

## SCORING SUMMARY

	<u>FREE ROUTINE</u>	<u>CREATIVE ROUTINE</u>
<b><u>Level I</u></b>	TV = 1.8 AV = 4.0 EX = 10.0	TV = 1.2 Creative = 5.0 EX = 10.0 / 2
	<b>TOTAL 15.8</b>	<b>TOTAL 11.2</b>
<b><u>Level II</u></b>	TV = 2.6 AV = 4.0 EX = 10.0	TV = 2.0 Creative = 5.0 EX = 10.0 / 2
	<b>TOTAL 16.6</b>	<b>Total 12.0</b>
<b><u>Level III</u></b>	TV = 3.1 AV = 4.0 EX = 10.0	TV = 2.1 Creative = 5.0 EX = 10.0 / 2
	<b>TOTAL 17.1</b>	<b>TOTAL 12.1</b>
<b><u>Level IV</u></b>	TV = 3.3 AV = 4.0 EX = 10.0	TV = 2.1 Creative = 5.0 EX = 10.0 / 2
	<b>TOTAL 17.3</b>	<b>TOTAL 12.1</b>
<b><u>Level 5</u></b> <b><u>ADULT</u></b>	TV = 2.5 AV = 4.0 EX = 10.0	TV = 1.2 Creative = 5.0 EX = 10.0 / 2
	<b>TOTAL 16.5</b>	<b>TOTAL 11.2</b>

**FREE ROUTINE**

## TECHNICAL VALUES (TV)

### LEVEL 1

Jumps & leaps	2 "A" jumps (Different)	Max 0.2
Balances & Pivots	1 balance A or B	Max 0.2
	1 pivot A or chaine turn	Max 0.1
Body movements	1 Total Body Wave	Max 0.2
	1 Total Body Swing	Max 0.2
	1 bending movement	Max 0.2
	1 body rotation	Max 0.2
	1 relaxation movement	Max 0.2
	1 Body movement series A	Max 0.3

**(TOTAL 1.8)**

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### LEVEL 2

Jumps & Leaps	1 "A" jump	Max 0.1
	1 "B" jump	Max 0.2
Balances & Pivots	2 different balances A or B	Max 0.4
	2 different pivots A or B	Max 0.4
Body movements	2 different total body waves	Max 0.4
	2 different total body swings	Max 0.4
	1 body movement series A	Max 0.3
	1 body movement series B	Max 0.4

**TOTAL ( 2.6)**

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**FREE ROUTINE**

## TECHNICAL VALUES (TV)

### LEVEL 3

Jumps & Leaps	2 different A jumps	Max 0.2
	1 "B" jump	Max 0.2
	1 jump series	
	A = A + A = 0.2	
	C = A + B = 0.3	
	D = B + B = 0.4	Max 0.4
Balances & pivots	2 different balances A or B	Max 0.4
	2 different pivots A or B	Max 0.4
Body movements	2 different total body waves	Max 0.4
	2 different total body swings	Max 0.4
	1 body movement A series	Max 0.3
	1 body movement B series	Max 0.4

**TOTAL 3.1**

### LEVEL 4

Jumps & Leaps	2 different A jumps	Max 0.2
	2 different B jumps	Max 0.4
	1 jump series	
	A = A + A = 0.2	
	C = A + B = 0.3	
	D = B + B = 0.4	Max 0.4
Balances & Pivots	2 different Balances A or B	Max 0.4
	2 different pivots A or B	Max 0.4
Body movements	2 different total body waves	Max 0.4
	2 different total body swings	Max 0.4
	1 Body movement A series	Max 0.3
	1 Body movement B series	Max 0.4

**TOTAL 3.3**

**FREE ROUTINE**

**TECHNICAL VALUES (TV)**

**LEVEL 5**

**ADULT**

Jumps & Leaps	2 different A jumps	Max 0.2
Balances & Pivots	2 different A or B balances	Max 0.4
	2 different Pivots A or B	Max 0.4
Body movements	2 different total body waves	Max 0.4
	2 different total body swings	Max 0.4
	1 Body movement A series	Max 0.3
	1 Body movement B series	Max 0.4

**TOTAL 2.5**

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**CREATIVE ROUTINE**

**TECHNICAL VALUES (TV)**

**Level I      8-10 yrs old**

Jumps & Leaps	2 different "A" jumps	Max 0.2
Balances	1 balance A or B	Max 0.2
Pivots	1 pivot A	Max 0.1
Body movements	1 total body wave	Max 0.2
	1 total body swing	Max 0.2
	1 body movement series A	Max 0.3

**(Total 1.2)**

**Level 2      11-13 yrs old**

Jumps & Leaps	1 A jump	Max 0.1
	1 B jump	Max 0.2
Balances	2 different balances A or B <i>(max .2 each: each A = .1; each B = .2)</i>	Max 0.4
Pivots	2 different A pivots	Max 0.2
Body movements	2 different total body waves	Max 0.4
	2 different total body swings	Max 0.4
	1 body movement series A	Max 0.3

**(Total 2.0)**

## CREATIVE ROUTINE

### TECHNICAL VALUES (TV)

#### Level 3      14-16 yrs old

Jumps & Leaps	2 different A jumps	Max 0.2
	1 B jump	Max 0.2
Balances	2 different balances A or B	Max 0.4
	<i>(max .2 each: each A = .1; each B = .2)</i>	
Pivots	2 different pivots A	Max 0.2
Body movements	2 different total body waves	Max 0.4
	2 different total body swings	Max 0.4
	1 body movement series A	Max 0.3
		<b>Total 2.1</b>

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#### Level 4      16 + years old

Jumps & leaps	2 different a jumps	Max 0.2
	1 B jump	Max 0.2
Balances	2 different balances A or B	Max 0.4
	<i>(max .2 each: each A = .1; each B = .2)</i>	
Pivots	2 different A pivots	Max 0.2
Body movements	2 different total body waves	Max 0.4
	2 different total body swings	Max 0.4
	1 body movement series A	Max 0.3
		<b>Total 2.1</b>

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#### Level 5 Adult      30 + years old

Jumps & leaps	2 different A jumps	Max 0.2
Balances	1 balance A or B	Max 0.2
Pivots	1 pivot A	Max 0.1
Body movements	1 total body wave	Max 0.2
	1 total body swing	Max 0.2
	1 body movement series A	Max 0.3
		<b>Total 1.2</b>

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**CREATIVE ROUTINE**

## *Creative Value*

The creative mark is scored out of a maximum of 5 points – with three components:

- **Idea** – originality, artistic impression, new elements, creativity and formations . . . . . Maximum value = 2.0
- **Expression** – connection of composition to: idea and theme, apparatus, equipment, gymnasts movements and interpretation of theme . . . . . Maximum value = 1.5
- **Music**- Music sets the theme and idea. Relationship of full group to tempo and style of music . . . . . Maximum value = 1.5

**Unity** (working together as a team) of the group is predominant. Different kinds of solos or canons give nuance for the composition, but they must not be predominating. Each routine is allowed three (3) solo movements in which movement cannot last more than three (3) seconds.

## *Creative Routine Scoring*

