



TUMBLING & JUMPS SCORING GRID

The following grid outlines the point ranges for specific sets performed by a MAJORITY of the team with a high level of perfection. Skills performed with LESS than a high level of perfection or by LESS than a majority of the team will move the score in a lower range.

	RANGE	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5
STANDING Difficulty & Ratio	4-6	1. Forward/backward rolls & cartwheels 2. Limited number of skills 3. Less than 1/4 of team attempts standing skill variation	1. Forward/backward rolls & cartwheels 2. Limited number of skills 3. Less than 1/4 of team attempts standing skill variation 4. Less than 1/4 of team attempts single backhandspring	1. Single Backhandsprings or lower level skills 2. Limited number of skills 3. Less than 1/4 of team attempts standing skill variation 4. Less than 1/4 of team attempts Jump Backhandspring and/or multiple backhandsprings	1. Combination of backhandsprings, multiple backhandsprings , jump handsprings. 2. Limited number of skills 3. Less than 1/4 of team attempts standing skill variation 4. Less than 1/4 of team attempts Standing Tucks and/or backhandspring back tucks	1. Combination of backhandsprings, multiple backhandsprings , jump handsprings. 2. Limited number of skills 3. Less than 1/4 of team attempts standing skill variation 4. Less than 1/4 of team attempts Jump tuck combo, standing full, handspring full and/or double full
	7-8	1. Forward/backward rolls & cartwheels 2. Average number of skills 3. 1/2 team attempts standing skill variation 4. Less than 1/2 team attempts front/back walkover	1. Front & Back Walkovers 2. Average number of skills 3. 1/2 team attempts standing skill variation 4. 1/2 team attempts single backhandspring	1. Multiple backhandsprings or Jump handsprings 2. Average number of skills 3. 1/2 team attempts standing skill variation 4. 1/2 team attempts Jump backhandspring and/or multiple back handsprings	1. Standing tucks or Backhandspring back tucks 2. Average number of skills 3. 1/2 team attempts standing skill variation 4. 1/2 team attempts Standing tucks and/or backhandspring back tucks	1. Standing tucks or Backhandspring back tucks 2. Average number of skills 3. 1/2 team attempts standing skill variation 4. 1/2 team attempts Jump tuck combo , standing full, handspring full and/or double full
	9-10	1. Front & Back Walkovers 2. Combination of tricks in specialty pass 3. High number of skills 4. 3/4 to Full team attempts standing skill variation 5. 1/2 to Full team attempts front or back walkover	1. Single Backhandsprings 2. Combinations of tricks in specialty pass 3. High number of skills 4. 3/4 to Full team attempts standing skill variation 5. 3/4 to Full team attempts single backhandspring	1. Multiple Backhandsprings and Jump handsprings 2. Combinations of tricks in a specialty pass 3. High number of skills 4. 3/4 to Full team attempts standing skill variation 5. 3/4 to Full team attempts Jump handsprings and/or multiple handsprings	1. Standing tucks and Backhandspring back tucks 2. Combinations of tricks in a specialty pass 3. High number of skills 4. 3/4 to Full team attempts standing skill variation 5. 3/4 to Full team attempts Standing tucks and/or backhandspring back tucks	1. Jump tuck combo, Standing full, handspring full and double full 2. Combinations of tricks in a specialty pass 3. High number of skills 4. 3/4 to Full team attempts standing skill variation 5. 3/4 to Full team attempts Jump tuck combo, standing full, handspring full and/or double full
RUNNING Difficulty & Ratio	4-6	1. Cartwheels and Round-offs 2. Limited number of skills 3. Less than 1/4 of team attempts running tumbling skill 4. Less than 1/4 of team attempts round-offs or cartwheels	1. Cartwheels and Round-offs 2. Limited number of skills 3. Less than 1/4 of team attempts running tumbling skill 4. Less than 1/4 of team attempts passes with backhandspring(s)	1. Round-off single backhandspring 2. Limited number of skills 3. Less than 1/4 of team attempts running tumbling skill 4. Less than 1/4 of team attempts passes with a tuck	1. Round-off multiple backhandsprings/front handsprings 2. Limited number of skills 3. Less than 1/4 of team attempts running tumbling skill 4. Less than 1/4 of team attempts passes with a layout, or have more than one aerial skill in pass	1. Tumbling passes ending in a tuck 2. Limited number of skills 3. Less than 1/4 of team attempts running tumbling skill 4. Less than 1/4 of team attempts passes with a twisting skill
	7-8	1. Round-offs 2. Average number of skills 3. 1/2 Team attempts running tumbling skill 4. 1/2 Team attempts round off and/or cartwheels 5. 1/2 Team attempts round-off rebound	1. Round-off single backhandspring 2. Average number of skills 3. 1/2 Team attempts running tumbling skill 4. 1/2 Team attempts passes with backhandspring(s)	1. Round-off multiple backhandspring/ front handspring 2. Average number of skills 3. 1/2 Team attempts running tumbling skill 4. 1/2 Team attempts passes with a tuck	1. Tumbling passes ending in a tuck, punch front tucks 2. Average number of skills 3. 1/2 Team attempts running tumbling skill 4. 1/2 Team attempts passes with a layout, or have more than one aerial skill in pass	1. Tumbling passes ending in a layout 2. Combination of forward/backward tricks in a specialty pass 3. Average number of skills 4. 1/2 Team attempts running tumbling skill 5. 1/2 Team attempts passes with twisting skills
	9-10	1. Round-off with high rebound 2. Combination of tricks in specialty pass 3. High number of skills 4. 3/4 to Full team attempts running tumbling skill 5. 1/2 to Full team attempts round-off rebound with high rebounds	1. Round-off multiple backhandspring/ front handsprings. 2. Combination of forward/backward tricks in specialty pass 3. High number of skills 4. 3/4 to Full team attempts running tumbling skill 5. 3/4 to Full team attempts passes with backhandspring(s)	1. Tumbling passes ending in a tuck /punch front tuck 2. Combination of allowed forward/backward tricks in specialty pass 3. High number of skills 4. 3/4 to Full team attempts running tumbling skill 5. 3/4 to Full team attempts tumbling passes with a tuck	1. Passes ending in a layout or with more than one aerial skill in pass 2. Combination of forward/backward tricks in a specialty pass 3. High number of skills 4. 3/4 to Full team attempts running tumbling skill 5. 3/4 to Full team attempts passes with a layout or have more than one aerial skill in pass	1. Tumbling passes with fulls, double fulls , arabians 2. Combination of forward/backward tricks in a single pass with more than one aerial skill in pass 3. High number of skills 4. 3/4 to Full Team attempts running tumbling skill 5. 3/4 to Full Team attempts passes with a twisting skill
Execution	1-3 3-4 4-5	Below average technique, flexibility, perfection & synchronization Average technique, flexibility, perfection & synchronization Excellent technique, flexibility, perfection & synchronization * The deduction system will also determine the routine's overall execution and perfection by affecting the overall score.				



