



TUMBLING/JUMPS REC

Team:

STANDING TUMBLING	MAX POINTS	SCORE	JUDGE COMMENTS:				
DIFFICULTY	3.6		*For full points, max of team performs an elite level appropriate pass				
VARIETY OF PASSES	.1		Different passes are shown in the routine. Does not have to be level appropriate				
BASELINE BOOSTER	.3		Variety & Innovation				
			0.0	No innovative elements / variety of skills			
			.1	Minor innovative elements / variety of skills			
			.2	Multiple innovative elements / variety of skills			
			Degree Of Difficulty				
TECHNIQUE	5		Needs work (-0.6)	Average (-0.4)	TECHNIQUE DRIVERS	Good (-0.2)	Impeccable
					Approach		
					Body Control		
					Landings		
					Synchronization		
RUNNING TUMBLING			JUDGE COMMENTS:				
DIFFICULTY	3.6		*For full points, most of the team performs level appropriate pass				
VARIETY OF PASSES	.1		Different passes are shown in the routine. Does not have to be level appropriate				
BASELINE BOOSTER	.3		Elite Pass Participation				
			0.1	More than most perform elite pass (cumulative)			
			.2	Max performs elite pass (cumulative)			
			Variety & Innovation				
			0.0	No innovative elements / variety of skills			
			.1	Minor innovative elements / variety of skills			
			.2	Multiple innovative elements / variety of skills			
Degree of Difficulty							
TECHNIQUE	5		Needs work (-0.6)	Average (-0.4)	TECHNIQUE DRIVERS	Good (-0.2)	Impeccable
					Approach		
					Body Control		
					Landings		
					Synchronization		
TUMBLING							
CHOREOGRAPHY/ PRESENTATION	2		Innovative formations and use of the floor throughout the routine	Low (0.5-0.6)	Moderate (0.7-0.8)	High (0.9-1.0)	
			Confident performance during tumbling sections throughout routine	Low (0.5-0.6)	Moderate (0.7-0.8)	High (0.9-1.0)	
JUMPS			JUDGE COMMENTS:				
DIFFICULTY	1		*For full points, most of the team performs total of three advanced jumps that show variety, two of which need to be connected.				
TECHNIQUE	2		Needs work (-0.3)	Average (-0.2)	TECHNIQUE DRIVERS	Good (-0.1)	Impeccable
					Approach		
					Body Control		
					Landings		
					Synchronization		
TOTAL	23						