

# Women's Artistic Gymnastics Australian Levels Program

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#### Foundation Levels Level 2 Vault

Element	Images	Technical Description
Skill 1		Run should be smooth with good technique – standing tall with
Approximately 10m run		a quick cadence and fast reaction off the floor.
approach, hurdle, straight		Hurdle to the board should be flat, joining the feet together at
jump to land on stable 60cm		approximately 20cm from the front of the board.
box and rebound jump to		
land on 20–30cm landing		At take-off the feet, hips and shoulders are aligned straight.
mat. Arms lift to vertical at		
peak of jump and remain at	jump.	Strong rebound on the board with the legs.
vertical for rebound jump.		Upper body remains vertical throughout.
Arms at forward horizontal		Tight body in the air.
on landing.		The contact on the box is a plyometric contraction with
		rebound jump off the box.
		The landing needs to be with control, the emphasis is on the
		take-off and the jump.
Skill 2		Step into handstand and join legs together before or at
Step or lunge to handstand		vertical.
on board and land on back to		Maintain an open shoulder angle and straight body position.
30cm super soft mat (arms		
optional)		Maintain a flat back landing during the 'fall' to back phase. The
		body is to remain straight with the shoulder angle completely
		open.
		All body parts contact the mats at the same time.
		Head remains neutral throughout.



#### Foundation Levels Level 2 Uneven Bars

Element	Images	Technical Description
Skill 1		Stand on box with shoulders no higher than LB height, grasp
Grasp LB, hold dish shape for 2 seconds, bent knee swing x 3 with re-grasp (start can be		LB. Hold body in dish shape for minimum 2 seconds with chest in.
from the floor or board or 20cm padded box)		Lift or jump feet to bend knees keeping hips open to swing x 3.
		Swing with straight arms and long hang with open shoulders and head neutral.
		Tapping action to be performed under the bar.
	DHP I	Re-grasp at peak of back swing.
	A -	Extend legs to stand on floor and release bar at peak of third
		back swing.
Skill 2		Stand on box with shoulders no higher than the height of the
Jump to front support on LB,		LB.
show dish shape, hold for 2	*	With hands in top grip push down on the bar at the same time
seconds (start can be from box, beat board or floor)	and l	as the feet jump off the box to lift hips to the bar.
		Arms should remain straight throughout.
		The body lifts to front support position and maintains a dish
		body shape throughout.



Element	Images	Technical Description
Skill 3 Casts x 2 in series (toes to		Legs move forwards into a cast to minimum toes to bar height.
bar height in casts)		A concave (dish) shape must be shown clearly on the cast with
	YMINAST	the chest/upper back.
		The hips must remain straight/open.
		Arms straight and body tight.
Skill 4		A slow controlled roll action is required with hands rotating
Roll forward through		around the bar.
controlled tuck hang hold for		Move through tuck hang position with straight arms and head
2 seconds and then stand		neutral.
		The legs start in stretched position and tuck with knees to
		chest when tuck hang position is reached. Hold tuck for 2
		seconds.
	adat	Extend legs to stand on floor.



#### Foundation Levels Level 2

Beam

Element	Images	Technical Description
Skill 1 Jump to front support, lift leg over to straddle sit, swing	With hands on top of beam push down on the beam at the same time as the feet jump off the box to lift hips to the beam.	
legs back to squat, stand on		Arms should remain straight throughout.
beam		The body lifts to front support position and maintains a dish body shape throughout.
		Lift one leg up and over the beam with ¼ turn to straddle sit.
		Arms and legs remain straight in the leg lift to straddle sit.
		Legs are held straight in the swing backwards to beam height,
		before tucking to stand.
		Torso remains vertical during stand.
Skill 2		Step forward and lift rear leg upwards and backwards to
Step to arabesque, hold straight line (from toe through hip to shoulder)		horizontal at the same time as torso lowers slightly.
		Arms may be held overhead and in line with torso or open to
		side horizontal.
		Mark arabesque position with slightly turned out rear leg, then return to stand or lunge with upright posture.



