Beginner 1

Floor (Salute before starting circuit)

- 1. **Wedge: Forward Roll
- 2. Dot: Lever kick up or handstand & jump, Chasse to mat
- Red Mini Wedge: Bridge with legs on mat
- 4. Dot: Run into cartwheel
- 5. Block: Leap over

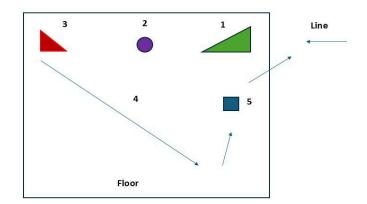
Bars (2 gymnasts at a time)

- Low Bar: Salute, Pull over, 3 casts, forward roll DM
- (from block) High Bar: 3 swings, Jump down, Salute

Beam (2 gymnasts at a time)

- High Beam: Salute, Climb onto Beam, Arabesque kicks, Flamingos (Coupe Walks), Jump Down, Salute
- Road Beam: Lunge Lever Lunge
- Elevated Floor Beam: Releve walk to middle of beam, pivot turn, straight jump

- Springboard: Jump off, freeze
- Training Vault: Pop up/ Squat
- Vault: Salute, Squat on , on, Salute
- Air Trak: Favorite jump down



Beginner 2, Home School Beginners

Floor (Salute before starting circuit)

- 1. *Wedge: Back Roll
- 2. Dot: Handstand & jump, Chasse to mat.
- 3. Red Mini Wedge: Bridge with legs on mat, can lift leg
- 4. Dot: Run into cartwheel
- 5. Block: Leap over

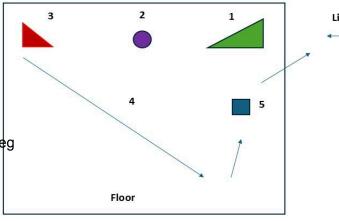
Bars (2 gymnasts at a time) (Boys do boys things)

- Low Bar: Salute, Pull over, 3 casts, back hip circle, forward roll DM
- High Bar (from block): 3 swings, DM, Salute

Beam (2 gymnasts at a time)

- High Beam: Salute, Climb onto Beam, Arabesque kicks, Bunny hops, jump Down, Salute
- Road Beam: Lunge kick-up
- Elevated Floor Beam: Tuck Jump and Split Jump

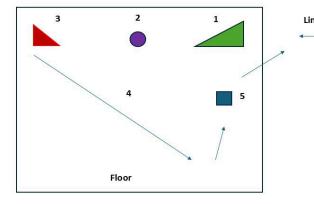
- Springboard: Arm circle, Jump, freeze
- Training Vault: Pop up/ Squat
- Vault: Salute, Squat on , on, Salute
- Air Trak: Favorite jump down



Beginner 3, Intermediate 1 and Homeschool Intermediate

Floor (Salute before starting circuit)

- 1. *Wedge: Back Roll
- 2. Dot: Handstand & jump, Chasse to mat.
- Red Mini Wedge. Bridge kick over on mat or floor or bridge with leg up **No Spotting**
- 4. Dot: Run into cartwheel, cartwheel step in, or round off
- 5. Block: Leap over



Bars (2 gymnasts at same time)

- Low Bars: Salute, Pull over, 3 casts, back hip circle,
- High Bar: Salute, 3 (regrasp) tap swings, DM, Salute

Beam (2 gymnasts at same time)

- High Beam Salute, Climb onto Beam, Releve walks, Bunny hops, Flamingos (Coupe Walks), Jump Down (intermediate can round off DM), Salute
- Road Beam: Cartwheel
- Elevated Floor Beam: Straight, Tuck, Split Jump

- Springboard: Arm circle, Jump, freeze
- Training Vault: Donkey Kick
- Vault: Salute, Pop Up, Salute
- Air Trak: Free choice **No Spotting**

Intermediate 2

Floor (Salute before starting circuit)

- 1. *Wedge: Back handspring or on floor or Back Extension
- 2. Dot: Handstand & jump
- 3. Corner Options, Can connect anything working on in class **No Spotting**
 - a. Handstand forward roll
 - b. FHS
 - c. BHS
 - d. BWO

- e. FWO
- f. Power Round off
- g. Cartwheel
- h. Back Roll
- i. Front Roll

4. Block: Mini Switch leap or Switch leap

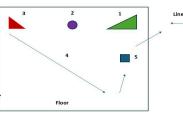
Bar

• Comp bar: Salute, Pull over, Back Hip Circle, climb up or squat on, Jump to HB, 3 swings, long hang pullover, cast push away or forward roll off, Salute

