

MHSAA Gymnastics Judges Training Manual

I. Judges Introduction

A. Coaches/Judges Association

B. MHSAA Registration

C. Rules Meetings

D. Clinics

E. ID Number

II. Ethics

A. Dress Code – Patch

B. Arriving On Time

C. When Released To Leave

D. Assign Someone To Act As Meet Referee

E. Sign Final Meet Results

F. Professional Behavior

1. Contact With Coaches, Parents, Gymnasts
2. What Should Or Should Not Be Discussed?
3. Key Phrases
 - a) I Am Not Available At This Time To Talk, This Is When I Am Available.
 - b) Talk To The Meet Referee/Senior Judge
4. Body Language – Facial Expressions, Beware Of Perceptions
5. Don't Pre-Judge (From Previous Meet Or From Hearsay)
6. Do Not Restrict Your Judging Opportunities/Judge With Different Partners
7. Bringing Children To Meet – Don't Bring Children That Need Your Attention

III. Officials Guidebook

A. Switching Meets

B. Judging Alone

C. When A Meet Is Canceled With No Notification

D. Insurance

IV. Uniforms

A. Competitors Uniforms

1. One piece leotard – moderate proportions
 - a) Shorts with approval of MHSAA
 - b) No French Cut
 - c) No low neckline showing cleavage
2. Matching Briefs
3. No Visible Bra
4. No Jewelry
 - a) Religious Medal – ok if taped
 - b) Medical Medal – ok if taped
5. Glitter or Stick-On Body Jewelry– no
6. Body Paint – no
7. Shimmer in Makeup – ok
8. Offensive Tattoos
9. Neutral Color Gymnastic Footwear Only
10. Cast, braces must be covered – any color
11. Hair Devices must be safe, and reasonably secured
12. Deduction .1 per event for improper uniform

B. Judges Uniforms – Refer to Officials Guidebook

1. White Top
2. Navy Blue Skirt/Slack/Dress/Jumper
3. Additional Items – such as sweater/blazer should be navy
4. Patch left pocket area
5. Jeans – no
6. Florals, Patterns – No
7. Sweatshirt Material – No
8. ID Card

Tip – Comfortable Low Heel Shoes

V. General Preparation (Preceding Day of Event)**A. Information Needed From School**

1. Map To Locate Site
2. Contact Person And Telephone Number
3. Contract
4. Parking
5. Where In The School Is Meet?
6. Who Am I Judging With?
7. Change In Location Of Meet

B. Judges Supplies

1. Rule Book/Insert
2. Pencils/Pens
3. Clipboards
4. Tape Measure

5. Calculator
6. Stop Watch
7. Paper
8. Inquiry Form
9. Scoresheets – Reprintable
10. Rules In Brief
11. Shortcuts
12. Coaches/Judges Association Directory of Phone Numbers

VI. On-Site Pre-Meet Responsibilities

A. Arrival

B. Locate Contact Person

C. Equipment

1. Requirements
2. Inspection

D. Pre-Judges Meeting – Introduce And Assign Senior Judge

E. Event And Meet Referee Assignments

F. Allow Coaches To Share New/Different Skill

G. Where Do I Get Scoresheets?

VII. Duties Of Judges

A. Meet Referee

1. Communication With Everyone
2. Thorough Knowledge Of Rules
3. Mediator
4. How To Deal With Unruly Spectators

5. Know Where On-Site Host/Trainer
6. How Will Serious Injuries Be Handled?
7. Scoring Routines
8. Interpretations of Inquiries – procedure to follow
9. Attend Coaches Meeting (if one)

B. Senior Official (At Dual Meets When No Meet Referee is Contracted)

1. Rule Interpreter
2. Use Free Moments To Talk About Issues
3. Difficulty Agreed Upon
4. Bonus Agreed Upon When Difficulty Is Involved
5. Scoresheets Review (for proper completion)
 - a) Totals
 - b) Tally Columns
 - c) Bonus Section
6. Respond to Meet Referee Inquires
7. Equipment Failure
 - a) Examples
8. Big Meet – Track Placements
9. Scoresheets in correct order
10. Instruct timers
11. Must Signal Gymnasts

C. Superior Judges

1. Difficulty Agreed Upon
2. Bonus Agreed Upon When Difficulty Is Involved

3. Scoresheets Review (for proper completion)

- a) Totals
- b) Tally Columns
- c) Bonus Section

4. Respond to Meet Referee Inquires

5. Equipment Failure

- a) Examples

6. Big Meet – Track Placements

D. Acting Judges

1. Cooperation

2. Scores In Range

- a) Conference
- b) Cooperation
- c) Recheck Math
- d) Both Judges Move Scores to Keep Same Average
- e) Final Action – If not agreement move score to become in range with superior judge score.

3. Check mat positioning and layering

4. Assist Superior Judge with Equipment Issues, Jewelry, Uniform, Language

VIII. Scoring General

1. Difficulty

2. Event Requirements (specifically covered per event)

3. Composition

4. Execution and Amplitude

5. Bonus
6. Neutral Deductions
7. Superior Judges Deduction

IX. Composition of Meet

1. Team Scoring
2. Individual Scores
3. Dual
4. Double Dual
5. Tri-meets
6. Invitationals

X. Mechanics of Scoring

1. Range of Scores
2. Number of judges on panel

XI. Vault

1. Event Requirements
 - a. Pre-flight
 - b. Contact
 - c. After-flight/landing
2. Groups
 - a. Flight Vaults
 - b. Vertical

XII. Bars

1. Basic Skill Identification

- a. Mounts
- b. Circle
- c. Swinging
- d. Release
- e. Inverted
- f. Kips
- g. Dismount

2. Event Requirements

- a. Mounts
- b. Circle
- c. Swinging
- d. Release
- e. Inverted
- f. Kips
- g. Dismount

3. Composition

- a. Variety
- b. Variety in connections
- c. Tempo Changes
- d. Unique
- e. Spacing
- f. Progression
- g. Back-to-Back

XIII. Dance Skill Identification

1. Identify dance moves
2. Interpretive dance
3. Dance skills most commonly seen
4. Pronunciation and definition

XIV. Beam

1. Basic skill identification
 - a. Mounts
 - b. Jumps
 - c. Series – tumbling/dance
 - d. Tumbling
 - e. Dance – in another unit
 - f. Turns – in dance unit
 - g. Dismounts
2. Event Requirements
 - a. Series – tumbling/dance
 - b. Tumbling
 - c. Dance – in another unit
 - d. Turns – in dance unit
 - e. Dismounts
3. Composition
 - a. Level changes

XV. Floor Exercise

1. Basic skill identification
 - a. Skills
 - b. Tumbling
 - c. Series – Tumbling/dance
 - d. Dance and Turns
Also see Section XII

2. Event Requirements
 - a. Twisting aerial/Salto
 - b. Aerial/Salto in tumbling pass
 - c. Three tumbling passes/two directions
 - d. Front tumbling skill in a pass
 - e. Superior skill last pass
 - f. Superior jump or leap
 - g. Dance series
 - h. Dance tumble series

3. Composition
 - a. Variety of difficulties
 - b. Variety and connections
 - c. Tempo changes
 - d. Unique Choreography
 - e. Spacing
 - f. Progression
 - g. Back-to-back

XVI. Judges Shorthand

1. Your own
1. Must!
2. Rulebook style