

SYF LEVEL 3 NON TUMBLE JUMP DANCE GRID

JUMPS	DANCE	# of Participants	25%	50%
1 - 4 point range	1 - 2 point range	5	1	2
BANANA	LEVEL CHANGE NOT INVOLVING ENTIRE TEAM	6	1	3
TUCK	0 FORMATION CHANGES	7	1	3
STAG		8	2	4
SPREAD EAGLE		9	2	4
		10	2	5
		11	2	5
		12	3	6
		13	3	6
		14	3	7
5 - 6 point range	3 point range	15	3	7
SINGLE JUMP UNCONNECTED	1 LEVEL CHANGE INVOLVING ENTIRE TEAM	16	4	8
TOE TOUCH	1 FORMATION CHANGE	17	4	8
HERKIE		18	4	9
HURDLER		19	4	9
PIKE		20	5	10
		21	5	10
7 - 8 point range	4 point range	22	5	11
DOUBLE JUMP CONNECTED SKILLS (variety and average or good jumps below)	2 LEVEL CHANGES INVOLVING ENTIRE TEAM	23	5	11
TOE TOUCH	2 FORMATION CHANGES	24	6	12
HERKIE		25	6	12
HURDLER		26	6	13
PIKE		27	6	13
		28	7	14
9 - 10 point range	5 point range	29	7	14
TRIPLE JUMP CONNECTED (variety and average or good jumps below)	3 LEVEL CHANGES INVOLVING ENTIRE TEAM	30	7	15
TOE TOUCH	3 FORMATION CHANGES	31	7	15
HERKIE		32	8	16
HURDLER		33	8	16
		34	8	17

*Failure to perform a category appropriate cheeleading skill will result in a zero.

*Jump and Dance Skills must be performed by AT LEAST 50% of team