

# TUMBLING

Event: Aussie Gold Tropical Challenge

Item No: Judge #:

Division: Team:

Number of Athletes:



## Standing Tumbling Difficulty

3.0 - 3.5	Skills performed do not meet low range requirement
3.5 - 4.0	Majority of team performs a level appropriate pass
4.0 - 4.5	L1 - L5R: Most of team performs the same level appropriate pass which must be synchronized from the initiation of the pass L5 - L6 Worlds: Most of team performs an Elite level appropriate pass
4.5 - 5.0	L1 - L5R: Most of team performs the same level appropriate pass which must be synchronized from the initiation of the pass, plus majority of the team performs an additional level appropriate pass L5 - L6 Worlds: Most of team performs the same Elite level appropriate pass which must be synchronized from the initiation of the pass

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## Standing Tumbling 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

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## Running Tumbling Difficulty

3.0 - 3.5	Skills performed do not meet Low range requirement
3.5 - 4.0	Less than a majority of team performs a level appropriate pass
4.0 - 4.5	Majority of the team performs a level appropriate pass
4.5 - 5.0	L1 - L5R: Most of the team performs a level appropriate pass L5 - L6 Worlds: Majority of the team performs an Elite* level appropriate pass

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## Running Tumbling 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

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## Jump Difficulty

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

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\* All approaches within the jumps must use a whip approach to be considered "connected".

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

## Jump 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

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TOTAL:  /30