

DCE TUMBLING SCORE SHEET

AG

Item # Team Name: Division: Team size:

RANGE	DRIVERS	COMMENTS	SCORE
STANDING DIFFICULTY	LOW		
LOW	Most of the team performs a level appropriate pass		
	<ul style="list-style-type: none"> -Degree of difficulty -Percent of team participation -Combination of skills -Synchronization of passes -Variety of passes 		5
	DRIVERS		SCORE
STANDING EXECUTION			
<small>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</small>			
<ul style="list-style-type: none"> • Scores will start at a 5.0 and maybe reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Tumbling/Jumps or 1 athlete in Stunts/Pyramids/Tosses <ul style="list-style-type: none"> • .2 – Multiple technique issues by the team • .3 – Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score 		<ul style="list-style-type: none"> -Approach -Speed -Body Control -Landings -Synchronization 	5
	DRIVERS		SCORE
RUNNING DIFFICULTY	BELOW		
BELOW	Skills performed do not meet Low range requirement		
	<ul style="list-style-type: none"> -Degree of difficulty -Percent of team participation -Combination of skills -Synchronization of passes -Variety of passes 		5
	DRIVERS		SCORE
RUNNING EXECUTION			
<small>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</small>			
<ul style="list-style-type: none"> • Scores will start at a 5.0 and maybe reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Tumbling/Jumps or 1 athlete in Stunts/Pyramids/Tosses <ul style="list-style-type: none"> • .2 – Multiple technique issues by the team • .3 – Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score 		<ul style="list-style-type: none"> -Approach -Speed -Body Control -Landings -Synchronization 	5
	DRIVERS		SCORE
JUMP DIFFICULTY			
BELOW	Skills performed do not meet 4.0 requirement		
	BASIC JUMPS: Star Jump,Tuck Jump ADVANCED JUMPS: Pike, Right/Left Hurdlers(front or side),Toe Touch		5
	DRIVERS		SCORE
JUMP EXECUTION			
<small>Athletes are expected to demonstrate excellent technique when performing each skill. A team's execution will be determined by all athletes performing the skill.</small>			
<ul style="list-style-type: none"> • Scores will start at a 5.0 and maybe reduced by .1, .2 or .3 based on the lack of technical execution of each driver • .1 - Minor technique issues by the team, not just 1 athlete in Tumbling/Jumps or 1 athlete in Stunts/Pyramids/Tosses <ul style="list-style-type: none"> • .2 – Multiple technique issues by the team • .3 – Widespread technique issues by the team • No more than .3 will be taken off for a single driver. • Stylistic differences will not factor into a teams' Execution score 		<ul style="list-style-type: none"> -Arm Placement -Leg Placement -Hyperextension/Height -Landings -Synchronization 	5
	DRIVERS		SCORE

TOTAL

0

30