



**STANDING TUMBLING
RUNNING TUMBLING
DANCE**

TEAM: DIVISION:	NUMBER OF ATHLETES: 30%: MAJORITY: JUDGE 3:		
Category	Point Value	Points Earned	Skills Performed
STANDING TUMBLING (Recycling may not be used to reach majority) Difficulty - Majority of synchronized members and variety performed can increase score within the range. Full team performing variety will be rewarded higher in the range			
Difficulty	5		
Execution	5		
RUNNING TUMBLING (Recycling may not be used to reach majority) Difficulty - Majority of synchronized members and variety performed can increase score within the range. Full team performing variety will be rewarded higher in the range			
Difficulty	5		
Execution	5		
DANCE	5		
POSSIBLE POINTS	25		TOTAL POINTS

Standing Tumbling (8)	✓	Running Tumbling (8)	✓	Dance (9)	✓
Entry		Entry		Sharpness	
Landing		Landing		Pace	
Body Position		Body Position		Body Movement	
Control		Control		Visual Effects	
Arms & Leg Position		Arms & Leg Position		Variety of Movements	
Flexibility		Flexibility		Level Changes	
Synchronization		Synchronization		Contagious (Ripples)	
Skill Completion		Skill Completion		Floor Work	
				Foot Work	

- Judges will use **check** marks to determine the indicator strengths performed throughout the routine.
- If a team **needs to show improvement**, the indicator is left **blank**.
- If the tumbling skill performed at 30% has a higher value than the skill at 51%, 75% or Full team, use the score for the skill at 30%. **Skill level score trumps percent of team performing!**
- Transitions, Formations and Motions are all observed throughout the entire routine.
- If there is no standing or no running tumbling, or the team performs skills at less than 30%, the team receives a **zero**.

Comments