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	RANGE	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4	LEVEL 5	
JUMPS Difficulty & Ratio	1-3	1. Majority Beginner level jumps (Tuck Jump, Eagle) 2. Limited number of jumps	1. Majority Intermediate level jumps (Toe Touch, Herkes) 2. Limited number of jumps	1. Majority Intermediate level jumps (Toe Touch, Herkes) 2. Limited number of jumps	1. Majority of jumps are Intermediate-Advanced level jumps 2. Limited number of jumps	1. Majority of jumps are Intermediate-Advanced level jumps 2. Limited number of jumps	
	3-4	1. Majority Intermediate level jumps (Toe Touch, Herkes) 2. Average number of jumps and/or variety	1. Majority Advanced level jumps (Pike , Front Hurdler) 2. Average number of jumps and/or variety	1. Majority Advanced level jumps (Pike , Front Hurdler) 2. Average number of jumps and/or variety	1. Majority of jumps are combinations of atleast 2 jumps 2. Average number of jumps and/or variety	1. Majority of jumps are combinations of atleast 2 jumps 2. Average number of jumps and/or variety	
	4-5	1. Majority Advanced level jumps (Pike , Front Hurdler) 2. High number of jumps and variety	1. Majority of jumps are combinations of atleast 2 jumps 2. High number of jumps and variety	1. Majority of jumps are combinations of atleast 2 jumps 2. High number of jumps and variety	1. Majority of jumps are combinations of atleast 3 jumps 2. High number of jumps and variety	1. Majority of jumps are combinations of atleast 3 jumps 2. High number of jumps and variety	
JUMP Execution	1-3 3-4 4-5	Below average technique, flexibility, perfection & synchronization Average technique, flexibility, perfection & synchronization Excellent technique, flexibility, perfection & synchronization					
* The deduction system will also determine the routine's overall execution and perfection by affecting the overall score.							