

TUMBLING and JUMPS

School: _____ Squad Size: _____

Team Name: _____ Squad 50%+1: _____

JUDGE #2	Max Points	Difficulty	Max Points	Execution
Tumbling 0.0 - 1.0 Basic: Forward Roll, Backwards Roll 1.0 - 2.0 Basic: Cartwheels, Round Offs 2.1 - 3.0 Intermediate: FWO, BWO 3.1 - 4.0 Advanced: Standing BHS, RO BHS, RO BHS series 4.1 - 5.0 Elite: RO tuck, layout or full; RO BHS tuck, layout or full; Standing Back, one to back or full	5		5	
Jumps 0.0 - 1.0 Basic: Single Jump 1.1 - 1.5 Basic: Double Jump Combo without variety (jump combo with a pause, or prep jump in between) 1.5 - 2.0 Basic: Double Jump Combo with variety (jump combo with a pause, or prep jump in between) 2.1 - 2.5 Intermediate: Double whip without variety 2.6 - 3.0 Intermediate: Double whip with variety 3.1 - 4.0 Advanced: Triple whip without variety or double jump combo and a single jump without variety 4.1 - 5.0 Elite: Triple whip variety or double jump combo and a single jump with variety	5		5	
Overall Impression Showmanship, crowd appeal, good transitions, formations, flow, creativity and choreography, execution			6	
Comments: 				
Possible Points 26		Difficulty 10	Execution 16	