

Event:
Team:
Division:

Team Number:
Day:
Panel:



INDIVIDUAL / DUO / TRIO

JUMP EXECUTION/DIFFICULTY		Degree of difficulty includes variety, combinations and type of jump. Execution includes flexibility, height, timing and synchronization (in duos/trios)	
No skills performed	0		
Jump skills executed with poor to below average technique, perfection, flexibility and synchronization	0 - 2		
Jump skills executed with average to above average technique, perfection, flexibility and synchronization	2 - 4		
Jump skills executed with excellent technique, perfection, flexibility and synchronization	4 - 5		J /5
TUMBLING DIFFICULTY		Degree of difficulty, variety and combination of skills	
No skills performed	0		
Non-difficult skills/passes	0 - 4		
Average to above average difficulty in skills/passes	4 - 8		
Very difficult skills/passes	8 - 10		TD /10
TUMBLING EXECUTION		Technique including execution, body positioning, control, speed, height and landings. In Duos/Trios this also includes uniformity of technique and timing/synchronization	
No skills performed	0		
Below average technique and synchronization	0 - 8		
Average to above average technique and synchronization	8 - 16		
Excellent technique and synchronization	16 - 20		TE /20
DANCE & MOTIONS		Incorporations of level/formation changes, visual effects with seamless transitions, footwork, floorwork, energy and pace	
No dance or motions performed	0		
Low difficulty	0 - 2		
Average to above average difficulty	2 - 4		
Very difficult dance and/or motions	4 - 5		TD /5
ROUTINE IMPRESSION & SHOWMANSHIP		Effectiveness in performing a comprehensive and positive memorable experience	
Below average effectiveness	0 - 4		
Average to above average effectiveness	4 - 8		
Excellent effectiveness	8 - 10		TE /10

Total / 50	
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