

MGJA New Judge Info Packet 2024-25

1st year & Mentor Overview

Program Overview:

- Attend Officials Association meeting – 10/30/2024
- Attend kick-off meeting with new judges – 11/8 or 11/24
 - Meet and greet
 - Judges packet
- Mentor program
 - Get-to-know your mentor
 - Attend 3-4 meets with mentor
 - Onboarding specialist follow-up with mentors
- High School and MAGA Meet Fees – Once new officials have been assigned 3 meets (HS or MAGA), new officials are responsible for paying the \$75 dues to MGJA Treasurer (Laura Stolpe)
 - Dual Meets Payment = ~\$100 (metro)
 - Invites / MAGA = \$100+
- Year 2 training: Recommended you attend the pre-season judging session (zoom option is 11/13)

Mentor Relationship Expectations:

- Ideally meet-up prior to 1st practice meet:
 - Identify meet schedule
 - Discuss techniques, shorthand ideas and best methods
 - Discuss best communication methods between the mentor and mentee
- Connect with mentor after 3-4 practice meets
 - Discuss progress and areas to continue to practice/focus
 - Discuss how many more practice sessions are recommended
 - Discuss challenges/ questions on judging techniques
- Call mentor throughout season whenever you have questions or concerns

Resources:

MGJA website: <http://www.mgja.net>

- Directory (Pswd: MGJA2024)
- Score Sheets, Execution Math Sheet, Composition Guide, etc.

Arbiter Sports website: www.arbitersports.com

- Access to judging requirements checklist
- Schedule
- Print Official Card (Profile Page)
- High School addresses and meet schedules
- *Cue Sheets, Scoresheets, Rule Books, Rule Changes, Exam, etc -*

<https://mshsl.arbitersports.com/front/103385/Site/MSHSL-Sports/Gymnastics-G>

National High School Federation Website: <https://www.nfhs.org/activities-sports/gymnastics-girls/>

Minnesota State High School League Website: <http://mshsl.org/>

TIPS/TRICKS

Meet Expectations & Etiquette

- Arrive 30 minutes prior to start time. Plan accordingly for parking/walk time to meet location
- Show your ID (screen grab or print-out) to meet management without being prompted
- Greet other officials, discuss & decide upon event assignments for the meet
- Check equipment and judging desk/table placement
- Practice “perception is reality” throughout the event
- If you are the chief judge, tabulate your event team totals between events
- Post-meet: verify scores with head table and thank meet management before departure

Judging Rules of Engagement:

- Talk with experienced judges and ask questions!
- Know your difficulty!
- Know your event requirements
- Practice, practice, practice
- Read the "situations" at the end of each event rules in booklet and Points of Emphasis (pg 109-116)
- Consistency makes a good judge!

Technique Tips:

- Develop a judging technique that works for you and STAY consistent
 - For example, judge each routine in the same order: Diff, ER, Bonus, Exec, and Comp
- Leverage the difficulty value (M, S, HS, AHS) to start tabulating your score
- Create symbols to identify the most common skills you’ll see at every meet
- Have a consistent way to indicate a fall, a connection, degree of split, degree of handstand, # of rotations /turns, changes in direction, an attempted skill of no value, etc.
- Prioritize: Round-offs, back-handsprings, wolf jumps, straddle jumps, tucks vs. pikes
- Group execution deductions for combinations (don't try to make a "mark" for every deduction)
- Develop an approach to composition over time – Located on “Learning Corner” of mgja.net website
- Keep your eyes and head facing the gymnast. A glance down to check your location on the page only if necessary
- Practice “building the score” on lower-level routines vs. “find what’s missing” on higher level routines

Things to remember / know:

- All facilitated skill and a spotted skill are different. Facilitated skills do not receive difficulty credit (exception is on Vault)
- All routines need a minimum of 5 elements and will receive a 2.0 deduction if there are less than five elements – We often see this most commonly on Bars (or a routine where a gymnast is injured or does not finish the event)
- Must have 8 *elements* and value parts in a routine in order to receive 3.0 difficulty
- Any skill performed a 3rd time cannot be used to fulfill difficulty, bonus or event requirements
- Learn Degree of Turns, Splits, and Handstand Deductions per Event – Pg 33/34 (Bars), 61/62 (Beam), and 87/88 (Floor)
- If a gymnast takes multiple steps and falls, only 0.5 is taken for the fall

EVENT REQUIREMENTS = 1.0

Each event has its own requirements. These should be memorized so you know what you're looking for as you're judging each routine.

