

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	<div style="text-align: right; font-size: small;"> ✓+ Denotes Superior Performance ✓- Denotes Improvement Needed </div> ✓+ ✓- <input type="checkbox"/> <input type="checkbox"/> Form and Height <input type="checkbox"/> <input type="checkbox"/> Proper Technique <input type="checkbox"/> <input type="checkbox"/> Synchronization	
	COMMENTS	2	3
			5
GROUP RUNNING TUMBLING	* 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.		
	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	EXECUTION <div style="text-align: right; font-size: small;"> ✓+ Denotes Superior Performance ✓- Denotes Improvement Needed </div> ✓+ ✓- <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	
	COMMENTS	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	EXECUTION <div style="text-align: right; font-size: small;"> ✓+ Denotes Superior Performance ✓- Denotes Improvement Needed </div> ✓+ ✓- <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	
	COMMENTS	5	10
			20

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 COMMENTS	2	3	5
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)	<input type="checkbox"/>	SUB SCORE		

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