

## OHSCCA SCORING RUBRIC JUMP SCORING



Based on percentage of athletes performing & completing skills.				
	JUMP Max Points: 1-2  BUILDING full team = 50%  NON-TUMBLING full team = 100%	JUMP Max Points: 2-3  BUILDING full team = 50%  NON-TUMBLING full team = 100%	JUMP Max Points: 3-4  BUILDING full team = 50%  NON-TUMBLING full team = 100%	JUMP Max Points: 4-5  BUILDING full team = 50%  NON-TUMBLING full team = 100%
JUMPS (High School & Junior High)	<b>One Jump:</b> Must be a full team synchronized jump 1 – 1.5 Range	Two Jumps: One jump must be full team AND The other jump must be with full or partial team (50% or more) 2 – 2.5 Range	Three Jumps: Two jumps must be full team AND The other jump must be with full or partial team (50% or more) 3 – 3.5 Range	Four Jumps: Three jumps must be full team AND The other jump must be with full or partial team (50% or more) 4 – 4.5 Range
	Added Handspring or multiple handsprings 1.5 – 1.7 Range	Added Handspring or multiple handsprings 2.5 – 2.7 Range	Added Handspring or multiple handsprings 3.5 – 3.7 Range	Added Handspring or multiple handsprings 4.5 – 4.7 Range
JUMP(S) CONNECTED TO TUMBLING	<b>Added Tuck, handspring tuck</b> 1.7 – 1.9 Range	Added Tuck, handspring tuck 2.7 – 2.9 Range	Added Tuck, handspring tuck 3.7 – 4 Range	Added Tuck, handspring tuck 4.7 – 5 Range
	Added handspring full, standing full Scores a 2	Added handspring full, standing full Scores a 3	Added handspring full, standing full Scores a 4	Added handspring full, standing full Scores a 5

A variety of the jumps thrown must be included to increase point potential.

Teams are encouraged to consider the difficulty of the jump(s) selected and/or the **connection/combination** of jumps or connection of jumps with tumbling skills to increase point potential.

IT IS TO THE JUDGES' DISCRETION TO GIVE A SCORE IN THE RANGE BASED ON THE NUMBER OF ATHLETES PERFORMING A SKILL AND THE LEVEL OF THE SKILL PERFORMED WITHIN THE RUBRIC RANGES FOR ADDING TUMBLING TO JUMPS.