Each Event Requirement (ER) is worth 0.2

5 total Event Requirements per Event (exception: Vault)

- Deciding on whether skills are connected often determines whether an ER is given or not
- Important: Review Pg 113 on "7 Ways to Break a Series (pg 113)"

Uneven Bars – Pg 33

0.2 = Kip

0.2 = 360 clear hip circle, stalder, pike sole circle that ends in clear support

0.2 = Super release/flight element – excludes dismount

0.2 = Element that achieves (w/in 20°) or passes through vertical in stretched position – i.e Handstand

0.2 = Superior Dismount

Balance Beam – Pg 60

0.2 = Minimum 360 turn on one foot

0.2 = One acro flight element – must start and finish on the beam

0.2 = Acro series of Difficulty – both elements must start and finish on the beam

0.2 = Dance or mixed series (acro & dance) of Difficulty – both elements must start and finish on the beam

0.2 = Superior Dismount

Floor Exercise – Pg 86

0.2 = Twisting salto – at least $\frac{1}{2}$ (180°)

0.2 = Three acro passes – a series consisting of 2 or more directly connected acro elements

- With the exception of the round-off, all elements in a pass must receive Value Part credit
- Elements may be in any of the 3 directions – forward, backward or sideward
- A 2 element pass shall include a Back-to-Back Superior (BBS), A High Superior (HS) or an Advanced High Superior (AHS)

0.2 = Superior acro element in the 3rd acro pass – or – as the last acro element

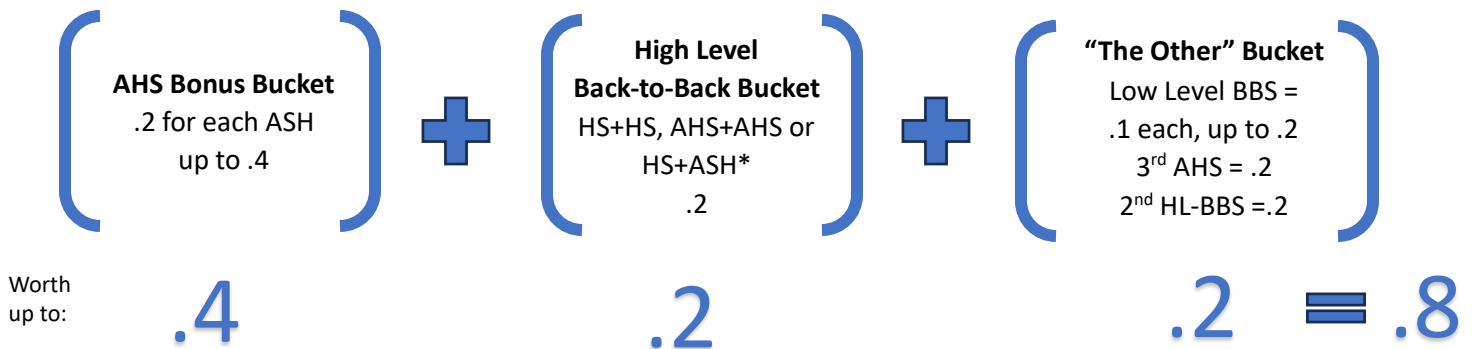
- Credit may be awarded even if the 1st and 2nd passes are broken
- A series of front or back handsprings, which receives Superior credit can be considered the last acro element

0.2 = One turn on one foot of at least superior difficulty

0.2 = Dance passage that includes a minimum of two (2) different Group 1 elements, directly or indirectly connected. The passage MUST include both a SUPERIOR and a LEAP (cross or side split position)

BONUS = 0.8

Calculated the same way for bars, beam and floor



Find a consistent way for YOU to tabulate bonus for every routine.

Suggestion: Find AHS bonus first, second look for HL-BB bonus, look for "other" bucket bonus last.

