

Category	max pts	Description of point ranges
STANDING TUMBLING	30	
EXECUTION	15	1-5 below average technique--synchronization OR MORE THAN 3 TOUCHDOWNS OR FALLS 6-10 average technique--most members synchronized--OR 1 -2 TOUCHDOWNS OR FALLS 11-15 Strong technique--Most or All are synchronized--AND NO TOUCHDOWNS OR FALLS
DIFFICULTY	10	1-4 very basic skills performed compared to skills allowed in level--no variety 5-7 average--Intermediate skills compared to skills allowed in level--limited variety 8-10 attempted highest skills allowed in level----a lot of variety in routine
PARTICIPATION IN STANDING TUMBLING	5	1 zero participation in standing tumbling 2 less than 1/2 of team performed a standing tumbling skill 3 1/2 of the team performed a standing tumbling skill 4 over 1/2 of the team performed a standing tumbling skill 5 entire team performed a standing tumbling skill
RUNNING TUMBLING	30	
EXECUTION	15	1-5 below average technique--synchronization OR MORE THAN 3 TOUCHDOWNS OR FALLS 6-10 average technique--most members synchronized--OR 1 -2 TOUCHDOWNS OR FALLS 11-15 Strong technique--Most or All are synchronized--AND NO TOUCHDOWNS OR FALLS
DIFFICULTY	10	1-4 very basic skills performed compared to skills allowed in level--no variety 5-7 average--Intermediate skills compared to skills allowed in level--limited variety 8-10 attempted highest skills allowed in level----a lot of variety in routine
PARTICIPATION IN RUNNING TUMBLING	5	1 zero participation in running tumbling 2 less than 1/2 of team participation in running tumbling 3 1/2 of the team participation in running tumbling 4 over 1/2 of the team participation in running tumbling 5 entire team participation in running tumbling
JUMPS	30	
EXECUTION	15	1-5 below average technique -low height -bad form--synchronization off 6-10 average technique--most members synchronized--average height and form 11-15 Strong technique--Most or All are synchronized---great form and height
DIFFICULTY	10	1-4 very basic jumps (tuck, spread eagle, herkie etc.) low number of jumps performed 5-7 average--Intermediate jumps (toe touch,side/front hurdler etc.)average number of jumps performed 8-10 advance jumps (double toe touch, pike, combination jumps etc.) high number of jumps performed
VARIETY / CREATIVITY	5	1-2 low creativity and variety---little to no level changes 3 average creativity and variety--some level changes to add to visual effect 4-5 above average to excellent creativity and variety--many different jumps performed--great visual effect
OVERALL	10	
OVERALL ROUTINE IMPRESSION	10	1-4 Below average showmanship-creativity--very low energy throughout-- 5-7 Average facials--creativity--average energy throughout--shaky routine-- 8-10 High energy--facials--creativity throughout Whole routine-- Makes audience want to join in ! Solid Routine!