



OHSCCA SCORING RUBRIC JUMP SCORING

Number of Jumps will set the range for your difficulty. Connections = higher difficulty				
	JUMP Max Points: 1-2	JUMP Max Points: 2-3	JUMP Max Points: 3-4	JUMP Max Points: 4-5
JUMPS NON- TUMBLING/ NON- BUILDING	<i>FOUR Jumps:</i> <i>Three jumps must be full team AND an additional jump combination or more</i>	<i>FIVE Jumps:</i> <i>Four jumps must be full team AND an additional jump combination or more</i>	<i>SIX Jumps:</i> <i>Five jumps must be full team AND an additional jump combination or more</i>	<i>SEVEN Jumps:</i> <i>Six jumps must be full team AND an additional jump combination or more</i>

A variety of the jumps thrown must be included to increase point potential. Teams are encouraged to consider difficulty of the jump(s) selected and/or the connection/combination of jumps.

Each jump of a connected/combination jump will be counted individually; for example, a triple toe touch will count as 3 jumps.