New this rule book: A single element in a series may be counted twice to receive back-to-back superior credit. In a direct connection of three or more elements, the second and following elements may be used twice when awarding BBS, the first time as the last element of a BBS and the second time as the first element of a BBS.

Example:

Giant–Giant–Layout Flyaway	LH Kip–LH Kip –Tucked Flyaway	Strug – Popa – Tuck 1 ½
Giant – Giant = .2 HLBB	LH Kip – LH Kip = .1 LLBB	Strug – Popa = .2 HLBB
Giant – Layout Flyaway = .2 HLBB	LH Kip – Flyaway = .1 LLBB	Popa – Tuck 1 ½ = .2 HLBB

On Beam Only:

An AHS acro skill + a S acro skill = HL-BBS.

Example: We mostly commonly see this with RO dismount to back full

On Floor Only:

1. S, HS or AHS acro element indirectly connected w/in one pass = a LL-BBS (.1)
Example: Front through to RO back handspring Back full
2. AHS acro skill + S salto = a HL-BBS (.2)
Example: Back 1 ½ + punch front or LO front full to punch front

Other Common Bonus Examples:

Low Level Back-to-Back:

High Level Back-to-Back:

COMPOSITION = 0.6

Each event has its own criteria, newly updated for this years' rule book. The update has made this category of the score less subjective, thus putting more emphasis on deductions in Execution/Amplitude.

Bars- pg. 33

Lack of variety of elements – (deduct .1 for each uncharacteristic element)	Up to .2
Lack of two bar changes	.1
Lack of using all spaces and levels	Up to .1
Lack of distribution	Up to .1
Lack of an element with a direction change – (excluding mount and dismount)	.1

Beam- pg. 60-61

Lack of variety of dance and acro	Up to .2
Lack of balance in quantity and level of acro vs. dance	Up to .1
Lack of an acro element in each of two different directions	Up to .1
-One must be backward, and another may be forward or sideward	
-Must have one of each that both start and finish on the beam for no deduction – mount may be used.	
-If either or both is missing – deduct .1	
-If both are included but one is the dismount – deduct .05	
-A tic-toc may count as forward or backward, may not include a handstand which has no direction	
Lack of level change and lack of distribution	Up to .1
Lack of artistry/choreography	Up to .1
-Quality of movement, expression and originality	

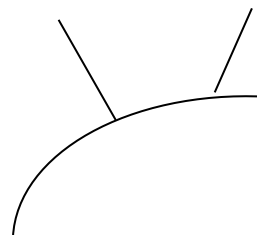
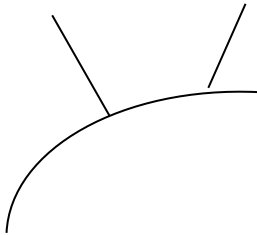
Floor- pg. 87

Lack of variety of acro and dance	Up to .2
Lack of balance in quantity and level of acro vs. dance	Up to .1
Lack of an acro element, w/in a pass, in each of two different directions	
-One must be backward and the other forward or sideward	
-The two directions do not need to be in the same pass	
-Any acro element may be used to fulfill the two-direction requirement except a roundoff and a handstand.	
	Up to .1
Lack of use of the entire floor area and lack of distribution	Up to .1
Lack of artistry/choreography – quality of movement, expression, originality	Up to .1

VAULT

Vault judging is a different experience compared to the other three events. Judging occurs in the preflight phase, support/repulsion phase, second flight phase and landing. Try using a graphic below as a starting point for writing down deductions. Judges record the start value based on the verbal call from the coach and update as needed after the vault is complete.

