

Bib #	Name															M	W	Elim	Final	4				
Very Poor Jump				Poor Jump				Average Jump				Good Jump				Excellent Jump								
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5
<b>Quality</b> - Purpose of Movement - Athleticsm - Landing - Continuity - Balance <b>Air (H&amp;D)</b> <b>Spontaneity</b>	Traditional Uprights				Modifiers...Flips....Rotations..								<b>Jump 1</b>	<b>Score 1</b>										
	S = Spread				1=180/3=360/5/7/9/10																			
	T = Twister				F = full / H = half (twist)																			
	D = Daffy				- = switch TO / Land																			
	Z = Zudnick				L = lay / P = "Free Pos"								<b>Jump 2</b>	<b>Score 2</b>										
	K = Kossack				T = tuck / l = loop																			
	B = Back Scratcher				f = front / b = back																			
	M = Mule Kick				o = offaxis / s = side																			
X = Iron Cross				p = position / g = grab																				

Bib #	Name															M	W	Elim	Final	5				
Very Poor Jump				Poor Jump				Average Jump				Good Jump				Excellent Jump								
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5
<b>Quality</b> - Purpose of Movement - Athleticsm Landing - Continuity - Balance <b>Air (H&amp;D)</b> <b>Spontaneity</b>	Traditional Uprights				Modifiers...Flips....Rotations..								<b>Jump 1</b>	<b>Score 1</b>										
	S = Spread				1=180/3=360/5/7/9/10																			
	T = Twister				F = full / H = half (twist)																			
	D = Daffy				- = switch TO / Land																			
	Z = Zudnick				L = lay / P = "Free Pos"								<b>Jump 2</b>	<b>Score 2</b>										
	K = Kossack				T = tuck / l = loop																			
	B = Back Scratcher				f = front / b = back																			
	M = Mule Kick				o = offaxis / s = side																			
X = Iron Cross				p = position / g = grab																				