



20/21 Non Building Scoresheet Score Sheet

Tumbling & Jumps Difficulty

Jump Difficulty

5 Points

Guidance	Skills
ZERO	No skills performed
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 or include a variety
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 or include a variety.

Running Tumbling Difficulty

5 Points

Guidance	Range	Skills
ZERO	0.0-0.0	No skills performed
BELOW	3.0-3.5	Skills performed do not meet Low range requirement
LOW	3.5-4.0	Less than a Majority of the team performs a level appropriate pass
MID	4.0-4.5	Majority of the team performs a level appropriate pass
HIGH	4.5-5.0	Most of the team performs a level appropriate pass

Standing Tumbling Difficulty

5 Points

Guidance	Range	Skills
ZERO	0-0	No skills performed
BELOW	3.0-3.5	Skills performed do not meet Low range requirement
LOW	3.5-4.0	Most of the team performs a level appropriate pass
MID	4.0-4.5	Majority of the team performs the same level appropriate pass which must be synchronized from initiation of the pass
HIGH	4.5-5.0	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

Total Tumbling & Jumps Difficulty

15 Points

Tumbling Execution: Jumps

Approach	0.3 Points
Arm Placement	0.3 Points
Landings	0.3 Points
Leg Placement	0.3 Points
Synchronisation	0.3 Points

Total Tumbling Execution: Jumps

5 Points

Tumbling Execution: Standing

Approach	0.3 Points
Body Control	0.3 Points
Landings	0.3 Points
Speed	0.3 Points
Synchronisation	0.3 Points

Total Tumbling Execution: Standing

5 Points

Tumbling Execution: Running

Approach	0.3 Points
Body Control	0.3 Points
Landings	0.3 Points

Speed	0.3 Points
Synchronisation	0.3 Points
Total Tumbling Execution: Running	5 Points

Overall

Dance 10 Points

Guidance Range

A team's ability to demonstrate a high level of energy and entertainment value which may incorporate: Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work . This also includes: Technique • Perfection • Synchronization • Pace 9.0-10.0

Routine Composition 10 Points

Guidance Range

A team's ability to demonstrate the following throughout the routine: Precise spacing • Formations • Transitions. This also includes innovative, visual and intricate ideas, as well as any additional skills performed to enhance the overall appeal 9.0-10.0

Total Overall **20 Points**

Showmanship

Showmanship 10 Points

Guidance Range

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

Total Showmanship **10 Points**

Maximum Score **60 Points**