

Total Team Members =

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

DIFFICULTY		EXECUTION	TOTALS
JUMPS	STANDARD = 1 pt. <input type="checkbox"/> Single Toe Touch ELITE = 2 pts. <input type="checkbox"/> Double Toe Touch <input type="checkbox"/> Two Consecutive with Variety COMMENTS	<input checked="" type="checkbox"/> Checked Box Denotes Superior Performance Boxes are only checked when skill was done in a superior way <input type="checkbox"/> Form and Height <input type="checkbox"/> Proper Technique <input type="checkbox"/> Synchronization	<div style="border: 1px solid black; width: 40px; height: 20px; background-color: #f0f0f0; margin: 0 auto;"></div>
	2	<div style="border: 1px solid black; width: 40px; height: 20px; background-color: #f0f0f0; margin: 0 auto;"></div>	5
	3	5	
* Must do Running Tumbling AND Standing Tumbling to get your difficulty max. ** If you have skills from multiple levels, the highest point value will be awarded when the skill is at the same time and in the same phrase.			
GROUP RUNNING TUMBLING	STANDARD = 1 pt. <input type="checkbox"/> Running Cartwheel <input type="checkbox"/> Roundoff INTERMEDIATE = 2 pts. <input type="checkbox"/> Running Back Handspring(s) ADVANCED = 3 pts. <input type="checkbox"/> Running Tumbling into Tuck <input type="checkbox"/> Cartwheel into Tuck <input type="checkbox"/> Roundoff Tuck SUPERIOR = 4 pts. <input type="checkbox"/> Running Tumbling into Layout ELITE = 5 pts. <input type="checkbox"/> Running Tumbling into Full <input type="checkbox"/> Cartwheel into Full COMMENTS	EXECUTION <input checked="" type="checkbox"/> Checked Box Denotes Superior Performance Boxes are only checked when skill was done in a superior way <input type="checkbox"/> Perfection of Skill <input type="checkbox"/> Proper Form <input type="checkbox"/> Proper Technique <input type="checkbox"/> Synchronization	<div style="border: 1px solid black; width: 40px; height: 20px; background-color: #f0f0f0; margin: 0 auto;"></div>
	5	<div style="border: 1px solid black; width: 40px; height: 20px; background-color: #f0f0f0; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px; background-color: #f0f0f0; margin: 0 auto;"></div>
	5	5	
GROUP STANDING TUMBLING	STANDARD = 1 pt. <input type="checkbox"/> Back Walkover <input type="checkbox"/> Front Walkover <input type="checkbox"/> Standing Cartwheel INTERMEDIATE = 2 pts. <input type="checkbox"/> Standing Back Handspring(s) ADVANCED = 3 pts. <input type="checkbox"/> Standing Tumbling into Tuck <input type="checkbox"/> Standing Tuck SUPERIOR = 4 pts. <input type="checkbox"/> Standing Tumbling into Layout <input type="checkbox"/> Toe Touch Tuck ELITE = 5 pts. <input type="checkbox"/> Standing Tumbling into Full <input type="checkbox"/> Standing Full COMMENTS	EXECUTION <input checked="" type="checkbox"/> Checked Box Denotes Superior Performance Boxes are only checked when skill was done in a superior way <input type="checkbox"/> Perfection of Skill <input type="checkbox"/> Proper Form <input type="checkbox"/> Proper Technique <input type="checkbox"/> Synchronization	<div style="border: 1px solid black; width: 40px; height: 20px; background-color: #f0f0f0; margin: 0 auto;"></div>
	5	<div style="border: 1px solid black; width: 40px; height: 20px; background-color: #f0f0f0; margin: 0 auto;"></div>	<div style="border: 1px solid black; width: 40px; height: 20px; background-color: #f0f0f0; margin: 0 auto;"></div>
	5	10	20

DANCE	DANCE <input type="checkbox"/> Change of Pace <input type="checkbox"/> Creativity <input type="checkbox"/> Level Change and Two or More Formations		<input checked="" type="checkbox"/> Checked Box Denotes Superior Performance <input type="checkbox"/> Body Placement <input type="checkbox"/> Sharpness <input type="checkbox"/> Synchronization <input type="checkbox"/> Technique	
	COMMENTS	2		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)</i>			
	COMMENTS			5
Judge's Signature	<input type="checkbox"/>			
Tabulator's Initials	<input type="checkbox"/>		SUB SCORE	0

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