

Total Team Members =

All categories are based on MAJORITY 50% or more of the team =

DIFFICULTY			EXECUTION		TOTALS
JUMPS	BEGINNING = 1 pt. <input type="checkbox"/> Single Jump	3	EXECUTION ✓+ Denotes Superior Performance ✓- Denotes Improvement Needed <input type="checkbox"/> <input type="checkbox"/> Form and Height <input type="checkbox"/> <input type="checkbox"/> Proper Technique <input type="checkbox"/> <input type="checkbox"/> Synchronization		
	INTERMEDIATE = 2 pts. <input type="checkbox"/> Double Toe Touch				
	ADVANCED = 3 pts. <input type="checkbox"/> Two Consecutive with Variety				
COMMENTS					4
					7
* Must do Running Tumbling AND Standing Tumbling to get your difficulty max. ** If you have skills from multiple levels, the lowest point value will be awarded when the skill is at the same time and in the same phrase.					
GROUP RUNNING TUMBLING	BEGINNING*** = 3 pts. <input type="checkbox"/> Round Off with One or More Consecutive Tumbling Skills Two or More Consecutive Skills that start with a <input type="checkbox"/> Running/Forward Motion <i>(see general rules for running tumbling definition)</i> *** Back Handsprings NOT allowed in Beginning	5	EXECUTION ✓+ Denotes Superior Performance ✓- Denotes Improvement Needed <input type="checkbox"/> <input type="checkbox"/> Perfection of Skill <input type="checkbox"/> <input type="checkbox"/> Proper Form <input type="checkbox"/> <input type="checkbox"/> Proper Technique <input type="checkbox"/> <input type="checkbox"/> Synchronization		
	INTERMEDIATE = 4 pts. <input type="checkbox"/> Running Back Handspring <input type="checkbox"/> Running Multiple Back Handsprings				
	ADVANCED = 5 pts. <input type="checkbox"/> Round Off Tuck <input type="checkbox"/> Running Tumbling into Tuck <input type="checkbox"/> Running Tumbling into Layout <input type="checkbox"/> Running Tumbling into Full <input type="checkbox"/> Cartwheel into Tuck/Full				
COMMENTS					
GROUP STANDING TUMBLING	BEGINNING = 3 pts. <input type="checkbox"/> Cartwheels <input type="checkbox"/> Walkovers	5	EXECUTION ✓+ Denotes Superior Performance ✓- Denotes Improvement Needed <input type="checkbox"/> <input type="checkbox"/> Perfection of Skill <input type="checkbox"/> <input type="checkbox"/> Proper Form <input type="checkbox"/> <input type="checkbox"/> Proper Technique <input type="checkbox"/> <input type="checkbox"/> Synchronization		
	INTERMEDIATE = 4 pts. <input type="checkbox"/> Back Handsprings				
	ADVANCED = 5 pts. <input type="checkbox"/> Side Aerial <input type="checkbox"/> Tuck <input type="checkbox"/> Handsprings into Tuck <input type="checkbox"/> Handsprings into Layout <input type="checkbox"/> Handsprings into Full				
COMMENTS					8
					18

DANCE	DANCE		<input checked="" type="checkbox"/> + <input checked="" type="checkbox"/> - <input type="checkbox"/> <input type="checkbox"/> Body Placement <input type="checkbox"/> <input type="checkbox"/> Sharpness <input type="checkbox"/> <input type="checkbox"/> Synchronization <input type="checkbox"/> <input type="checkbox"/> Technique	
	<input type="checkbox"/> Change of Pace <input type="checkbox"/> Creativity <input type="checkbox"/> Level Change and Two or More Formations	2		5
COMMENTS			3	
OVERALL	OVERALL IMPRESSION OF JUMPS, TUMBLING & DANCE			
	<i>*Routine goes above and beyond*</i> <i>(Examples, but not limited too: Visuals, Using whole team of athletes vs majority, Using extra skills on top of majority difficulty skills, Use of specialty skills, exceptional athleticism, executes more skills than minimum required to max out difficulty score using skills allowed in level entered.)</i>			
COMMENTS				5
* See GENERAL RULES for SHOWCASING information.		Showcasing Deduction (if applicable)		
Judge's Signature	<input type="checkbox"/>			
Tabulator(s)	<input type="checkbox"/>	SUB SCORE		