

# OKLAHOMA JUDGES ASSOCIATION

## OCT. 2023 NEWSLETTER



Question of  
the month

**If you sign up to work a meet and something happens and you can't make it. Who do you contact?**

Email your answers to [kelly072806@gmail.com](mailto:kelly072806@gmail.com)

**September Winner is: Donita Tripp**

The answer to the September question "What happens when an athlete bleeds on equipment" is: If there is blood on any equipment or mats: After the gymnast finishes her routine, the blood must be removed prior to beginning the next gymnast's routine. (As for the gymnast, steps need to be taken to stop the bleeding immediately and the wound needs to be covered as soon as possible.)

### Canon 10

Judges should look and act professionally. They shall:

- Maintain a well groomed appearance when judging (wearing the specified uniform).
- Refrain from criticizing other officials or attempting to explain other officials' judgements.
- Refrain from being overly officious.
- Confine their duties to the purpose of judging.

Be sure to update your Code of Points!

Xcel



DP  
Compulsory

DP Optional



### This just in!!!

AAU has a new level: Copper  
(See Page 2 for Copper Rules)

#### Level 5 Bars

Gymnast may do a Level 4 dismount with a 9.5 SV

### Reminder

There will be a testing opportunity Saturday morning (10/28) at 10am. You must register for the test by **October 21st.**

Reach out to Brittney Shaw for further questions about testing.



## Judges Zoo Review

The Zoo Review is being held at Alpha Gymnastics in Norman on 27-29 Oct 2023.

This is our annual fundraising event for the Oklahoma Judges. Funds raised from this meet help to support us throughout the year in providing education and materials for our membership.

As discussed at our Annual Judges meeting reimbursements for educational expenses next year will be based on the number of volunteer sessions supported at the Zoo Review or 6-7 sessions at Bartlesville (if needed, contact Kelly or Brittani for approval) in November. Reimbursements will be based as follows:

- 0 sessions-NAWGJ membership paid for
- 1 session- NAWGJ membership plus \$100 \*
- 2 or more sessions- NAWGJ membership plus \$250 \*

(\* Receipts required for reimbursement of educational expenses, memberships, and uniforms).

Since we do not have a schedule of the sessions yet, you are just signing up for time frames as of right now. Please make your selections on the SignUp

Genius by **October 20th!**

Halloween costumes are encouraged! Our goal is to make this a fun meet for everyone! SignUp Genius: <https://www.signupgenius.com/go/10C0B48AFA92AA7FF2-zoommeet/>



# AAU COPPER RULES

Follow bronze skill chart/restrictions, general rules & execution deductions.

VAULT	BARS	BEAM	FLOOR
<u>OPTION 1 9.5 SV</u>	Minimum 4 VP .10 each)	Minimum 4 VP .10 each)	Minimum 4 VP .10 each)
Straight jump onto mat	Special Requirements (.50 each)	Special Requirements (.50 each)	Special Requirements (.50 each)
<u>OPTION 2 10.0 SV</u>	1. Mount 2. Cast (no dismount) 3. Circling Skill (mount/dismount ok) 4. Dismount	1. Jump or Leap (no angle requirement) 2. Acro Skill 3. ½ Turn (one or two feet) 4. Dismount	1. Split Jump or Leap (no angle requirement) 2. Roll 3. ½ Turn (one or two feet) 4. Acro Skill
<u>OPTION 3 10.0 SV</u>			
Jump to handstand, flat back on mat			
Classifications			
Minimum Mat Height: 8"	Hips must leave bar on cast	Jump or leap not required to have leg separation No angle requirements on split jumps/leaps)	Split jump or leap is required to have leg separation (no angle requirement)
Spot on any phase -.50 (max 1.5)s			
Additional Allowable "A" Skills			
		<ul style="list-style-type: none"> <li>● Lever/"T" (leve ling action not required to touch the beam, no angle requirement)</li> </ul>	<ul style="list-style-type: none"> <li>● Partial Handstand (both feet off floor, legs do not need to close, no angle required)</li> <li>● Bridge</li> <li>● Candlestick</li> </ul>
10.0 SV Examples			
	<ul style="list-style-type: none"> <li>● Glide swing</li> <li>● Jump to front support Cast</li> <li>● Forward roll dismount</li> <li>● Pullover</li> </ul>	<ul style="list-style-type: none"> <li>● Straight jump</li> <li>● Lever</li> <li>● Pivot turn</li> <li>● Tuck jump dismount</li> </ul>	<ul style="list-style-type: none"> <li>● Split jump</li> <li>● Forward straddle roll ½ turn on one foot Bridge</li> <li>● Split leap</li> </ul>
	<ul style="list-style-type: none"> <li>● Cast</li> <li>● Cast</li> <li>● Sole circle dismount</li> </ul>	<ul style="list-style-type: none"> <li>● Split jump</li> <li>● Forward Roll</li> <li>● Heel snap turn</li> <li>● Straight Jump Dismount</li> </ul>	<ul style="list-style-type: none"> <li>● Backward roll</li> <li>● Pivot turn</li> <li>● Partial Handstand</li> </ul>
9.5 SV Examples			
	<ul style="list-style-type: none"> <li>● Jump to front support</li> <li>● Cast</li> <li>● Cast</li> <li>● Cast, push away dismount</li> </ul>	<ul style="list-style-type: none"> <li>● Straight jump</li> <li>● Partial Handstand</li> <li>● Relevé hold</li> <li>● Roundoff dismount</li> </ul>	<ul style="list-style-type: none"> <li>● Tuck jump</li> <li>● Forward roll</li> <li>● Heel snap</li> <li>● Cartwheel</li> </ul>
Missing circling skill		Missing ½ turn	Missing split jump/leap