

SCHOOL:

ROUND 1	SCORE	VARIETY	DIFFICULT		ROUND 2	SCORE
JUMP #1		RIPPLES	ARM WHIP	10 Perfect 9 Excellent 8 Very Good 7 Good 6 Satisfactory 5 Average 4 Below Ave 3 Unsatisfactory 2 Poor 1	P D	
JUMP #2		LEVELS	BLADES		SKILL 1:	
VOCALS		LUNGES	DIAG SPIN		SKILL 2:	
FL MOB (5X)		OPPOSITIONS	DIFCLT OPPS		SKILL 3:	
T C (prec, mstk, tmg)		LOW KICK	DIPS		SKILL 4:	
EXE (plac & acc)		DIAG ARMS	XTRA JUMP		SKILL 5:	
GI		ADD FORMS	HOPPING		G. IMPRESSION:	
D & V		ARMS TRANS	INTRCTE TRANS			
		BELOW WAIST	HIGH KICK			
			KNEE MVMT			
			MVE BCKWRD			
			SIDE STEP			
			SPINNING			
ROUND 3						
VARIETY	CHOREOGRAPHY					
1 - 15	OLE	Team Tumbling	FT/360	BT		
DIFFICULTY	1 - 20					
EXECUTION	0.1 (VERY MINOR) 20 (12 or fewer) 0.2-0.4 (SLIGHT ADJUSTMENT) 20.5 (13) 0.5-0.8 (FIGHT TO SAVE/PSSBLE DNGR) 21 (14) 0.9-1.0 (FALL/BAIL) 21.5 (15) 2.0 (COLLAPSED STUNT/SKILL) 22 (16)					
FLOOR MOBILITY						
VOCALS						
TEAM COORD						
GEN IMP						

