

STANDING TUMBLING DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Majority of team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY		
3.0 - 3.5	BELOW	Skills performed do not meet Low range requirement
3.5 - 4.0	LOW	Less than majority of the team performs a level appropriate pass

JUMP DIFFICULTY	
3.5	Skills performed do not meet the 4.0 requirement
4.0	Most of team performs 1 advanced jump
4.5	Most of team performs 2 advanced jumps

BASIC JUMPS: Spread Eagle, Tuck Jump

ADVANCED JUMPS: Pike, Front or Side Hurdlers, Toe Touch, Double Nine

TUMBLING/JUMP 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

DANCE	
9.0 - 10.0	A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork and floor work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.

PERFORMANCE	
9.0 - 10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

ROUTINE COMPOSITION	
9.0 - 10.0	A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual, and intricate ideas; as well as any additional skills performed to enhance the overall appeal.

TUMBLING/JUMP TECHNIQUE	
3.5 - 4.0	Most skills performed with below average execution, uniformity, body position, synchronization, and power.
4.0 - 4.5	Most skills performed with average execution, uniformity, body position, synchronization, and power.
4.5 - 5.0	Most skills performed with above average execution, uniformity, body position, synchronization, and power.