

# Women's Artistic Gymnastics Australian Levels Program

Version 3.2 | Released in 2022



#### Compulsory Levels Level 4 Vault

The gymnast may perform the vault twice with the higher score to count.

Element	Value	Images	Technical Description
Run, handspring to flat back	10.0		The run should be smooth on approach to the board, standing tall with a quick cadence
landing onto 90cm or 110cm			and fast reaction off the floor.
mats.			The hurdle to the board should be flat joining the feet together at the top of the board.
			The objective is to perform a maximum repulsion from the mat, while maintaining an
			open shoulder angle, and straight body position.
			After the repulsion, land onto the mats maintaining the straight body position and the
		·	open shoulder angle.
			During the 'flight' to back phase, the body is to remain straight with the shoulder angle
			completely open.
			All body parts should contact the mats at the same time.



#### Compulsory Levels Level 4 Uneven Bars

Element	Value	Images	Technical Description
Glide swings x2 (may straddle legs)			From a dish hold or jump, exectute a glide swing. Maintain a tight body throughout the swing. Straddle glide is permitted.
Pull over to front support	1.0		Pull over the bar to front support with arms straight. Tight body shape throughout. In front support - chest remains in with hips open / extended, arms straight.

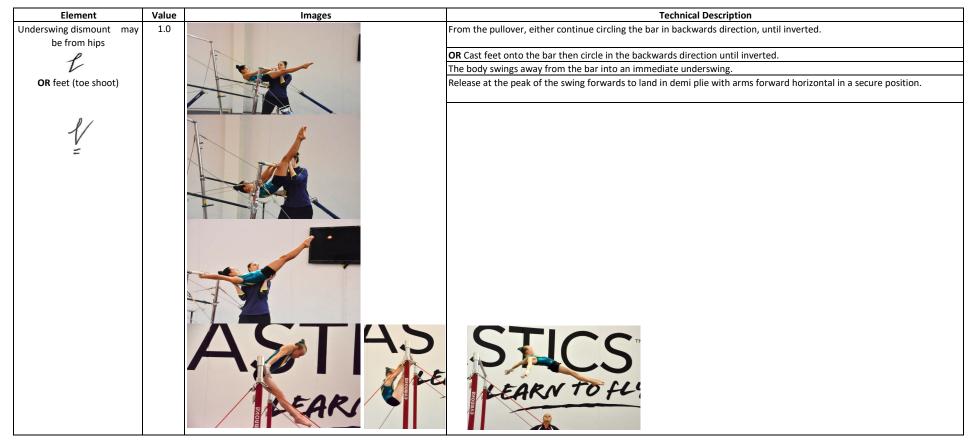


Element	Value	Images	Technical Description
Cast to horizontal x 2	1.0 & 1.0		Cast to lift hips off the bar to horizontal with a tight, straight body.
2			A dish shape must be shown clearly on the cast with the chest / upper back. The hips must be straight / open, with no back arch.
		LE	Arms straight and body tight.
Back hip circle	1.0		After the cast hips return to bar, immediately execute a back hip circle.
0			A dish body shape must be maintained during the circle with the chest / upper back. The hips must be straight / open.
			Arms straight and body tight.



Element	Value	Images	Technical Description
Climb to squat on <b>OR</b>	No value		Whilst this skill is not judged, if the gymnast loses control or falls, relevant deductions will be applied.
cast to squat/stoop on <b>OR</b> cast to squat/stoop on, sole		AS	Climb feet onto the bar to finish in a standing position. Jump from the low bar with feet pointed, legs together and open hips to grasp the high bar OR
circle, Jump to grasp high bar		4	Cast to place feet on LB between hands in a tight squat or pike. Jump from the low bar with feet pointed, legs together and open hips to grasp the high bar OR
			Cast to place feet on LB between hands, sole circle. Jump from the low bar with feet pointed, legs together and open hips to grasp the high bar.
2 long swings, pullover on 3rd swing	1.0 x 3	NAS DE	The gymnast commences in a hollow body position on the top of the back swing. This position must show shoulders open, chest in and head neutral. This strong position must be maintained throughout the entire swing, particularly during the tap action.
UP			On the downswing (in the 2nd quadrant / around 45°), extension of the hips occur (a tap) in preparation for a strong kick (hip flexion) through the bottom of the swing. This tap action is generated through the hips, not by bending the knees.
1			Once the body passes the vertical line of the bar into the swing forward, the gymnast then kicks their legs upwards into a hollow shape. The toes should be leading this upswing. At the top (approx. horizontal) of this front swing, the body should be in a hollow position, with the toes being the highest point.
		LEARN BARI TO	On the backswing, the hollow body shape must be maintained. The gymnast must show rising shoulders and hips, but with the body in a rounded hollow shape with the lower legs and feet pointing downwards at all times. For the safety of the gymnast; and to prevent unintended release of the bar on the back swing; the feet are <u>not</u> to point backwards over the low bar.
			Perform the 2nd and 3rd swings in the same manner as the 1st, building in height and amplitude.
			At the front of the 3rd swing, pullover the bar to a front support position, turning wrists quickly.
			Chest remains in with hips open / extended. Arms straight in front support. As the wrists are turning to front support the hands should not release the bar. If they do, 0.3 deduction.
			The legs may straddle on the descent of the swing, but need to be together on the backswing. If straddle is performed, 0.3 deduction each time.







