

Theme of the Week

Judging

How does judging work?

There are lots of rules depending on the type of competition, but to keep it simple, we'll talk about it this way.

You have an execution score (which is how well you do the skill) that gets marked out of 10.

Every skill you do also gets awarded a difficulty value. Let's pretend you only have one skill (like on vault) and your skill is worth 1 point.

This means the most points you can get for your vault is 11. Every time there's a tiny mistake, points will get taken off!

Activity

Let's judge some stuff together!

Judges take off marks that are less than a point. For example; they'll take off 0.1 every time you take an extra step.

To keep things simple, we're just going to look for some mistakes and not worry about how many points we take off.

Bent legs

Let's start with an easy video.

[Beam series](#)



As you can see here, she has a very big bend in her leg, so we could take off lots of points for this!

Bent legs

Let's try a harder video. How many times do you see bent legs?

We won't count where she jumps on the bar as she is allowed to bend her legs there.

I see 6 leg bends here... How many do you see?

[Bar routine](#)

Bent legs

These are the 6 leg bends I saw



In her first swing



In her circle round the bar



When she stopped on the high bar



Both times she swung backward on the high bar



...and her dismount!

Did you get the same as me?

It's hard isn't it! I didn't spot the first leg bend until the second time I watched the video... And you wouldn't get to watch a routine twice at a competition!

Landings

Let's forget about bendy legs for now, and just think about landings.

Do you see the gymnast land and stay still (stick it), take a controlled step, take a crazy step, or do they fall over?

[Vault 1](#)

[Vault 2](#)

[Vault 3](#)

Scores for landings

Vault 1

Oh no! She fell!

Vault 2

Just one step, and it looks controlled! Good landing!

Vault 3

That's a huge step that stops her from falling over! Uh oh!

([Check out her first vault](#) if you're wondering why she won!)

Combining the two

Okay, so now we know how to spot bent legs and crazy landings. Let's see if we can watch a skill and do both at the same time!

Remember, we're only looking for her legs and her landings. Nothing else! Let's see what this bar dismount gets her.

Bar dismount

What did you get?

That one was hard, right? Her legs are squeezed tight all the way through the beginning, but as soon as she starts her second flip, they start to go a bit bendy.



We'll just take away 1 point though as they're not very bent!



She also took a big step at the end... What do you think? 1 point or 3? That's your decision!

Thanks for joining in!