JUMPS, TUMBLING & DANCE

HIGH SCHOOL PREP All Girl/Co-Ed Show Category

	LEVEL:	Beginnin	ng Inte	ermediate	Advanced
SCHOOL	CLASS:	Tiny's I	Mini's	Junior's	Senior's

	Difficulty		Execution		TOTALS
JUMPS	BEGINNING (1 pt.) Single Jump INTERMEDIATE (2 pts.) Double Toe Touch ADVANCED (3 pts.) Two Consecutive with Variety		 Notes Proper Technique, Form and Height Synchronization		
	☐ Three Consecutive of the Same	3	Synchronization	5	8
*Must a	lo Standing AND Running Tumbling to get your difficulty max	<i>(.</i>			
STANDING TUMBLING TUMBLING	BEGINNING (1 pts. max) Round Off Series Walkover Series INTERMEDIATE (3 pts. max) Running Back Handspring Running Multiple Back Handsprings ADVANCED (5 pts. max) Round Off Tuck Running Tumbling into Tucks Running Tumbling into Eayouts Running Tumbling into Fulls BEGINNING (1 pt. max) Cartwheels Walkovers INTERMEDIATE (3 pts. max) Back Handsprings ADVANCED (5 pts. max) Side Aerial Tuck Handsprings into Tuck	5	 Notes Proper Technique and Form Synchronization 		
STA	Handsprings into Layouts	5		5	15
DANCE	☐ Handsprings into Fulls ☐ Level and Two or More Formation Changes ☐ Change of Pace ☐ Creativity	4	➤ Notes □ Synchronization □ Technique □ Sharpness □ Body placement	3	7
All categories are based on MAJORITY (majority = half (50%) or more of the team – uneven numbers will be rounded up) *A team may Showcase less than half of their stunt groups and/or half of their individual athletes one level up from level entered one time for stunts and one time for tumbling in each of their cheer section and ONE music section. You will receive points for that particular showcase in the one level higher. A team may not showcase a skill higher than one level of level entered. A team may not execute skills in a higher level than level entered at any time in your routine except for the allotted showcasing. There will be a 0.5 deduction for every infraction over the allotted showcasing.					
Judge's Signature Showcasing Deductio			duction	SUBTOTAL	
Tabulator's Signature		SUB S			

revised 10/19 30