

Level 2 Jumps

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

Dive Roll

Jumps Performed by All Athletes

Performance Elements:

- Pace
- Variety
- Unique Incorporations

Difficulty Score (15)

_____ . _____

Execution Score (15)

_____ . _____

GOOD POOR

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|---|--|----------------------|--|--|
| 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:

Level 4 Tosses

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
 2 Trick Toss

Performance Elements:

Unique Skills
 Use of basic/lower level skills

Difficulty Score (15)

_____ . _____

Execution Score (15)

_____ . _____



Total Score (90)
