

COLLEGE JUMPS - SCORING RANGES

If 75% or "most" of team do not perform synchronized skill, score drops into the range directly below.

Jump Combination – Jumps connected with continuous movement, using either a whip or prep approach (NO PAUSE BETWEEN JUMPS). **Synchronized Jumps** – exact same skill(s) at the exact same time. Roll off in jumps is not considered synchronized.

POINT RANGES

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| 2.0 |
| Jumps performed do not meet the 3.0 requirement |
| 3.0 |
| Synchronized single jump |
| 4.0 |
| Synchronized double jump combination with no variety |
| 5.0 |
| Synchronized double jump combination with variety OR synchronized double jump combination with no variety +1 additional synchronized jump. |

TECHNIQUE RANGES

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| 3.5 – 4.0 |
| Less than 50% of skills were executed with excellent precision and form. |
| 4.0 – 4.5 |
| 50% of skills were executed with excellent precision and form. |
| 4.5– 5.0 |
| 75% or more of skills were executed with excellent precision and form. |