Element	Images	Technical Description
Skill 3		Walk with upright posture, eyes looking forward along beam.
4 x walk forwards on releve		
		Point one foot forward to touch the beam surface.
		Then place this foot on the beam to step forward on releve.
		Arms should show a co-ordinated action in time with the steps
		or remain in side horizontal position.
		Repeat x 3.
<b>Skill 4</b> Straight jump on beam		Stand with feet along beam, one foot slightly in front and arms forward horizontal.
		Swing arms down and backward behind hips while bending
		knees.
		Dynamically lift arms to vertical at same time as knee, hip and
		ankle joints extend and straighten to lift to jump.
		Tight upper body that remains vertical throughout.
	The second se	Return arms to forward horizontal as knee, hip and ankle joints
		flex.
Skill 5		Passé steps are performed with hip and knee flexed forwards
2 x passé steps, half turn on 2 feet, finish in releve hold		and free pointed toe placed on medial condyle of support leg.
,		Step, lift free leg to forward passé.
		Repeat on the other leg.
		今 ① 鼻形 Arms optional.
		From 2nd passé step, place free foot slightly in front of the
		(M + W) other along the beam, arms straight down by sides.
		Rise strongly on both feet and hold in releve.
		Pivot 180º on two feet in releve with all body parts turning
		together.
		Hold releve position.



Element	Images	Technical Description
Skill 6 Step into straight jump dismount from the end of the beam (landing surface must be no greater than 30cm below the height of the beam)		Step forward to join one foot slightly in behind the other along the beam with arms forward horizontal.         Swing arms down and backward behind hips while bending knees.         Dynamically lift arms to vertical at same time as knee, hip and ankle joints extend and straighten to jump upward and slightly forward.         Tight upper body that remains vertical throughout.         Arms return to forward horizontal as knee, hip and ankle joints flex on landing.         The landing needs to be with control, the emphasis is on the take-off and the jump.



#### Foundation Levels Level 2 Floor

Element	Images	Technical Description
Skill 1		Begin with correct standing posture with arms vertical and
Handstand step down to		preferred foot pointed forward.
lunge		Step onto preferred foot and place hands on floor shoulder-width apart.
	Ex Ro the Ro R I	A straight body line position from hands, shoulders, hips and back
		foot must be maintained throughout. Head remains neutral.
		Lift one leg to vertical and lift second leg to join first leg at vertical.
		Handstand shows support (approx. 1 second) with eyes focused
		on hands and legs straight.
		Return to lunge position on the front leg with arms lifting from the
		floor to forward horizontal.
Skill 2	N AN A-b	Begin with correct standing posture with arms vertical and
Forward entry cartwheel to		preferred foot pointed forward.
finish in side position		Lunge entry into cartwheel with a straight body line position from
		hands, shoulders, hips and along back leg.
		Place first hand on floor and lift first leg to vertical maintaining
		straight body line position.
		<ul> <li>Late ¼ turn into second hand placement.</li> </ul>
		Hands shoulder-width apart and facing slightly inward.
		Chest in throughout cartwheel.
		Legs move over hands through the lateral plane.
		Cartwheel finishes facing the side with both feet perpendicular to
		the start line.
		Arms finish in upward oblique with correct standing posture.



Element	Images	Technical Description
Skill 3		Squat and place hands flat on floor approximately shoulder-
Tuck forward roll immediate		width apart.
tuck forward roll	/	Tuck head and roll forward with control.
		Straight legs move through a pike position to a compact tuck position during the roll.
	Reit Contraction	On completion of roll maintain tuck position and connect
		smoothly with second forward roll.
		Stand without the aid of hands pushing off the floor.
		Arms continue forward and up to vertical and present in
		straight standing position at the completion of the roll.
	x 2	
Skill 4		Full ankle stretch and toe point with slight turn out should be
Spring steps x 2		shown in spring steps.
Step hop x 2		Step forward onto flat foot, the spring steps will be executed as
	Cont City	2 spring points in first position on one leg followed by 2 spring
	man and a second s	points on the other leg.
	H G	The free leg will lift slightly to 45° below horizontal without any
		forward travel on each spring step.
		Body is held tall and tummy tucked in and hips tucked under.
	<u>S</u> /	Step forward onto flat foot and hop upward, lifting free leg to
		forward passé position.
		Support leg must remain straight. With the foot pushing
		through demi point to full point.
		Repeat on other leg.
		Arms optional but should show co-ordinated movement. Arms
	x 2 x 2	may remain on hips throughout.



Element	Images	Technical Description
Skill 5		Step forward to join feet together.
Step into straight jump, tuck		Bend knees and then dynamically extend legs through hips,
jump		knees and ankles and jump upward.
		Upper body remains vertical throughout.
		Tight body in the air.
		On landing, strong rebound on the floor with the legs. The
		contact on the floor is a plyometric contraction with a rebound
		jump.
		Dynamically extend legs through knee, hip and ankle joints,
		extend and straighten to lift to jump.
		At height of the jump, knees lift to tuck position with body
		upright.
		After peak of jump legs extend and return to floor with flexion
		at ankle, knee and hip, to land with control.
		The landing needs to be with control, the emphasis is on the
		take-off and the iump.