#### Compulsory Levels Level 4 Beam

Element	Value	Images	Technical Description
Jump to front support, lift leg over to straddle sit, lift to mark clear straddle position, return back to straddle sit on beam, swing legs back to squat, to stand	0.5 and 0.5		<ul> <li>With hands pushing down on the beam at the same time as the feet jump off the board - jump to front support with open hip position in support. Lift one leg over to straddle sit.</li> <li>Arms and legs are straight throughout with a concave chest shape.</li> <li>Lift to a high, clear straddle position, with the legs straight at horizontal. Hold this position for 2 secs.</li> <li>Lower to straddle sit on the beam.</li> <li>Swing with straight legs backwards before tucking feet onto beam to stand. If the gymnast swings back immediately from straddle lever position, there is no deduction.</li> <li>Stand upright with both feet flat on the beam.</li> </ul>
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Element	Value	Images	Technical Description
Leap drill (dominant leg only)	0.5 & 0.5		Standing on one leg, front leg pointed. Lift front leg to forward horizontal, vertical hop, land through demi plie onto same leg as take off. Leap forward onto free leg landing in demi plie. Arms pressed back sideways throughout.
		and the other design of th	It is acceptable to swing the free leg up to horizontal during the take off for the hop.
Passé ½ turn on one foot,	0.5		Start standing on one leg with arms pressed back sideways.
			Lift free leg to side passé position, initiate the ½ turn by bringing the free knee to
1/2 turn on 2 feet, relevé hold (2 secs)			forward passé and rise to strong releve position for the turn. The passé ½ turn can finish in releve or flat foot. Arms lower to side during the turn.
noiu (2 secs)	0.5		
			At the completion of the passé ½ turn, bring the free leg from passé position to 5th
			position, into relevé on the beam. Complete 1/2 turn on 2 feet relevé. Hold relevé for
			2 seconds with arms remaining down at side.
I P			Both turns must be on a high relevé.
			If the free leg touches the beam due to lack of balance, 0.3 deduction (for lack of
			balance).



Element	Value	Images	Technical Description
Split Jump (135° split)	1.0		Split jump should be performed with no or minimal forward travel, legs evenly split forwards & backwards. Arm position optional.
Straight jump, straight jump series	1.0 x 2		Start with feet flat either together or in a 5th position, arm position optional. Arms lift to vertical during the straight jump. Arms will swing down between jumps. Land the second jump in a plie, arm position optional.
Kick to handstand - step in	1.0		Stand on one leg, with the other leg pointed in front, arms vertical, palms turned out. <u>Kick to handstand showing control and momentary support in handstand.</u> Handstand is completed to a step in position with feet flat either together or in a 5th position. Arm position optional.



Element	Value	Images	Technical Description
Dismount: Standing straight	1.0		Straight jump backwards off the end of the beam to a controlled stuck landing onto a
jump backwards from the			surface no greater than 60cm from the top of the beam.
end of the beam			The hip is open at take-off with arms vertical.
<u> </u>			The ideal take off position is the feet, legs, hips, torso, arms and head all in alignment.
			Landing in plie with feet together, arms in forward horizontal.



#### Compulsory Levels Level 4 Floor

Element	Value	Images	Technical Description
Backward roll to front support	1.0		Optional entry into the backward roll with straight arms to finish in front support. Hands should not touch the floor during the "roll" to ground phase, however, there is no deduction if they do touch the ground. Hands should be turned slightly inwards in the support phase and arms straight throughout.
Jump hurdle, round-off, rebound	1.0		Standing with legs together, jump hurdle round-off rebound. If run or steps performed into hurdle or round-off, 0.3 deduction. Rebound should be dynamic, lift vertically and may have some displacement backwards. Body aligned & tight in the air – the shape can be "open/straight" or slightly concave. The rebound should be controlled but not stuck – up to 3 steps backwards without deduction. It is acceptable to "bounce" out of the rebound into the 3 steps. The rebound should land on 2 feet, prior to the bounce/steps backwards. If the rebound travels forward, lack of control & body shape deductions apply.
Full turn on one foot	1.0		The arms will start in a high 3rd position.         Standing in a 4th position lunge.         The forward arm moves to a 2nd position at the start of the turn, lifting into 5th during the turn.         Turn must be on high relevé.         On completion of turn, step through plie to stand on one leg, with the back leg in pointed, arms pressed back at side.         No deduction if entry into turn or finish are varied.



Element	Value	Images	Technical Description
Split leap (135°)	1.0		2–3 running steps, split leap to show 135° split (bent or straight leg entry acceptable). Hips should lift upward with torso vertical at peak of leap.
		A start and the start of the st	Arms should be pressed back sideways during the leap.
			On landing, pass through arabesque / fondu (not required to be held), step through to a finish of standing on 1 leg, back leg pointed, arms pressed back at side.
Handspring to two feet rebound	1.0	A. M. M.	From 3–4 running steps, hurdle into front handspring to 2 feet, immediate rebound.
<u>_</u> "			Rebound should be dynamic, lift vertically and may have some displacement forwards. Body aligned & tight in the air – the shape can be "open/straight" or slightly arched.
			The rebound should be controlled but not stuck – up to 3 steps forwards without deduction. It is acceptable to "bounce" out of the rebound into the 3 steps. The rebound should land on 2 feet, prior to the bounce/steps forwards. If the rebound travels backward, lack of control & body shape deductions apply.
Straight jump, split jump (135°)	1.0 x 2		Start with the feet together, arm position optional. Execute a straight jump directly connected to a split jump with 135° split.
1			The two jumps should be connected with a dynamic rebounding take off between them.
May be reversed			Arms vertical in straight jump & pressed back sideways in split jump.
			Land the split jump with feet together, arm position optional.



Element	Value	Images	Technical Description
Backward walkover	1.0	Ella Ella CE	Start standing on one leg, free leg pointed in front, arms vertical, palms turned out.
$\cap$			Enter the skill with the arms by ears and kick / walkover to an overhead split (135°), with a strong handstand position shown.
OR tic toc			Finish in either a lunge or step in position, with arms optional position.
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