



PERFORMANCE REC– ADVANCED: 2017-2018 Scoring Ranges



STANDING TUMBLING	RUNNING TUMBLING
STANDING BACK TUCK • BHS BACK TUCK • BHS SERIES TO BACK TUCK JUMP BHS BACK TUCK • BACK WALKOVER BHS BACK TUCK • BHS SERIES TO LAYOUT BHS BACK TUCK BHS BACK TUCK • BHS BACK TUCK BHS LAYOUT • JUMP TO BHS SERIES TO BACK TUCK/LAYOUT • BHS WHIP TO BHS SERIES TO BACK TUCK/LAYOUT	CARTWHEEL BACK TUCK • ROUND OFF LAYOUT • ROUND OFF BHS LAYOUT/LAYOUT STEPOUT / X-OUT • ROUND OFF BHS SERIES TO LAYOUT • FRONT WALKOVER THROUGH TO LAYOUT • PUNCH FRONT STEPOUT TO LAYOUT • ROUND OFF BHS SERIES TO LAYOUT • ROUND OFF BHS WHIP BHS TO LAYOUT • PUNCH FRONT STEPOUT BHS WHIP BHS TO BACK TUCK • PUNCH FRONT STEPOUT BHS WHIP BHS TO LAYOUT • FRONT HANDSPRING PUNCH FRONT • FRONT HANDSPRING PUNCH FRONT THROUGH TO ROUND OFF BHS BACK TUCK/LAYOUT

STANDING TUMBLING DIFFICULTY (LEVEL 1-5 YOUTH, JR, RESTRICTED)

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Most of the team performs the same level appropriate pass which must be synchronized from initiation of the pass
4.5 - 5.0	HIGH	Most of the team performs the same level appropriate pass which must be synchronized from initiation of the pass, plus Majority of the team performs an additional level appropriate pass

RUNNING TUMBLING DIFFICULTY (LEVEL 1-5 YOUTH, JR, RESTRICTED)

3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Less than a Majority of the team performs a level appropriate pass
4.0 - 4.5	MID	Majority of the team performs a level appropriate pass
4.5 - 5.0	HIGH	Most of the team performs a level appropriate pass

TUMBLING/JUMPS QUANTITY

# OF ATHLETES	MAJORITY	MOST
5 - 7	3	4
8 - 9	4	6
10 - 11	5	7
12 - 14	6	9
15 - 16	7	11
17 - 19	8	12
20 - 22	10	15
23 - 25	11	17
26 - 27	13	19
28 - 30	14	21
31 - 38	15	23

JUMPS DIFFICULTY

3.5	Skills performed do not meet 4.0 requirement
4.0	Most of the team performs 1 advanced jump
4.5	Most of the team performs 2 connected advanced jumps . Must be synchronized and must include a variety Tiny/Mini: Most of the team performs 2 advanced jumps must be synchronized , but DO NOT need to be connected
5.0	Most of the team performs 3 connected advanced jumps or 2 connected advanced jumps, plus 1 additional advanced jump . Must be synchronized and include a variety Tiny/Mini: Most of the team performs 3 advanced jumps must be synchronized , but DO NOT need to be connected.

BASIC JUMPS: Spread Eagle, Tuck Jump // ADVANCED JUMPS: Pike, Right/Left Hurdlers (front or side), Toe Touch

TECHNIQUE

3.5 - 4.0	Less than 50% of the athletes execute excellent precision and form
4.0 - 4.5	50% of the athletes execute excellent precision and form
4.5 - 5.0	75% of the athletes execute excellent precision and form

DIFFICULTY DRIVERS

- Difficulty of the skill
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

TUMBLING TECHNIQUE DRIVERS

- Approach
- Speed
- Body Control
- Landings
- Synchronization

JUMPS TECHNIQUE DRIVERS

- Arm Placement
- Leg Placement
- Hyperextension/Height
- Landings
- Synchronization