

Score Tabulation JO 1-10 & Aspire: VT



JO 1&2

1. Record the SV. For JO 1&2 the SV is always 10.0.
2. Record the judge's scores as dictated to you by the Chief Judge.
3. Average the scores submitted by the judges. **Refer to the examples on the reverse of this page.**
4. The Chief Judge will inform you if a neutral deduction needs to be applied.
5. Most gymnasts will perform two vaults. The final score is the score of the BEST vault. Record the final score.
6. For JO 1&2 scores are **NOT** flashed. Based on the final score calculated, select the correct color of ribbon. Refer to chart below.

Red (1 st)	Blue (2 nd)	White (3 rd)
9.000+	8.300-8.999	8.299 and below

7. If stickers that indicate the event are provided, place a sticker on the back of the ribbon and put the ribbon into the correct athlete's envelope. If stickers are not available, write the event and the colour of ribbon earned on the athlete's envelope.
8. At the completion of the rotation send the score sheet to the scoring room, and the envelopes to the group's next event (envelopes follow the group's rotation indicated on the order of passage).
9. When you get the envelopes for the next rotation, organize them according to order of passage.

JO 3-10 & Aspire

1. Record the SV. For JO 3-5 the SV is always 10.0. For JO 6-10 the Chief Judge will verbally indicate this to you.
2. Record the judge's scores as dictated to you by the Chief Judge.
3. Average the scores submitted by the judges. This calculation depends on the number of judges. **Refer to the examples on the reverse of this page.**
4. The Chief Judge will inform you if a neutral deduction or bonus needs to be applied.
5. Most gymnasts will perform two vaults. The final score is the score of the BEST vault. Record the final score. ****ASPIRE: the final score will be the average of the two vaults.**
6. Write the athlete's number and final score on a piece of paper. Pass this paper to the Flasher to post the score.
7. Have the Flasher change the athlete number and score with the scoreboard facing AWAY from the audience. Check to ensure the Flasher has posted the correct athlete number and score.
8. At the completion of the rotation send the score sheet to the scoring room, and the athlete numbers to the group's next event (numbers follow the group's rotation indicated on the order of passage).
9. When you get the athlete numbers for the next rotation, organize them according to order of passage.

Calculation of Final Score

Two Judges:

If the panel consists of two judges, average the scores. Write the average score to 3 decimal places. Do NOT round the average score; instead truncate after 3 decimal places.

Athlete	Vault	SV	J1	J2	J3	J4	AVG Score	+/-	FINAL Score
# Name	VT 1	10.0	8.3	8.35	-	-	8.325	-	8.325
	VT 2	10.0	8.25	8.1	-	-	8.175	-	

Three Judges:

If the panel consists of 3 judges, average all three scores. Write the average score to 3 decimal places. Do NOT round the average score; instead truncate after 3 decimal places.

Athlete	Vault	SV	J1	J2	J3	J4	AVG Score	+/-	FINAL Score
# Name	VT 1	9.7	7.95	7.80	7.4	-	7.716	-	8.216
	VT 2	9.8	8.1	8.25	8.3	-	8.216	-	

Four Judges:

If the panel consists of four judges, exclude (cross out) the highest and lowest scores and average the remaining two scores. Write the average score to 3 decimal places. Do NOT round the average score; instead truncate after 3 decimal places.

Athlete	Vault	SV	J1	J2	J3	J4	AVG Score	+/-	FINAL Score
# Name	VT 1	10.0	8.25	8.2	8.4	8.35	8.300	-	8.975
	VT 2	9.7	9.05	8.85	8.9	9.1	8.975	-	

Aspire:

For Aspire athletes the final score is the average of the two vaults. $(VT 1 + VT 2)/2$

Using the example above, $FINAL SCORE = (8.300 + 8.975)/2$

Write the Final Score to 3 decimal places. Do NOT round the Final score; instead truncate after 3 decimal places.

Athlete	Vault	SV	J1	J2	J3	J4	AVG Score	+/-	FINAL Score
# Name	VT 1	10.0	8.25	8.2	8.4	8.35	8.300	-	8.637
	VT 2	9.7	9.05	8.85	8.9	9.1	8.975	-	

Score Tabulation HP: VT



1. Record the D-Score. The D1 judge will verbally indicate this to you.
2. Record the judge's deductions as dictated to you by the D1 judge.
3. Calculate the E-Score by subtracting the average of the deductions from 10.0. This calculation depends on the number of judges. **Refer to examples below.**
4. Add the D-Score and E-Score. The D1 judge will inform you if a neutral deduction or bonus needs to be applied. **For Junior and Senior: the final score is the score of the FIRST vault performed. For Novice: the final score is the score of the BEST vault.** Record the final score.
5. Write the athlete's number and final score on a piece of paper. Pass this paper to the Flasher to post the score.
6. Have the Flasher change the athlete number and score with the scoreboard facing AWAY from the audience. Check to ensure the Flasher has posted the correct athlete number and score
7. At the completion of the rotation send the score sheet to the scoring room, and the athlete numbers to the group's next event (numbers follow the group's rotation indicated on the order of passage).
8. When you get the athlete numbers for the next rotation, organize them according to order of passage.

