The point value awarded will be dependent upon:

• Number of jumps/combinations performed at each point value.

 o For example – a 100% TEAM jump, combination jumps, additional jumps throughout the music, connecting jumps to tumbling.

Note: Consecutive jumps without a set/pause is a Jump Combination

|  |  |
| --- | --- |
| **LEVEL** | **JUMPS: SUCH AS (BUT NOT LIMITED TO…)** |
| **Beginner** | * T- Jump
* Spread Eagle
* Tuck
 |
| **Intermediate** | * Toe Touch
* Herkie
* Hurdlers
* Jump connect to Back walk over
 |
| **Advanced** | * Combination Jump
* Jump connection to Back handspring
 |
| **Elite** | * Jump connection to Back Tuck
 |
|  |  |

***Updated: 07/19/23***