


# TUMBLING and JUMPS

School: \_\_\_\_\_ Squad Size: \_\_\_\_\_

Team Name: \_\_\_\_\_ Squad 50%+1: \_\_\_\_\_

JUDGE #2	Max Points	Difficulty	Max Points	Execution
<b>Tumbling</b> 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	<b>5</b>		<b>5</b>	
<b>Jumps</b> 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 <b>3.1 - 4.0 Advanced: Triple whip without variety or double jump combo and a single jump without variety</b> <b>4.1 - 5.0 Elite: Triple with variety or double jump combo and a single jump with variety</b>	<b>5</b>		<b>5</b>	
<b>Overall Impression</b> Showmanship, crowd appeal, good transitions, formations, flow, creativity and choreography, execution			<b>6</b>	
<b>Comments:</b> 				
<b>Possible Points</b> <b>26</b>		<b>Difficulty</b> <b>10</b>		<b>Execution</b> <b>16</b>