

Judge's Initials \_\_\_\_\_ SJ or AJ

Gymnast # \_\_\_\_\_

**BONUS HIGH SUPERIORS**

**Mounts:**

- 1) Free jump from 2 feet with 1/1 to stand
- 2) Straight-body front handspring with flight
- 3) Front Salto
- 4) Roundoff, Back Salto

**Jumps-Leaps:**

- 1) Tuck jump 1/1 twist
- 2) Wolf Jump, ¾ twist
- 3) Cat leap 1½ twist
- 4) Tour jete, 135° split, ¼ twist or ½ twist
- 5) Tour jete, 180° split
- 6) Tour jete to ring (foot head high)
- 7) Split jump, 180° with 1/1 twist
- 8) Side split jump (straddle), 180° with ½ twist
- 9) Straddle pike jump with ½ twist
- 10)
- 11) Sheep jump (feet head high)
- 12) Pike jump, 45°, ½ twist
- 13) Pike jump, 90°, ¾ twist
- 14) Stretched jump, 1½ twist
- 15) Switch leg leap, ¼ twist to 180° side split/straddle pike
- 16) Ring leap/jump (foot head high)
- 17) Switch-leg leap to ring (foot head high)

**Turns:**

- 1) 1 ½ turn w/leg extended at horizontal
- 2) Double turn on one foot

**Tumbling:**

- 1) Aerial cartwheel or walkover
- 2) Back handspring, 1/1 twist
- 3) Salto (front, back or side)

**Dismounts:**

- 1) Barani with 1/1 twist
- 2) Back salto with 1/1 twist
- 3) Gainer back salto off end (pike)
- 4) Gainer back salto with ½ off end
- 5) Gainer back salto with 1/1 twist
- 6) Aerial walkover with 1 ½ twist
- 7) Front salto with 1/1 twist
- 8) Double salto (front or back)

**EVENT REQUIREMENT – 1.4**

- Tw/Tn 360°(Dance) (.2) \_\_\_\_\_
- Jp/Lp (at least a Med) (.2) \_\_\_\_\_
- Tumb Series (Difficulty) (.2) \_\_\_\_\_
- Hdspr/Aer/Sal (.2) \_\_\_\_\_
- Dismount (least a Sup) (.2) \_\_\_\_\_

**The mount, dismount, dance balances and body waves may NOT be used to fulfill the following requirements:**

- Dance Series (Difficulty) (.2) \_\_\_\_\_
- Dn-Tu/Tu-Dn Ser (.2) \_\_\_\_\_

**COMPOSITION – 0.8**

- Variety (up to .2)
- Comb diff/structure grps \_\_\_\_\_
- Rhythm & Connections (up to .2)
- Var in conn (up to .1) \_\_\_\_\_
- Tempo Chg/Flow (up to .1) \_\_\_\_\_
- Artistry, Uniqueness (up to .2)
- Creative skill/combination (up to .1) \_\_\_\_\_
- Artistic presentation (up to .1) \_\_\_\_\_
- Spacing (up to .2)
- All Sp/Lev/Dir ( up to .1) \_\_\_\_\_
- Prog Distr Diff (up to .1) \_\_\_\_\_

**BONUS – 0.8 (+ = Give; .1 = deduction)**

- BBS (.1-.2) \_\_\_\_\_
- Ult S/HS/BHS and/or Ult Rout(.1) \_\_\_\_\_
- Extra HS/BBS/BHS (.1) \_\_\_\_\_
- BHS (.2 if nor more than .3 exec ded; .2 for second Different BHS) \_\_\_\_\_

**EXECUTION & AMPLITUDE – 4.0**

- Falls (.3 - .5) \_\_\_\_\_
- Dynamics (up to .3) \_\_\_\_\_
- E/A (Other) \_\_\_\_\_
- Total Execution** \_\_\_\_\_

**TALLY**

**Difficulty** \_\_\_\_\_  
(3.0)

**Event Req** \_\_\_\_\_  
(1.4)

**Composition** \_\_\_\_\_  
(0.8)

**Bonus** \_\_\_\_\_  
(0.8)

**Exec/Ampl** \_\_\_\_\_  
(4.0)

**Neutral Ded** \_\_\_\_\_

**10.00**

**- Sub Total** \_\_\_\_\_

**FINAL SCORE** \_\_\_\_\_

**SJ Deduction** \_\_\_\_\_  
**(Deduct from Average Score)**