

## JUMPS SCORING RANGES

If 75% or "most" of the team do not perform a synchronized skill, score drops into the range directly below.  
 Jump Combination – Jumps connected with continuous movement, using either a whip or prep approach  
 (NO PAUSE BETWEEN JUMPS). Synchronized Jumps – exact same skill(s) at the exact same time.  
 Roll off in jumps is not considered synchronized.

NOVICE, INTERMEDIATE, ADVANCED, NON-BUILDING & NON-TUMBLING
2.0
Synchronized single jump
3.0
Synchronized double jump combination with no variety
4.0
Synchronized double jump combination with variety OR Synchronized triple jump combination with no variety
5.0
Synchronized triple jump combination with variety OR Synchronized triple jump combination with no variety +1 additional synchronized jump

TECHNIQUE/EXECUTION RANGES
3.5 – 4.0
Less than 50% of skills were executed with excellent precision and form
4.0 – 4.5
50% of skills were executed with excellent precision and form
4.5– 5.0
75% or more of skills were executed with excellent precision and form