Beam (2 gymnasts at a time)

- High Beam: Salute, Climb onto Beam, 2 Jumps, Handstand, Round off dismount drill, Salute
- Road Beam: Cartwheel or tumble series
- Elevated Floor Beam: Jump Series/ Turning Jump

- Springboard: Arm circle, Jump, freeze
- Training Vault: Donkey Kick
- Vault: Salute, handstand, Salute
- Air Trak: Free choice **No Spotting**



2 3 Floor (Salute before starting circuit) 1. *Wedge: Back handspring or on floor or Back Extension 4 5 2. Dot: Handstand & jump 3. Corner Options, Can connect anything working on in class **No Spotting** a. Handstand forward roll e. FWØ Floor b. FHS f. Power Round off c. BHS g. Cartwheel d. BWO h. Back Roll i. Front Roll

4. Block: Mini Switch leap or Switch leap

Bar

• Comp bar: Salute, Pull over, climb up or squat on, Jump to HB, long hang pullover/ cast push away, baby giant, can do flyway if ready, Salute

Beam (2 at a time):

- High Beam: Salute, Climb onto Beam, 2 Jumps, Handstand/Cartwheel, Aerial dismount drill or DM, Salute
- Road Beam: Cartwheel Series or Tumble series
- Elevated Floor Beam: Jump Series/ Turning Jump

- Springboard: Arm circle, Jump, freeze
- Training Vault: Donkey Kick
- Vault: handstand or FHS
- Air Trak: Free Pass **No Spotting**

Floor (Salute before starting circuit)

- 1. **Wedge: Forward Roll
- 2. Dot: Lever kick up or handstand & jump, Chasse to mat
- 3. Red Mini Wedge: Bridge with legs on mat
- 4. Dot: Run into cartwheel
- 5. Block: Leap over

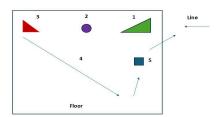
Bars (2 gymnasts at a time)

- High Beam: Salute, Climb onto Beam, Arabesque kicks, Flamingos (Coupe Walks), Jump Down, Salute
- Road Beam: Lunge Lever Lunge
- Elevated Floor Beam: Releve walk to middle of beam, pivot turn, straight jump

Beam (2 gymnasts at a time)

- High Beam: Salute Jumps off HB
- Mushroom

- Springboard: Jump off, freeze
- Training Vault: Pop up/ Squat
- Vault: Salute, Squat on , on, Salute
- Air Trak: Favorite jump down



Intermediate Boys

Floor (Salute before starting circuit)

- 1. Wedge: Front or back handspring
- 2. Dot: Handstand
- 3. Mini red wedge: Bridge kickover
- 4. Dod/corner: Any tumbling skill worked on in class
 - a. Handstand forward roll
 - b. Back handspring
 - c. Front handspring
 - d. Power roundoff
 - e. Cartwheel
- 5. Block: Run or skip over to block then jump of choice.

<u>Bars</u>

Low Bar: Salute, Pullover, Back hip circle, Squat on or climb up, Jump to HB, 3 swings, DM, Salute

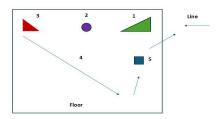
OR

Low Bar: Salute, Pullover, Back hip circle

High Bar: 3 regrasp tap swings, DM, Salute

<u>Vault</u>

- 1. Springboard: Arm circle jump freeze
- 2. Training vault: Donkey Kick
- 3. Vault: Salute, Handstand or Front Handspring, Salute
- 4. Air Trak: Free pass **No Spot**



Boys T&T

Floor (Salute before starting circuit)

- 1. Wedge: Forward or Backward roll
- 2. Dot: Lever kick up or Handstand
- 3. Mini red wedge: Bridge hold, legs on mat or put one leg up
- 4. Dod/corner: Run into cartwheel or forward roll
- 5. Block: Run or skip over to block then jump of choice.

Bars (two at a time)

Low Bar: Salute, Pull over, 3 casts (back hip circle if can), Forward roll DM High Bar: 3 Swings or 3 regrasps tap swings, DM, Salute

<u>Vault</u> (Continuous Circuit)

- 1. Springboard: Arm circle, Jump, freeze
- 2. Training Vault: Pop up/ Squat
- 3. Vault: Salute, Squat on , on, Salute
- 4. Air Trak: Favorite jump down

