

Level 5 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

Flip

Jumps Performed by All Athletes

Performance Elements:

- Pace
- Variety
- Unique Incorporations

Level 5 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

3(+) Trick Toss

Performance Elements:

- Pace
- Variety of Skills
- Good Synchronization
- Unique Skills
- Unique Entrance/Exit
- Use of basic/lower level skills

Difficulty Score (15)

_____ . _____

Execution Score (15)

_____ . _____

GOOD

POOR

Difficulty Score (15)

_____ . _____

Execution Score (15)

_____ . _____

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)
