TUCK JUMP

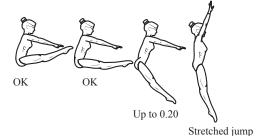
Evaluation: 90° Hip and knee angle required

- Insufficient tuck position up to 0.20
- Greater than 135° angle at the hipscredit as stretched jump with abstract leg position

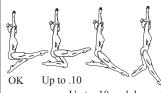
PIKE JUMP

Evaluation: Minimum of 90° hip angle required.

- Insufficient pike up to 0.20
- Greater than 135° hip angle credit as stretched jump



WOLF HOP/JUMP



Up to .20

Evaluation: Both extended leg and thigh of bent leg at horizontal or above

- below horizontal with either leg up to 0.10 each
- Greater than 135° angle credit as stretched gmui

Up to .10 each leg Credit as straight jump

Diff. element

CAT LEAP



Thighs at horizontal with 90° hip angle and knees bent

- Failure to reach horizontal with both legs
- up to 0.10 each - Incorrect leg position (lack of knee bend) up to 0.20
- Lack of alternated leg lift credit as tuck jump

SIDE SPLIT JUMP/STRADDLE PIKE JUMP

Evaluation-Side split jump: Legs required to be parallel to beam/floor with 180° split

- Insufficient split up to 0.20
- Legs not parallel to beam/floor up to 0.20
- Less than 135° split recognize as different element

Evaluation-Straddle pike jump: Legs required to be at horizontal and slightly forward with hips piked

- Failure to reach horizontal with both legs up to 0.10 each

SISSONNE/SPLIT JUMP Evaluation:



Evaluation:

Sissonne - Take-off from 2 feet/land on 1 foot - legs in a diagonal position with 180° split - Front leg should be a minimum of 45° Split Jump - Take-off and land on 2 feet - legs parallel to beam/floor with 180° split

Up to .10

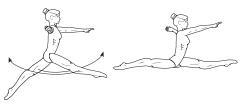
- Insufficient split

up to 0.20 up to 0.20

Diff. element

- Legs not parallel to beam/floor in split jump
- Less than 135° split recognize as different element

SWITCH-LEG LEAP



Evaluation:

- -If the swing leg is bent (never extends) or is less than 45° before the switch * credit as Split leap (provided at least 135° split achieved after leg change)
- Insufficient split after leg change up to 0.20
- Less than 135° split after leg change recognize as different element

RING LEAP/JUMP

Evaluation:

- Head release backward past the vertical

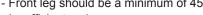
line is required. If no head release - credit as another element in Code

- Rear foot at head height is required

Rear foot at shoulder or upper back up to 0.10 Rear foot at hip height - credit as a split leap/jump or sissone with bent back leg

- Front leg should be a minimum of 45°

up to 0.10 up to 0.10 Diff. element - due to no Head Releasse = Split leap or jump with bent back leg



Insufficient arch

SHEEP JUMP

Evaluation:

- Head release backward past the vertical line is required.
- Feet expected to be at head height

Feet at shoulder or upper back up to 0.10 Feet at hip height or no backward head release (regardless of leg

height), credit as a jump with bent leg = A

- Insufficient arch up to 0.10



OK







Diff. element -Up to .10

Diff. element - due to no insufficient leg height Head Release