User Guide

Everything you need to check your team's levels, build routines, get start values and send reports to families. Updated October 2026.

7. Testing: physical abilities and skills

> **Part of Coach Master Pro.** Testing comes with Coach Master Pro ($49 a month or $490 a year), which also includes Assignments and everything in Routine Master Pro. On Routine Master Pro only? Owners can tap the locked **Testing** button and try it free for 14 days. See Coach Master Pro.

Run physical abilities tests and skill tests in one place. Set up your charts once, plan testing days (one day can include both), score every gymnast quickly on phones or event tablets, and see who meets her level. Open it with the **Testing** button above the roster. It works in steps:

1. **What are you testing?** At the top, tap **Physical abilities** (strength and flexibility, scored in points) or **Skills** (Pass / Pass with error / Fail). Every step below shows only what you picked. Gyms with only one kind skip this step.
2. **Set up tests**: what each level is tested on.
3. **Schedule**: put the tests on a date.
4. **Enter scores** on the day.
5. **Results**: see how everyone did, print, and email parents.

Evaluations (tryouts), for children who aren't on your roster, is the separate button after the steps. To check that gymnasts can do the skills in their routines, see Routine verification.

Set up physical abilities tests

1. At the top, tap **Physical abilities**, then **Set up tests**. Your gym starts with 13 common tests (Handstand hold, Cast, Press, Rope and more). **Rename** or **Remove** any of them, or type a new one and press **Add test**.
2. Pick **Points** for a test you score, or **Pass / fail (must pass)** for one she simply has to pass.
3. Press **+ Add levels**. Give it a name (for example "Level 6 & Platinum"), tap its levels and set the **minimum points to pass**.
4. For those levels, type the **standard** for every test ("30 sec handstand on wall") and how many **points** it's worth. The total is simply all its points added up.
5. Levels share standards? Press **Copy from...** to copy another card's standards and points.

> Optional: edit the levels and tick **Blend PA with start value** if you want readiness to count both. Set the **PA weight** and the **Ready at** percentage that passes.

Set up skill tests

1. At the top, tap **Skills**, then **Set up tests** and **+ Add levels**. Name it (for example "Level 7") and tap its levels.
2. Press **+ Add skills**. Pick the event, then search the Code of Points by name or number and tap a skill to add it. It stays open so you can add the next one.
3. Not in the Code? Type it in the custom box (for example "Pullover" or "Handstand hold 3 sec") and press **Add custom skill**.
4. Type a **note** next to any skill if it helps the judges, like "to a mat stack".
5. Levels share skills? Press **Copy skills from...** to copy another card's skills (all events or just one) with their notes, then add the extras.

> Only owners and admins can change Set up tests. Each level can be on just one card per season. New season? Pick it at the top and press **Copy the ... chart**. **Print chart** gives you a copy for the wall.

Test lists

- A test list is a set of tests or skills to test on their own, like "Strength" or "Level 7 bars skills". Make them under **Test lists** in Set up tests.
- Physical abilities lists have their own **minimum points** for each level.
- Skills lists can be for certain **levels**: then only those levels' skills show. Tap **Add every skill from** a level to bring in all its skills at once, or **All** / **None** next to an event to add or remove a whole event.

Schedule a testing day

1. Open **Schedule** and press **+ Add a testing day**.
2. Pick the date and name it. What you picked at the top is already ticked; tick the other one too to test **physical abilities and skills on the same day**.
3. Pick all the tests or one test list for each, and the **tries per skill** (1 to 5). Her best try counts.
4. Choose the **levels** and/or **training groups** testing. Leave them blank for everyone.
5. Upcoming testing days are listed first; days that have passed fold into **Earlier testing days**. Tap it to see them.

Rotations (lots of kids testing)

1. In **Schedule**, press **Rotations** on the day.

2. Pick how many groups and how to split them: **Keep each level together**, **Mix the levels** or **By name, A to Z**. Press **Split into groups**.
3. Tap a number next to any gymnast to move her to that group. **Rename** a group ("Bars first"), or press **+ Add a group**.
4. **Print groups** gives you a list for each station. On a later testing day, **Copy groups** starts from the same split.

> Removing the rotations never deletes scores.

