











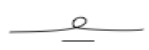
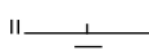




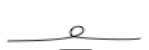

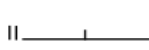

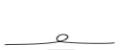






CCP 1-3 Judging Sheets Nov 2021

Level 1 FX														
Cartwheel	Back Roll Tucked	Candlestick	Forward Passe Balance	Forward Chasse	Stretch Jump	Forward Roll Tucked	3/4 Handstand							
0.6	0.6	0.2	0.4	0.2	0.4	0.4	0.4							
														
incurr hd placem	0.1	hds on FX b/f roll	0.3	fail maint tk to FX	0.2	incurr leg pos	0.1	fail pass thru DP	0.05e	fail kp legs joined	0.1	fail main tk in roll	0.2	see General Faults
fail pass thru vert	0.3	fail maint tk to FX	0.1	push off FX w/ hds	0.3	fail close legs in air	0.1	fail land ft simult	0.1	push off FX to std	0.3			
fail keep hd align	0.1							fail land ft closed	0.1					

Level 2 FX																	
Cartwheel	Backward roll to push-up position	1/2 (180°) Turn in Forward Passe (Heel-Snap Turn)	Forward Chasse	Straight Leg Leap (60°)	Split Jump (60°)	Handstand	Candlestick	Bridge, Back Kick -over									
0.6	0.6	0.4	0.2	0.6	0.4	0.4	0.2	0.4									
																	
incurr hd placem	0.1	hds on FX b/f roll	0.3	incurr leg pos	0.1	fail pass thru DP	0.05e	bend fr leg	0.1	uneven leg sep	0.2	fail attain vertical	0.3	fail maint tk to FX	0.1	Shdlrs not over hds	0.1
fail pass thru vert	0.3	interlocking fgrs	0.1	fail lower heel	0.05	fail close legs in air	0.1	uneven leg sep	0.2	fail land ft simult	0.1	fail close legs	0.1	push off FX w/ hds	0.3	Extra kicks-overs	0.3e
fail keep hd align	0.1	hds > shlder width	0.1	fail use HS tech	0.3			fail land ft closed	0.1	fail hold 1s	0.1						
		fail show PU pos	0.2														
		rolls to hdstd	0.6														

Level 3 FX																			
Handstand Forward Roll Step-out with Straight Arms	Straight Leg Leap (90°)	Stretch Jump	Split Jump (90°)	Handstand to Bridge, Back Kick-over (120°)	Forward Split	1/2 (180°) Turn in Forward Passe	Back Roll open to 45 above horizontal, lower to push-up position	Round-off	Flic-Flac to Two Feet										
0.6	0.6	0.4	0.4	0.6	0.2	0.4	0.4	0.4	0.6										
																			
fail attain vert	0.3	bend fr leg	0.1	fail kp legs joined	0.1	uneven leg sep	0.2	fail join legs vert	0.1	fail split 180°	0.2	incurr leg pos	0.1	hds on FX b/f roll	0.3	fail go thru vert	0.3	squat in ff	0.3
fail join legs vert	0.1	uneven leg sep	0.2	fail land ft simult	0.1	fail land ft simult	0.1	fail push shdlrs	0.2			heel-snap tech	0.3	interlocking fgrs	0.1	fail ld ft simult	0.1	fail ld ft simult	0.1
fail hold 1s	0.1			fail land ft closed	0.1	fail land ft closed	0.1	fail ld ft simult	0.1					hds > shlder width	0.1			fail rebound	0.1
push off FX std	0.3			insuff continuity btwn connection broken	0.05	extra kick-overs	0.3e	perform tic-tic	0.3					fail attain 45	0.2	lack of acceleration in series		fail pause in stk	0.05
														fail show PU pos	0.2				
														rolls to hdstd	0.4				

General Deductions for Whole Exercise	
Insufficient amp on non-VP	0.1
Fail to perm steps/pivot turns in HR	0.2
Mov't lacking artistry, consider:	0.3
* mov't reflect s/m of choreo	0.15
* expression	0.15
Incorrect footwork/form in exercise	0.3
Incorrect body alignment during con	0.3
Insufficient dynamics	0.2
Not in time with the music	0.3