

Level 6 Jumps

Start Value

3.0	Single Jump (s)
5.0	Jump/Combo
7.0	Jump/Combo with additional Jump(s)
9.0	Triple Jump Combo with additional Jump(s) –OR- Two Jump/Combo
11.0	Triple Jump Combo AND additional Jump/Combo or Jump/Tumble Combo
13.0	Triple Jump/Tumble Combo AND additional 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 6 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
 Flipping/3 Twist Toss

Performance Elements:

Unique Skills
 Use of basic/lower level skills

Difficulty Score (15)

_____ . _____

Execution Score (15)

_____ . _____

GOOD

POOR

Difficulty Score (15)

_____ . _____

Execution Score (15)

_____ . _____

Showmanship & Crowd Appeal (5)

Transitions, Formations & Flow of Routine (5)

Choreography & Creativity (10)

Overall Effect (10)

Creativity	
Use of Skills	
Flow	
Variety	
Energy Level	
Facial Expression	
Use of Floor	
Transitions	
Formations/Spacing	
Execution of Routine	
Overall Performance	

Comments:



Total Score (90)
