

Level 4 Standing Tumbling

Start Value

- 4.0 Only Basic or Lower Level Skills
- 8.0 Less Than Majority Level Permitted Skill
- 12.0 Majority of Level Permitted Skill
- 14.0 Multiple Majority Occurrences of Level Permitted Skill

Level Permitted Skills:

LTM Maj. All

Flip (Tuck Only)/Handspring Flip

Performance Elements:

- Variety
- Good Synchronization
- Unique Entrance/Exit
- Unique Combination
- Use of Lower Level Skills

Difficulty Score (15)

_____ . _____

Execution Score (15)

_____ . _____

GOOD POOR

Level 4 Running Tumbling

Start Value

- 4.0 Only Basic or Lower Level Skills
- 7.0 Less Than Majority Level Permitted Skills
- 9.0 Majority of Level Permitted Skill
- 11.0 Majority of Primary Level Permitted Skill with Less Than Majority Specialty Passes
- 12.0 Majority of Primary Level Permitted Skill with Less Than Majority Secondary Level Permitted Skill
- 13.0 Multiple Majority Occurrences of Primary Level Permitted Skill
- 14.0 Multiple Majority Occurrences of Level Permitted Skill with Majority Specialty Passes

Primary Level Permitted Skills:

LTM Maj. All

Flip (non-Tuck)

Secondary Level Permitted Skills:

LTM Maj. All

Tumble after Flip

Specialty Passes:

LTM Maj.

Performance Elements:

- Variety
- Good Synchronization
- Unique Entrance/Exit
- Unique Combination
- Use of Lower Level Skills

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)
