

Section 2 - Difficulty (1-10)

- 1) Skill Difficulty
 - Technicality of the skills performed
 - Simple Vaults VS Skills with Multiple Flips/Twists
- 2) Complexity of Connections
 - Takeoff variation, move amalgamation, choice of connection, etc.
 - Simple, Straight Forward Connections VS Tricky Technical Connections
- 3) Environmental Factors
 - Did the location/obstacles used in the sequence increase the complexity/mental challenge of the movements?
 - i.e. landing target sizes, distances/scale, height, tight spaces, etc.
 - Landing on Open Ground VS Landing on Rails/Height Consequence
- 4) Overall Difficulty
 - The judges own interpretation on how difficult the combo/line was

Difficulty Surface Modifier - What percentage of the athlete's combo/line landed on the spring floor?:

- 0% - x1.00 to difficulty score (All Hard Surface Landings)
- 25% - x0.95 to difficulty score
- 50% - x0.90 to difficulty score
- 75% - x0.85 to difficulty score
- 100% - x0.80 to difficulty score (All Spring Floor Landings)

Section 3 - Creativity & Composition (1-10)

- 1) Obstacle Interaction
 - Did they utilize multiple obstacles on the course?
 - Did they interact with the obstacles in different ways than expected?
 - Floor Skills VS Multiple Obstacles in Unique Ways
- 2) Uniqueness of Skills
 - How rare are the skills?
 - Were there uncommon variations to make skills more unique?
 - Common Skills VS Skills Rarely Seen
- 3) Variety of Skills
 - Did they repeat similar moves?
 - i.e. multiple skills with back rotations
 - Same Skill Repeatedly VS No Skills Similar to Each Other
- 4) Overall Impression
 - The judges own interpretation on how creative/composed the combo/line was

Additional Deductions

Combo/Line Length:

- Too Short or Too Long
- 0.50 deduction to Overall Score

Fall/Bails:

- Did the athlete fully fall? (i.e. impeded the continuation of their combo/line)
- 1.00 deduction to Overall Score