

INT FREE G TESTING

Bars	Do not tick if
Climb on jump off on low bar	 Lack of control Use of thigh or knee instead of foot Failure to stand up and control before jumping off
Jump tuck through feet (baby flyaway)	 Spot is necessary Feet touch bar excessively Failure to get body through to other side and land
3 x swings with regrip 180 dismount Remember to spot wrist	 Regrips aren't shown Swings are below 45 degrees each side 180 is not above 45 degrees and hand doesn't touch bar before release
Jump to straddle undershoot	 Jump is not off two feet Both feet do not land on the bar Not undershooting on the first swing or releasing too early Too low Legs bent more than necessary
Chin up pullover	 No support shown at top of pullover Unsuccessful in getting over the bar Kicking or jumping into the pullover
Horizontal cast	 Not hitting horizontal Poor shape or bent arms Falling at end of cast (must return to support)
Phys Prep	Do not tick if
10 x push ups	Chest doesn't reach within 2cm of floorFront support shape is compromised
10 x straight leg lifts past 90 degrees	Legs bendReps are below 90 degreesKnees separate excessively
5 x 60cm box jumps	Reps are incompleteTake offs of landings are from one foot
1.5m standing precision jump	 Landing shape is incorrect (must be knees together landing in balls of feet, knees bent arms out front) Failure to hold landing for minimum 3 sec
3 x Pull ups	 Does not finish in dead hang Failure to get chin above bar Any amount of swing or kipping motion to achieve rep

Please refer to free g matrix to see skills that you will be testing



INT FREE G TESTING

Floor	Do not tick if
Scoot x B-kick	Poor connectionPoor execution of either or both skills in combo
Palm kick x Masterscoot	 Slow or stutter in connection between both moves Back leg in scoot not leading scoot Both hands must touch floor before landing scoot
Back sweep	 Legs too bent Too high, not sweeping at shin or ankle height Base leg knee touching ground
Tornado	 Wrong take-off leg/kicking leg used Roundhouse kick below thigh height No wind up spin shown (cheat step)
Front sweep	 Sweeping leg bent Sweeping leg dragging across floor Incomplete movement/failure to stand up
Airtrack	Do not tick if
Dash vault	Legs or bottom hit boxToo high and losing powerWonky
Kong vault	 Hands releasing at different times Wonky No dive into vault or pop off box Legs not travelling between arms
Dive safety roll	 Dive roll is below athlete's hip height Roll doesn't go over shoulder Roll isn't smooth (flat back or bounce) Hands not used
Кір-ир	Bottom or head hits floor on landingFailure to land on feet
Tramp	Do not tick if
Front flip	- Failure to land on feet

Please refer to free g matrix to see skills that you will be testing