

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

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:

Level 5 Restricted 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:

Unique Skills
 Use of basic/lower level skills

Difficulty Score (15)

_____ . _____

Execution Score (15)

_____ . _____



Total Score (90)
