

Team:  
Division:  
Event:

Team Number:  
Day:  
Panel:

# Athletes	
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# JUMPS & TUMBLING – ALLSTAR

JUMP DIFFICULTY		Team participation %; degree of difficulty; variety; connected jumps; synchronization; height; position / flexibility required
No skills performed	0	
Low difficulty	0 - 2	
Average to above average difficulty	2 - 4	
Very difficult skills	4 - 5	
<b>JUMP EXECUTION</b>		<b>Technique perfection; height; positioning; flexibility; control; landings; uniformity of technique / form; synchronization / timing</b>
No skills performed	0	
Below average execution	0 - 2	
Average to above average execution	2 - 4	
Excellent execution	4 - 5	
<b>EXCLUDED IN NON-TUMBLING DIVISIONS</b>		
STANDING TUMBLING DIFFICULTY		Team participation %; degree of difficulty; variety and combination of skills; usage of synchronized passes; number of athletes per synchronized pass
No skills performed	0	
Low difficulty	0 - 2	
Average to above average difficulty	2 - 4	
Very difficult skills / passes	4 - 5	
<b>RUNNING TUMBLING DIFFICULTY</b>		<b>Team participation %; degree of difficulty; variety and combination of skills; usage of synchronized passes; number of athletes per synchronized pass</b>
No skills performed	0	NOTE: In Levels 1-4, individual tumbling passes (single person) will not be considered in the difficulty score
Low difficulty	0 - 2	
Average to above average difficulty	2 - 4	
Very difficult skills / passes	4 - 5	
<b>TUMBLING EXECUTION</b>		<b>Demonstrated ability of technique and synchronization (execution, body positioning, control, height, landings, speed, timing/synchronization, uniformity of technique)</b>
No skills performed	0	
Below average execution	0 - 2	
Average to above average execution	2 - 4	
Excellent execution	4 - 5	

<b>Total / 25</b>	
<b>(Non-Tumble /10)</b>	