Team:	Team Number:	# Athletes	
Division:	Day:		

Panel:



Event:

JUMPS & TUMBLING – ALLSTAR

JUMP EXECUTION/DIFFICULTY	-	-	degree of difficulty; variety and combinations; heigh	-
	control and	l landings;	synchronization, timing; uniformity of technique / fo	rm
No skills performed		0		
Jump skills executed with poor to below avera technique, perfection, flexibility and synchroni	_	0 - 2		
Jump skills executed with average to above ave technique, perfection, flexibility and synchroni		2 - 4		
Jump skills executed with excellent technique, flexibility and synchronization	perfection,	4 - 5		J
EX	(CLUDED I	N NON-T	UMBLING DIVISIONS	
STANDING TUMBLING DIFFICULTY	Team partio	cipation %;	degree of difficulty; variety and combination of skills	; usage
	synchronize	ed passes;	number of athletes per synchronized pass	
No skills performed		0		
Non-difficult skills/passes		0 - 2		
Average to above average difficulty in skills/pa	isses	2 - 4		
Very difficult skills/passes		4 - 5		TD
RUNNING TUMBLING DIFFICULTY	Team parti	cipation %	; degree of difficulty; variety and combination of skill	s; usage
	Synchroniz	ed passes;	number of athletes per synchronized pass	
No skills performed		0		
Non-difficult passes. Minimal athletes per pass synchronized passes; below average synchroni below average difficulty		0 - 2		
Moderately difficult passes. Minimal athletes painimal synchronized passes; average to above synchronization; average to above average difficult and a second synchronization.	e average	2 - 4		
Very difficult passes. Many athletes per pass; r synchronized passes; excellent synchronization degree of difficulty	=	4 - 5	NOTE: In Levels 1-4, individual tumbling passes (tumbling passes by a single person) will not be considered in the difficulty score	RTD
TUMBLING EXECUTION	Demonstra	ted ability	of technique and synchronization (execution, body po	ositionin
	control, hei	ght, landin	gs, speed, timing/synchronization, uniformity of tech	nique)
No skills performed		0		
Below average technique and synchronization		0 - 2		
Average to above average technique and sync	hronization	2 - 4		
		1		

Total / 20	
(Non-Tumble /5)	