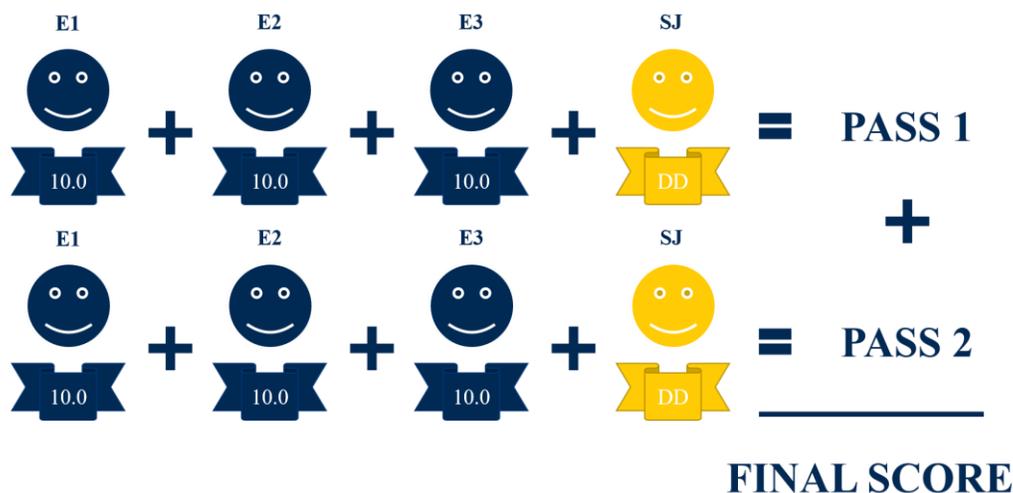


Power Tumbling Scoring

Each athlete performs two passes. Each pass is assessed by four judges. The three execution judges each provide a score out of 10.0. The one superior/difficulty judge provides a difficulty score based on the skills performed. These four scores are added together for a Pass 1 Total. The second pass follows the same process and is added together for a Pass 2 Total. The Pass 1 Total and Pass 2 Total are added together for a final score.

(Note: This assumes that there are 3 execution judges on a panel. Score calculation for smaller panels can be found in Section IV.ii. of the NAIGC Power Tumbling Code of Points)



Repeated Skills

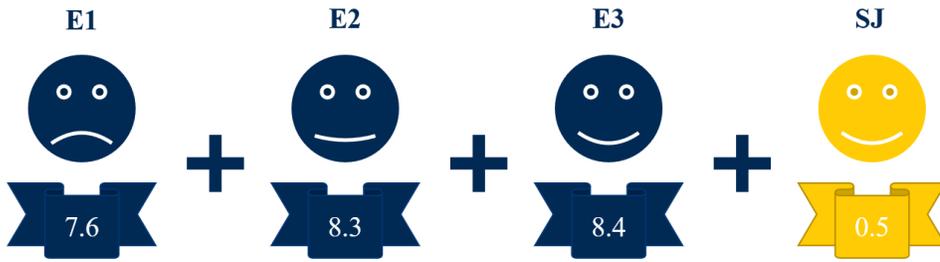
According to the NAIGC Power Tumbling Code of Points Section VI.c and Section VI.d. - Roundoffs, handsprings, and whips can be repeated to earn more difficulty. Any other skill will only be awarded difficulty if the repetition follows a different skill than the first executions. The following gives an example of a set New Flyers competitive passes to demonstrate these rules.

Pass 1		
Skills Performed	Difficulty Assessed	
1. Cartwheel	0.1	
2. Cartwheel	0.1	
3. Cartwheel	0.0	Athlete has already performed a cartwheel after a cartwheel
4. Roundoff	0.1	
5. Back Handspring	0.1	

Pass 2		
Skills Performed	Difficulty Assessed	
1. Cartwheel	0.0	Athlete has already started a pass with a cartwheel
2. Roundoff	0.1	Athlete is permitted to repeat roundoffs for additional difficulty credit
3. Back Handspring	0.1 (+0.1)	Bonus 0.1 for BHS in New Flyers
4. Back Handspring	0.1 (+0.1)	Athlete is permitted to repeat back handsprings for additional difficulty credit; bonus 0.1 for BHS in New Flyers
5. Jump 1/2 Turn	0.1	
6. Roundoff	0.1	Athlete is permitted to repeat roundoffs for additional difficulty credit
7. Rebound (Straight Jump)	0.0	Skill has no value
8. Backward Roll	0.0	Skill has no value