Plan the stations: tablets and coaches

1. Press **Plan stations**. It's on **Enter scores**, right under the testing day picker, and on each testing day in **Schedule**.
2. For each test or skill, pick the **tablet** that runs it and the **coach** who scores it. Someone without a login? Pick **Someone else…** and type her name. A tablet can run one test a day: picking it for another test moves it there.
3. **Print station plan** gives you a sheet with every test, its tablet and its coach (and the rotations, if you made them).
4. On the testing day, each planned tablet opens its test by itself, with no PIN, and shows "Coach: Jen" at the top. The coach taps each gymnast's score and picks the rotation chip as each group arrives.

> A planned tablet scores only its own test without the PIN; everything else still needs it. **Stop station** (with the PIN) takes the tablet off its test for the rest of the day. Owners set up tablets in **Gym settings → Event tablets**.

Enter scores

1. Open **Enter scores** and pick the testing day.
2. Tap the test or skill at your station. You see the part you picked at the top; tap the other one at the top to score the other part of the same day.
3. Tests: tap her points, or **Pass** / **Not yet** for a must-pass test.
4. Skills: judge every try ✓ Pass, **E** Pass with error, ✕ Fail. Tap the same button again to undo it; ✕ clears all her tries.
5. Tap a **Level** or **Rotation** chip to see just those kids, then **Next** when you're done.

> Several coaches can score at once, each at their own station. Everything saves as you tap.

Score on an event tablet

1. On a paired event-station tablet, press **Coach** and enter the PIN.
2. Tap **Testing**, pick the day, the test or skill, and the rotation at that station.
3. Want this tablet to stay on that test all day? Tap **Make this tablet the ... station** (for example "Make this tablet the Rope climb station"). The coach at that test taps each gymnast's score with no PIN in between and picks the rotation chip as each group arrives, just like an event station for assignments.
4. Done for the day? Tap **Stop station** and enter the PIN. If the tablet is closed or restarted, it asks for the PIN once and carries on with the same test.

> The coach PIN is needed for testing, so gymnasts can't enter their own scores. Owners set up tablets in **Gym settings → Event tablets**.

See results and tell parents

1. Open the **Results** tab. **Testing day** shows the results for what you picked at the top: physical abilities (her total, whether she **meets** her level or how many points she **needs**) or skills (whether every skill is a Pass or Pass with error, and which skill she failed).
2. **Whole season** shows her progress over the season. Tap a name for her own page.
3. On her page, **Email this test to parent** sends that day's results and **Email season results** sends the whole season: one PDF of what you picked at the top (physical abilities or skills), to the parent email on her page. **Print** prints what you're looking at.
4. To send everyone at once, tap **Email results to every parent** above the results. Pick one testing day or the whole season, and a level if you like, untick anyone to skip, then tap **Email N reports**. Each parent gets only their own gymnast's results, and you see Sent or Not sent next to each name. To print them all instead, tap **Print everyone's results** (or **Print** at the top of the same screen): one print job, each gymnast on her own page, or **Download as one PDF**. When the reports are ready, the print window opens by itself on a computer; on a phone or iPad (or if nothing opens), tap **Open to print** and print or share from the PDF.

Evaluations (tryouts)

Evaluate children who aren't on your roster, like tryouts, with the same skill and physical abilities scoring.

1. Make a **tryout list** first: in **Set up tests**, with Skills or Physical abilities picked at the top, tap **+ Add a tryout list** and pick what you want to see, like "Tryout: Levels 4-6" or "Tryout strength". Tryout lists never show on testing days.
2. Tap **Evaluations (tryouts)**, then **+ New evaluation**. Type the child's name, plus her age, current gym, current level and parent email if you like.

3. Pick the skills tryout list and how many tries, and the physical abilities tryout list and which level's chart to score it against (its standards and points).
4. Score her: tap ✓, E or × for each try, and her points or **Pass** / **Not yet** for each test. The boxes at the top add it up.
5. **Download PDF** or **Email to parent** sends a one-page evaluation (your notes are never included).
6. She joins? Tap **Add to roster** and pick her level. She becomes a gymnast, and the evaluation stays here marked as joined.

> Evaluated children never show on your roster, reports or tablets and don't count toward your plan. Children who don't join are removed 12 months after their evaluation.

Make a conditioning assignment

1. Under a testing day's physical abilities results, pick a test and **Everyone under** a number of points (blank = anyone short of full points).
2. Press **Put … gymnasts on a conditioning assignment**. It opens a Practice assignment for just those gymnasts: add the parts, then pick the days.

> Needs the Practice feature.