

TCHS Tryout Scale

Jumps

Only advanced jumps: herky, hurdlers, pikes, double nine, toe touch etc.

Jumps must be consecutive.

*The scale will be the judge's leeway on execution of the jump (i.e. Arm placement, landings, pointed toes, etc.)

Below level jumps- 1-3

Level jumps- 4-6

Above level jumps 7-10

Running Tumbling

*If a skill is not executed properly, then points may be deducted into a lower scale.

None- 0

Cartwheel- 1

Round off – 1-2(only a 2 if it is a good rebound with potential to tumble out of it.)

Round off BHS- 3-4

Round off 2 BHS- 5

Series (three or more)- 6

Round off back- 6

BHS back- 7

Series to back- 8

Layout or whip to back- 9

Full or better- 10

Standing Tumbling

*If a skill is not executed properly, then points may be deducted into a lower scale.

None- 0

Backbend kickover-1

Back or front walkover- 1-2

Aerial- 2-3

Back handspring- 3-4

Toe touch back handspring- 5-6

Standing back or back handspring back-7-8

TT back or TT back handspring back or better- 9-10

Boys Stunts

Coed

Group Stunt (base or backspot only)

*Score the two stunts and then average the two together for the total score. The stunts will go in place of the dance score for the boys.

Toss- 1-2

Prep- 1-2

Walk up chair- 3-4

Extension- 3-4

Toss Chair/asst to hands- 5-6

Liberty- 5-6

Toss Hands- 7-8

Ext. Leg full dn.- 7-8

Toss hands extension- 9-10

Ext. Transitional stunts with a full dn.- 9-10

(switch ups, full ups etc)

***Skills that are below the skills listed will not be scored and will be given a 0 (ie: if a candidate performs a roll, but not at least a cartwheel in the tumbling category, then a 0 will be given)**