

Boys Compulsory Level 4-7 Scoring Cheat Sheet for Parents

Changes and differences from last year (2016) are highlighted

The Execution Score ("E Score")

- Each routine for levels 4-7 has a base start value of 9.5 (the "execution score") if all the required skills were performed well enough to be recognized. If a skill is missing, generally 1.0 will be taken from this base score. Sometimes .5 might be taken if just part of a skill or skill combination was omitted.
- General form deductions like bent arms/knees, legs apart, and flexed feet are also taken from this 9.5 execution score. The amount taken per mistake depends on how bad the position was, etc... Here are some of the MANY ways the execution score can go down as your son performs his routine:
 - A fall from the apparatus will be deducted 1.0.
 - Landings - touching butt/knees/body to the ground, or showing full support on their hands will be deducted 1.0.
 - Steps/hops can receive .1 (small step/hop), .3 (medium step/hop), and .5 (large step/hop) - maximum of 1.0 for multiple steps/hops.
 - Bent arms or knees may receive a .1, .3, or .5 deduction.
 - Poor body position (i.e. arched body in a handstand) can receive a .1, .3, or .5 deduction.
 - Flexed feet will receive a .1 deduction.
 - A large struggle or stop in the middle of the routine will receive a .5 deduction.
 - Legs apart can receive a .1, or .3 deduction.
 - Poor height on swings may receive a .1, .3, or .5 deduction.
 - Poor or no hold on a skill that should be held will receive a .3 deduction, and if it's not held at all, the skill will not be recognized and receive a .5 or 1.0 missing skill deduction.

Division 1 – Division 2

- For each compulsory level, there are now two divisions offered: **Division 1** and **Division 2**. This is to allow for athletes of varying progression rates and talent levels to achieve success amongst peers of similar skill levels. USA Gymnastics understands that some boys, even though they are not as talented as other, still want to participate in competition and not feel like they will never succeed because they will never get any medals because they aren't as good as those kids who can do all the bonuses.
- Each competition has the option to offer division 2. In this case, everyone will be considered division 1 for that competition.
- At State and Regionals, both divisions will be offered and awarded separately in each level.
- Division 1 athletes may perform bonus skills for .5 each added to their score (see below).
- Division 2 athletes don't perform bonus skills (see below).
- An athlete may be declared a division 1 athlete even if he doesn't perform any bonuses.
- Division 2 athletes CAN perform bonus skills but will not receive any added points (see below).

Difficulty Score ("D Score") - Virtuosity and Bonus

- The **Difficulty score** ("D score") is comprised of specified virtuosity and bonus skills that is added to the start value (9.5).
 - Division 2 athletes may acquire specified virtuosity (up to .3) and stick bonus (.2) on each of the six events to raise their total highest potential start value to a 10.0.
 - Division 1 athletes may acquire Specified virtuosity (up to .3), stick bonus (.2), and specified bonus skills (.5 each) to raise their total potential start value (see highest potential scores in general info below).
- **Specified Virtuosity:** is defined as an athlete performing a skill with a specific technique, height, or strength that goes beyond the expectation for that level. There are three identified skills in each routine that if done to specification will automatically receive .1 in virtuosity added to his difficulty score. On vault, there are three areas of the vault that if done with excellent technique, he will receive .1 in virtuosity each.
- **Stick bonus:** If your son lands his dismount without moving his feet (sticks his landing) he will a .2 bonus added to his difficulty score. He will however acquire deductions if he shows lack of control or poor body position upon landing
- **Specified bonus skills:** Every event (except vault) there are specified bonus skills that can be performed for an additional .5 each. Level 4 division 1 has two bonus skills that can be added, Level 5 division 1 has three, level 6 division 1 has three, and level 7 division 1 has four. Bonus skills are worth .5 of a point for division 1 athletes. If a division 2 athlete performs a specified bonus skill, he will not be punished for doing so but he will not receive the .5 added to his "D score". He will, however acquire any execution errors on that skill.

General Info

- The highest potential score on each event per compulsory level (if all bonuses and virtuosities are awarded) are as follows:
 - L4/5/6/7 Division 2 all events: 10.0 max
 - L4 D1: 11.0 max
 - L5 D1: 11.5 max
 - L6 D1: 11.5 max
 - L7 D1: 12.0 max
 - NOTE: Vault has .3 of available virtuosity plus a .2 stick bonus. For a max of 10.0 for compulsory levels 4-6. In level 7 there are different vaults that can be performed with varying difficulty start values (L7D2 athletes have a start of 9.0 with a 9.5 max and L7D1 athletes that perform the higher level vaults have a start of 9.5 with a 10.0 max).
- The lowest score a judge is allowed to give is a 1.0 regardless of how bad the performance was, unless the gymnast scratches (does not compete) on that event.
- If the coach spots (helps the gymnast complete or perform the skill in any way), 1.0 will be deducted. If there was incidental contact there is no deduction.
- A coach is not allowed to speak to the gymnast during the gymnast's performance (a .3 deduction). The coach is however allowed to speak to the gymnast during the 30sec between a fall and the remount of the apparatus with no penalty.
- Sometimes you will see a coach ask the judge a question after the gymnast falls. This is to see if the gymnast received credit for the skill he fell on. If the coach doesn't ask, then the coach is confident one way or the other and will instruct the gymnast to try that skill again or continue on with his routine.