



# TUMBLING/JUMPS ELITE

**Team:**

<b>STANDING TUMBLING</b>	<b>MAX POINTS</b>	<b>SCORE</b>	<b>JUDGE COMMENTS:</b>				
<b>DIFFICULTY</b>	<b>3.6</b>		*For full points, max of team performs same elite level appropriate pass which must be synchronized from initiation of pass				
<b>VARIETY OF PASSES</b>	<b>.1</b>		Different passes are shown in the routine. Does not have to be level appropriate				
<b>BASELINE BOOSTER</b>	<b>.3</b>		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				
<b>TECHNIQUE</b>	<b>5</b>		Needs work (-0.6)	Average (-0.4)	<b>TECHNIQUE DRIVERS</b>	Good (-0.2)	Impeccable
					Approach		
					Body Control		
					Landings		
					Synchronization		
<b>RUNNING TUMBLING</b>			<b>JUDGE COMMENTS:</b>				
<b>DIFFICULTY</b>	<b>3.6</b>		*For full points, max of team performs level appropriate pass, plus most of team performs additional elite level appropriate pass				
<b>VARIETY OF PASSES</b>	<b>.1</b>		Different passes are shown in the routine. Does not have to be level appropriate				
<b>BASELINE BOOSTER</b>	<b>.3</b>		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							
<b>TECHNIQUE</b>	<b>5</b>		Needs work (-0.6)	Average (-0.4)	<b>TECHNIQUE DRIVERS</b>	Good (-0.2)	Impeccable
					Approach		
					Body Control		
					Landings		
					Synchronization		
<b>TUMBLING</b>							
<b>CHOREOGRAPHY/ PRESENTATION</b>	<b>2</b>		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)
<b>JUMPS</b>			<b>JUDGE COMMENTS:</b>				
<b>DIFFICULTY</b>	<b>1</b>		*For full points, most of the team performs total of three advanced jumps that show variety, two of which need to be connected.				
<b>TECHNIQUE</b>	<b>2</b>		Needs work (-0.3)	Average (-0.2)	<b>TECHNIQUE DRIVERS</b>	Good (-0.1)	Impeccable
					Approach		
					Body Control		
					Landings		
					Synchronization		
<b>TOTAL</b>	<b>23</b>						