

WSCCA Score Sheet Guidelines

Non-Tumbling Jump Skills

The following grid outlines the point range for specific skill sets performed by **MAJORITY** of the team. In each difficulty category, the criteria should designate entry into point range. The sliding criteria will determine where the score will fall within the range.

Jumps

<i>Difficulty</i> 0-4	<i>Technique</i> 0-4	<i>Jump Combination</i> 0-4	<i>Jump Timing</i> 0-4
Beginning jumps such as straight jumps, tucks, stars. Few to no jumps executed. Few performers execute the skill.	Low height, poor technique, placement, flexibility	Little to no jump combinations executed or executed are low level of difficulty: tucks, stars, straight jumps. Performed at low height, poor technique, placement, flexibility.	Synchronization 1/2 or more is off.
4-8	4-8	4-8	4-8
Intermediate skills such as front & side hurdlers, herkies.	Standard height. Standard technique, placement, flexibility	Entire team performs jump combination using intermediate jumps: front & side hurdlers, herkies. Standard height, technique, placement, flexibility	Synchronization of 1/4 or more is off.
8-12	8-12	8-12	8-12
Advanced level jumps such as toe touches, pikes, double nines	Moderate to stronger height. Standard to higher technique, flexibility	Entire team executes jump combinations using advanced level jumps: toe touches, pikes, double nines. Jumps performed with standard to higher technique, flexibility. Jump combinations performed at 2 separate times in routine.	Synchronization is by with only a few people
12-15	12-15	12-15	12-15
Multiple intermediate/advanced jumps with or without preps in the middle. Majority of team is performing jumps together.	Strong height. Nearly perfect technique, placement, flexibility	Use entire team. Advanced skills with multiple combinations. Perform combinations of 3 jumps, 2 or more times in routine routine.	Nearly perfect synchronization