

Judges,

As we are starting to prepare for the bulk of the season here are some reminders/clarifications from our December Competitions.

Jumps/Tumbling

Jump-Tumble Combo: The tumbling DOES NOT have to be the same in order for a team to be range eligible.

EXAMPLE - Team of 16 needs 9 jump to tumble combos at the same time. The team does 4 Toe touch back handsprings and 5 toe touch forward rolls. That is 9 jump tumble combos. They can now get into the range. If they do not perform any more standing tumbling passes, they are in the forward roll range. If they perform 5 more back handsprings, they would be in the back handspring range.

Jump-Tumble Combo CANNOT BE RECYCLED

If 51% of the team performs Jump - BHS, they should be in the middle of the range. (4.6-5.3)

Cartwheels - A single cartwheel can be considered standing or running. Use them as needed. HOWEVER, if there is ANY skill performed out of the cartwheel it is considered running tumbling.

Jumps - In order to get credit for jump difficulty 75% of the team must jump.

Stunts

Partner VS Group stunt - Be on the lookout for partner stunt libs where the spotter is not touching the foot therefore not requiring the spotter. If the stunt requires a spotter, then it is not a partner stunt and is not in the 8-10 range.

4 skills for High School Teams - 4 skills by the majority of the groups are needed to be put in a range.

3 skills for Rec Teams - 3 skills by the majority of the groups are needed to be put in a range. They are not allowed to perform Basket Tosses.

Overall

Make sure your comments are useful and telling the team why they are not getting a perfect score.