BIB#	Name	M	W	Elim	Final	6

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

Quality
- purpose of movement
- athleticsm
- landing
- continuity
- balance

Air (H&D)

Spontaneity

Traditional Uprights	Modifiers...Flips ....Rotations...
S= spread	**1=180/3=360/5/7/9/10**
T= twister	**F**=full / **H**=half (twist)
D= daffy	**-** = switchTO / Land
Z= zudnick	**L**=lay / **P**="Free Pos"
K=kossack	**T**=tuck / **l** = loop
B= backscratcher	**f**=front / **b**=back
M= mulekick	**o**=offaxis / **s**=side
X= iron cross	**p**=position / **g**=grab

Jump1	Score 1
Jump2	**Score 2**

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