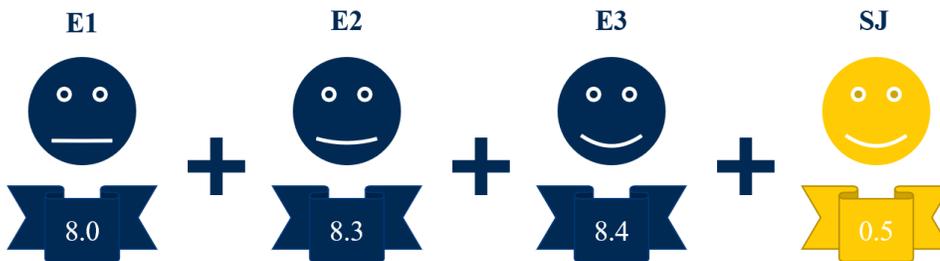
Score Calculation

Each of the three execution judges provide a score out of ten, but they must be within 0.3 of the median score. Otherwise, the superior/difficulty judge will ask judges with outlying scores to change it.



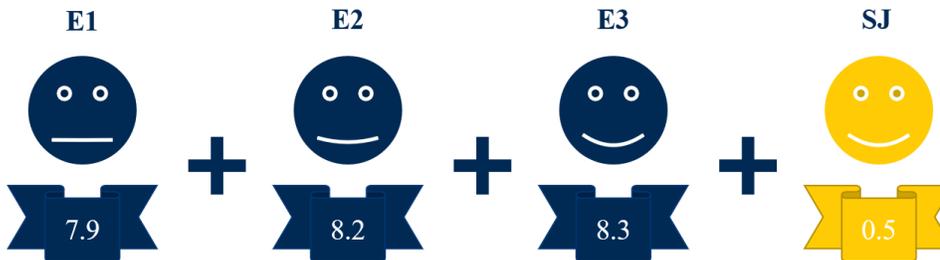
Judge 1 was too strict. Score E1 will be raised to an 8.0

The superior/difficulty judge will assess if there are any additional deductions beyond execution.



The athlete took a step. That is minus 0.1 for instability

Each execution judge will make the additional deduction and the final score will be calculated.



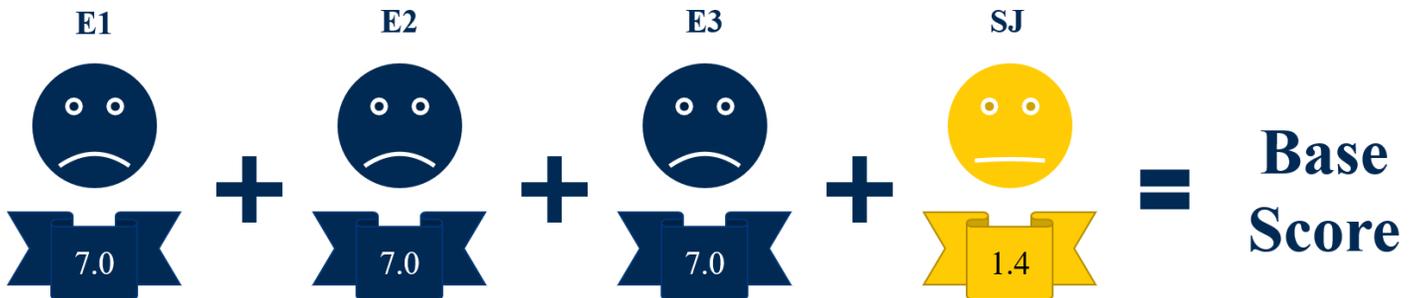
= 24.9 = Pass 1

Interruptions

When a routine is determined to be incomplete by the Superior Judge, the base score will be reduced to reflect the number of skills completed in series. The start value will be reduced by 1.0 for each skill missing in a pass (4 skills in a 5-skill pass or 7 skills in an 8-skill pass would be judged out of 9.0 start value, etc.) The following gives an example of a how an interrupted routine would be scored.

Intermediate Flyers - Pass 2		
Skills Performed	Difficulty Assessed	
1. Front Tuck Stepout	0.6	
2. Roundoff	0.1	
3. Back Handspring	0.1	
4. Whip	0.2 (+0.1)	Bonus 0.1 for whip in Intermediate Flyers
5. Whip	0.2 (+0.1)	Athlete is permitted to repeat whips for additional difficulty credit; bonus 0.1 for whip in Intermediate Flyers
6. Back Straight (Layout)	0.6	FALL
Routine is Interrupted		

The athlete fell on skill 6 of the 8-skill pass, so 5 elements were completed, and 3 elements were missing. All execution scores have a 7.0 start value.



Deductions are taken and the execution scores and the difficulty score will be added