Calculation of Final Score

Two Judges:

If the panel consists of two judges, average the two deductions. Write the average deductions to 3 decimal places. Do NOT round; instead truncate after 3 decimal places.

Athlete	D-score	J1	J2	J3	J4	AVG Ded	E-Score (10-AVG ded)	(D+E)	+/-	FINAL Score
# Name	4.4	1.6	1.8	-	-	1.7	8.300	12.700	-0.1	12.600

Three Judges:

If the panel consists of 3 judges, average all three deductions. Write the average deductions to 3 decimal places. Do NOT round; instead truncate after 3 decimal places.

Athlete	D-score	J1	J2	J3	J4	AVG Ded	E-Score (10-AVG ded)	(D+E)	+/-	FINAL Score
# Name	5.0	2.5	2.6	2.8	-	2.633	7.367	12.367	-	12.367

Four Judges:

If the panel consists of four judges, exclude (cross out) the highest and lowest scores and deductions and average the remaining two deductions. Write the average deductions to 3 decimal places. Do NOT round; instead truncate after 3 decimal places.

Athlete	D-score	J1	J2	J3	J4	AVG Ded	E-Score (10-AVG ded)	(D+E)	+/-	FINAL Score
# Name	4.7	1.1	0.9	1.0	1.1	1.05	8.95	13.650	+0.5	14.150

Score Tabulation JO 1-10 & Aspire: UB, BB, FX



JO 1&2

1. Record the SV. For JO 1&2 the SV is always 10.0.
2. Record the judge's scores as dictated to you by the Chief Judge.
3. Averaging the scores submitted by the judges. Refer to the examples of the reverse of this page.
4. The Chief Judge will inform you if a neutral deduction needs to be applied. Record the final score.
5. For JO 1&2 scores are NOT flashed. Based on the final score calculated, select the correct color of ribbon. Refer to chart below.

Red (1 st)	Blue (2 nd)	White (3 rd)
9.000+	8.300-8.999	8.299 and below

6. If stickers that indicate the event are provided, place a sticker on the back of the ribbon and put the ribbon into the correct athlete's envelope. If stickers are not available, write the event and the colour of ribbon earned on the athlete's envelope.
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5. Write the athlete's number and final score on a piece of paper. Pass this paper to the Flasher to post the score.
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Athlete	SV	J1	J2	J3	J4	AVG Score	+/-	FINAL Score
# Name	10.0	8.25	8.10	-	-	8.175	-	8.175

Three Judges:

If the panel consists of 3 judges, average all three scores. Write the average score to 3 decimal places. Do NOT round the average score; instead truncate after 3 decimal places.

Athlete	SV	J1	J2	J3	J4	AVG Score	+/-	FINAL Score
# Name	9.9	8.55	8.6	8.7	-	8.616	-0.1	8.516

Four Judges:

If the panel consists of four judges, exclude (cross out) the highest and lowest scores and average the remaining two scores. Write the average score to 3 decimal places. Do NOT round the average score; instead truncate after 3 decimal places.

Athlete	SV	J1	J2	J3	J4	AVG Score	+/-	FINAL Score
# Name	9.5	8.10	8.0	7.95	7.85	7.975	-	7.975

Score Tabulation HP: UB, BB, FX



1. Record the D-Score. The D1 judge will verbally indicate this to you.
2. Record the judge's deductions as dictated to you by the D1 judge.
3. Calculate the E-Score by subtracting the average of the deductions from 10.0. This calculation depends on the number of judges. Refer to examples below.
4. Add the D-Score and E-Score. The D1 judge will inform you if a neutral deduction or bonus needs to be applied. Record the final score.
5. Write the athlete's number and final score on a piece of paper. Pass this paper to the Flasher to post the score.
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If the panel consists of two judges, average the two deductions. Write the average deductions to 3 decimal places. Do NOT round; instead truncate after 3 decimal places.

Athlete	D-score	J1	J2	J3	J4	AVG Ded	E-Score (10-AVG ded)	(D+E)	+/-	FINAL Score
# Name	4.4	1.6	1.8	-	-	1.7	8.300	12.700	-0.1	12.600

Three Judges:

If the panel consists of 3 judges, average all three deductions. Write the average deductions to 3 decimal places. Do NOT round; instead truncate after 3 decimal places.

Athlete	D-score	J1	J2	J3	J4	AVG Ded	E-Score (10-AVG ded)	(D+E)	+/-	FINAL Score
# Name	5.0	2.5	2.6	2.8	-	2.633	7.367	12.367	-	12.367

Four Judges:

If the panel consists of four judges, exclude (cross out) the highest and lowest scores and deductions and average the remaining two deductions. Write the average deductions to 3 decimal places. Do NOT round; instead truncate after 3 decimal places.

Athlete	D-score	J1	J2	J3	J4	AVG Ded	E-Score (10-AVG ded)	(D+E)	+/-	FINAL Score
# Name	4.7	1.1	0.9	1.0	1.1	1.05	8.95	13.650	+0.5	14.150