7.0 Straddle	8.6 ¼ - ¼ ½ On Handspring Yamashita	8.8 Yamashita - ½ Handspring - ½ RO - FF off	9.0 ½ - ½ ¼ - ¾ RO - FF ½ off	9.2 ½ - 1/1 ¼ - 1 ¼ RO ½ on - HS off	9.4 Handspring - 1/1 RO - 1/1 off RO ½ on - ½ off 1/1 on - handspring off Yamashita - 1/1	9.6 Tuck Tsuk RO - back tuck RO - 1 ½ off RO ½ on - 1/1 off Handspring - 1 ½ 1/1 - ½ ¼ - 1 ¼ ¼ - 1 ¼ RO 1/1 On	9.8 Pike Tsuk 1/1 - 1/1 RO - back pike RO ½ on - 1 ½ off RO 1/1 on - ½ off	10.0 RO - Back Layout RO - 2/1 off RO - Tuck ½ or 1/1 RO ½ on - Front off RO ½ on - 2/1 off RO 1/1 on - 1/1 off RO - ½ front salto RO 1/1 on- salto off	10.0 Layout Tsuk Tuck Tsuk ½ or 1/1 Pike Tsuk ½ Hspring - 2/1 Hspring 1/1-1/1 Hspring 1/1 - 1 ½ Hspring ½- 2/1 Handspring Front + (any front flipping vault)
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EXECUTION (Technique/Amplitude/Posture)

Read and review deductions for each event in the rules book. Judges typically list deductions below the written skill while watching the routine. You can group deductions per pass/connections or write individual deductions per skills. Judges should be able to do this WITHOUT looking down at their page. Example of judging cue sheets listed below and also available on MGJA.net **BARS:**

ER Bars		
_kip		D-3.0 _____
_free hip/circling		
_release		R- 1.0 _____
_20° of vertical		
_S. dismount		B- 0.8 _____
Comp.		
(deduct for lack of):		
Var. elements ≤.2		E- 4.6 _____
2 bar changes .1		
Space & lvs ≤.1		
Lack distrib. ≤.1		C- 0.6 _____
Direction change .1		

Beam

Beam		
_360° turn		D-3.0 _____
_acro element		
_acro pass		R- 1.0 _____
_dance/mix		
_S. dismount		B- 0.8 _____
Comp.		
(deduct for lack of):		
Var. elements < .2		E- 4.6 _____
Lvl of acro vs. dance ≤.1		
Acro in 2 direction ≤.1		
Lvl Δ & distrib. ≤.1		C- 0.6 _____
Artistry/Choreo ≤.1		

Floor

Floor		
_S jump/leap/turn		D-3.0 _____
_dance series of		
2 diff leap/jump		R- 1.0 _____
_twisting salto		
_3 acro passes		B- 0.8 _____
_S. in 3 rd pass		
Comp.		
(deduct for lack of):		
Var. acro/dance ≤.2		E- 4.6 _____
Lvl of acro vs. dance ≤.1		
Acro in 2 direction ≤.1		
Use of entire floor		
& lack of distrib. ≤.1		C- 0.6 _____
Artistry/Choreo ≤.1		

First Year Judge Checklist:

<input type="checkbox"/>	Attend First Year On-Boarding Meeting with Laura Hegland
<input type="checkbox"/>	Concussion Module
<input type="checkbox"/>	MSHSL Officials Module
<input type="checkbox"/>	Gymnastics Sport Specific Module
<input type="checkbox"/>	Gymnastics Online Exam
<input type="checkbox"/>	Optional: Gymnastics Officials/Judges Training Clinic via Zoom Nov 13 th
<input type="checkbox"/>	Order Name Tag from Kelsie Koppel
<input type="checkbox"/>	Complete 2024-2025 Judging Preferences survey from Krysta DeLong
<input type="checkbox"/>	Practice your shorthand
<input type="checkbox"/>	Watch practice routine videos
<input type="checkbox"/>	Connect with your mentor
<input type="checkbox"/>	Attend shadowing meets

Video Links for Practice

Bars –

 [Sabrinabars.mp4](#)

 [Eviebars.mp4](#)

 [Emma Sections.mp4](#)

 [Nomakeuprise.mp4](#)

 [Kishabars.mp4](#)

Beam –

 [kikibeamjackson.mp4](#)

 [Kelsey.mp4](#)

 [Kyliebeam.mp4](#)

 [sabbeambreck.mp4](#)

Floor –

 [GraceFX.mp4](#)

 [KBFloor.mp4](#)

Extra Links for Practice -

- [High School Gymnastics | Park Center vs. Osseo - YouTube](#)
- [High School Gymnastics Rogers vs. Champlin Park - YouTube](#)
- [High School Gymnastics | Champlin Park vs. Maple Grove - YouTube](#)