

Level 3 Jumps

Level 3 Tosses

Start Value

- 3.0 Single Jump (s)
- 5.0 Jump/Jump Combo
- 7.0 Jump/Jump Combo with additional Jump(s)
- 9.0 Triple Jump Combo with additional Jump(s) –OR- Two Jump/Jump Combos
- 11.0 Triple Jump Combo AND additional Jump/Jump or Jump/Tumble Combo
- 13.0 Triple Jump/Tumble Combo AND additional Jump/Jump Combo or Jump/Tumble Combo. Must show a minimum of 3 body positions.

- **Must be performed by Majority of Athletes to qualify for range.**
- **Jumps in combination with Level Appropriate Standing Tumbling Skills will have an additional 0.5 start value.**
- **Jumps performed by all athletes will have an additional 0.5 start value.**

Level Permitted Skills:

LTM Maj. All

Handspring

Jumps Performed by All Athletes

Performance Elements:

- Pace
- Variety
- Unique Incorporations

Start Value

- 6.0 Only Lower Level Skills
- 8.0 Less Than Majority Skills
- 10.0 Majority of Level Permitted Skill in a single occurrence
- 11.0 Majority of Level Permitted Skill with one additional toss
- 12.0 Majority of Level Permitted Skill with 2 or more additional Level Appropriate tosses
- 13.0 ALL Level Permitted Skills in a single occurrence
- 14.0 ALL Level Permitted Skills in a single occurrence with an additional toss

Level Permitted Skills by Groups:

LTM Maj. All
 1 Trick Toss

Performance Elements:

- Unique Skills
- Use of basic/lower level skills

Difficulty Score (15)

_____ . _____

Execution Score (15)

_____ . _____

Difficulty Score (15)

_____ . _____

Execution Score (15)

_____ . _____

GOOD POOR

Showmanship & Crowd Appeal (5)		Creativity		
		Use of Skills		
		Flow		
		Variety		
Transitions, Formations & Flow of Routine (5)		Energy Level		
		Facial Expression		
Choreography & Creativity (10)		Use of Floor		
		Transitions		
		Formations/Spacing		
Overall Effect (10)		Execution of Routine		
		Overall Performance		

Comments:



Total Score (90)
