

Basic Guide To Understanding Level 4 Scores

All the events have a base score of a 9.5.

Deductions are then taken based on the degree of error an athlete commits.

Slight errors receive a 0.1 deduction (ex. *flexed toes on a highbar swing*).

Medium errors receive a 0.3 deduction (ex. *split legs on a highbar swing*).

Large errors receive a 0.5 deduction (ex. *bent and split legs on a highbar swing*).

Athletes can also lose 0.5 for adding unpermitted skills or swings and for interrupting the flow of a routine.

1.0 is taken from a score if a gymnast skips a required skill or if the gymnast falls.

Athletes can also receive points for doing various bonus skills in a routine.

Each routine, with the exception of vault, has two 0.5 bonus skills that may be added to the basic routine (ex. *On Floor, the skills are a press to handstand in place of the headstand, and a back handspring following the round-off*).

Students can also receive various 0.1 bonus points for completing certain skills with added performance criteria (ex. *On Floor, 0.1 will be rewarded for an athlete performing a backward roll with straight arms*).

Lastly, a gymnast will be rewarded 0.2 for sticking a landing.

The final score of a routine is determined after all the bonuses are added and all the deductions are subtracted.

Team Score

A gym's team score is calculated by adding together the best three scores recorded by any Olympia athlete on each of the six events. Three for Floor, three for Pommel Horse, etc. The resulting sum is the Team score.