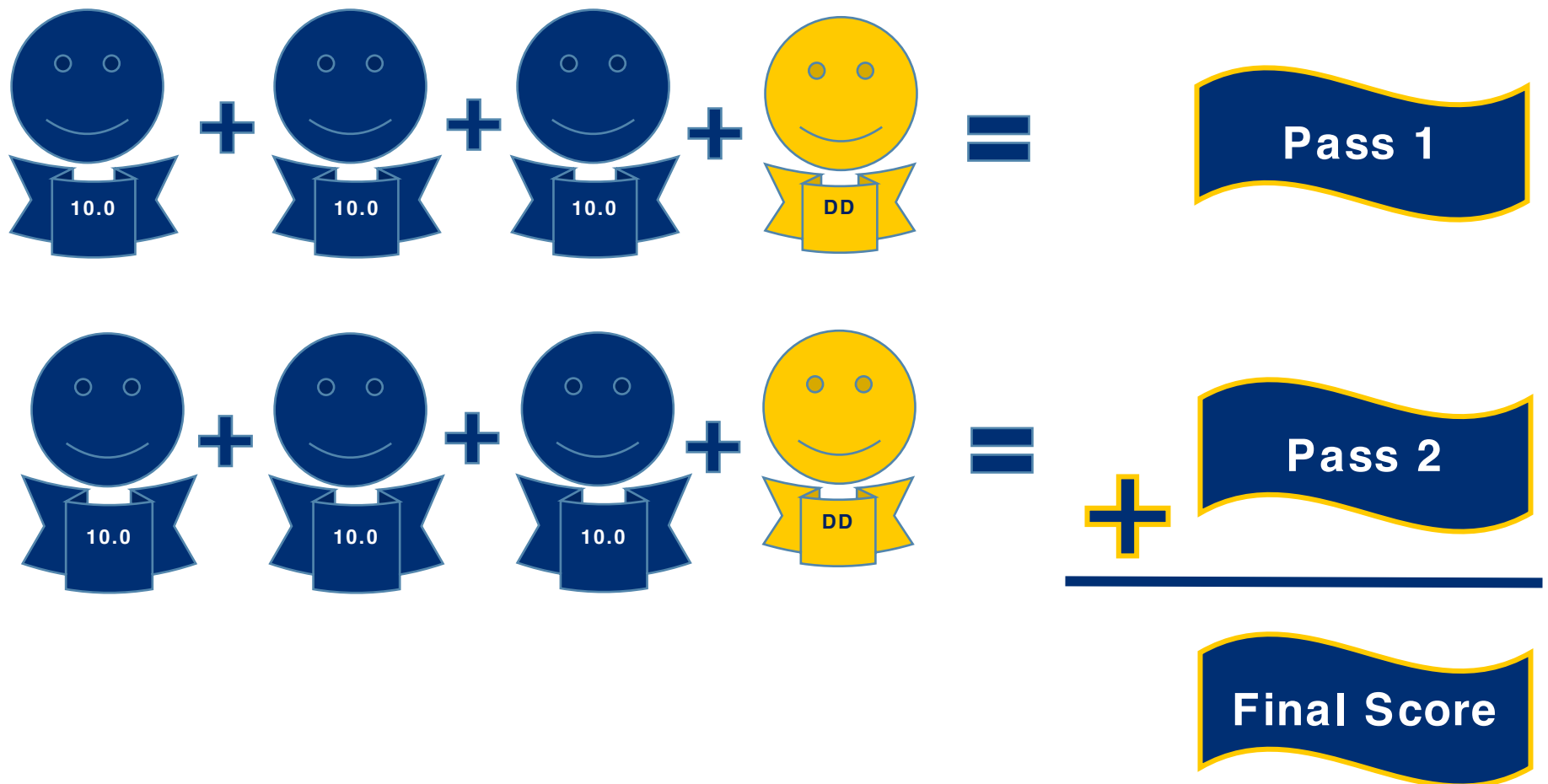


POWER TUMBLING SCORING

NAIGC.ORG



Each athlete performs two passes. Each pass is assessed by four judges. The three execution judges 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.



According to the NAIGC Power Tumbling Code of Points Section IV.B and Section IV.C. - Roundoffs, handsprings, and whips can be repeated to earn more difficult. 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		
Skill 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	0.3	
5) Rebound	0.0	Rebounds act as skills but are not awarded difficulty
Pass 2		
Skill Performed	Difficulty Assessed	
1) Cartwheel	0.0	Athlete has already started a pass with a cartwheel
2) Cartwheel	0.0	Athlete has already performed a cartwheel after a cartwheel
3) Roundoff	0.3	Athlete is permitted to repeat roundoffs for additional difficulty credit
4) Back handspring	0.4	
5) Back handspring	0.4	
6) Back handspring	0.4	Athlete is permitted to repeat back handsprings for additional difficulty credit
7) Rebound	0.0	
8) Backward Roll	0.0	Backward rolls act as skills but are not awarded difficulty

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.

