- 3. Lift legs to a straight arm tuck hang, hold, lower legs
- 4. Lift legs forward, swing legs back
- 5. swing legs forward, swing legs back
- 6. swing legs forward, swing legs back
- 7. swing legs forward, swing legs back,
- 8. swing legs forward, swing legs back,
- 9. swing legs forward to inverted pike hang

2 sec. hold. You should swing up to inverted pike hang after he 5th back swing

10.Skin the cat

2 sec. hold The body should be as straight as possible in the skin the cat.

11. Drop to landing

- Rings must show turn out in the back swing and skin the cat. -. 1 each time \*
- Legs can be straight or tucked on swing to inverted pike.

Specified Bonus: In # 1 a second pull up held for 2 seconds.

Specified Bonus: In #2 L hang for 2 seconds replacing the tuck hang.

Performance Criteria

2 second hold, Chin above hands

2 second hold Knees above hips in tuck hang.

All swings should be a minimum of degrees below horizontal.

## Level 3 Vault

Base score	11.0
<b>Specified Bonus</b>	0.0
Virtuosity	0.5
Stick Bonus	0.2
Maximum Score	11.7

Vault: Run & straight jump off spring board on to 8" to 16" landing mat.

- Requirements Straight body in the air, good vertical lift 6" 1', Chest up on landing.
- Arms should be down by the side when the feet contact the board and swing forward to vertical as feet leave the board.
- Arms should be straight up in flight.
- Minimum of a 20 foot run.
- Speed of run is not a factor in the vault.

## Level 3 Parallel bars

Base score	10.0
<b>Specified Bonus</b>	1.0
Virtuosity	0.5
Stick Bonus	0.2
Maximum Score	11.7

### **Description**

### 1. Jump or push up and lift legs to L support

### 2. drop or lift and drop legs to a back swing

- 3. swing forward
- 4. swing back
- 5. swing forward
- 6. swing back
- 7. swing forward
- 8. swing back
- 9. swing forward
- 10. Swing back, push over either bar in front support (Back swing) to dismount or dismount between bars.

  The dismount is on the 5<sup>th</sup> back swing.

Technical note: - A sinking and shrugging of the shoulders is encouraged during the swings.

Specified Bonus: In # 1 a no deduction L hold for 2 sec.

Specified Bonus: In #10 The dismount above horizontal.

#### **Performance Criteria**

hold 2 sec.

no height requirement

Body straight on swings

45 degrees below horizontal on all swings unless stated.

## Level 3 Horizontal bar

Base score	10.0
<b>Specified Bonus</b>	1.0
Virtuosity	0.5
Stick Bonus	0.2
Maximum Score	11.7

### **Description**

#### **Performance Criteria**

#### Horizontal bar

1. In over grip, coach assisted Pull over a stop is allowed. to front support and

- 2. cast, under bar shoot and swing back, coach assisted Body
  45 egrees below horizontal on all swings
- 3. Swing forward swing back, The front tap swings should show a (Hollow, arch, kick, straight position change)
- 4. swing forward, Swing back,
- 5. swing forward, Swing back,
- 6. swing forward,
- 7. Swing back and drop to a strand. Drop at end of the 5th back swing.

- There is no deduction for piking in the hips in the back swing at this level although a hollow in the chest is preferred.

Specified Bonus: In #1 unassisted pull over.

Specified Bonus: In #2 unassisted under bar shoot.

**NOTE:** These routines are designed to enable young boys to compete in a very short time after signing up for gymnastics to get involved with the sport and help prepare them for Level 4 competition.