

Group Jump: Tumbling – Coach’s Choice Guidelines

The 2012-2013 TeamGym competition season sees the introduction of the **Coach’s Choice** opportunity for coaches to design/choreograph Group Jump: Tumbling passes for selected squad Levels. The goals for the Coach’s Choice include:

- Providing for more variety in the selection of the Tumbling skill elements included in the passes.
- Permitting the coaches to design passes that include tumbling skill elements that complement the experience and abilities of the athlete members of a squad.
- Permitting some of the squad members to perform skill elements of higher difficulty level in order to prepare for transition to the next TG Competition Level. This is done through Intensification and/or the design of the Coach’s Passes.
- Increasing the “FUN FACTOR” through the selection of the skills, variations in body position, the challenge of trying new (and more difficult skills), and the opportunity to “change-up” the tumbling passes over the course of the season.

Coach’s Choice Guidelines

- The specific Levels for which coaches may utilize the **Coach’s Choice** are indicated in the **Group Jump: Tumbling Pass Summary Table**.
- Coaches may select to have the squad perform one of the **Voluntary Passes** or substitute a **Coach’s Choice** pass of their design.
- The key skill elements utilized in the **Coach’s Choice** pass must come primarily from the list of skill elements for any particular Level.
- Each pass must contain a minimum of 4 and a maximum of 6 acro (TU) skill elements.
- The Coach’s Pass must show continuous movement without stops.
- It is important that the skill elements are directly connected.
- Streaming should be evenly spaced, consistent in rhythm/tempo, and there must be at least two athletes moving at the same time. *NOTE:* it is not a requirement that the athletes synchronize specific pass elements.
- It is permissible for selected athletes to “Intensify” particular skill elements only as specified in the **Group Jump: Tumbling Pass Summary Table**.
- **Intensification** occurs when a squad member performs a skill or pass that is of a higher difficulty level than the squad member that preceded him/her.

It should never be the case that a squad member performs a pass with a lower level of difficulty than the athlete who preceded him/her.

You will note that it is often noted in the **Group Jump: Tumbling Pass Summary Table** that, “the final 1, 2, or 3rd athlete(s) MAY” intensify or change-up a skill. If only 1 athlete intensifies, that athlete must be the final performer. If 2, athletes intensify, then they are the final two performers. If three athletes intensify, then all three perform their passes after the other squad members.

- **Some Judging Notes**

According to the TG Regulations, the **Difficulty category** has a max. value of 2.0. *NOTE:* There is **NO BONUS** for intensification.

The **Jump: TU** passes designated as **Required** or **Voluntary** all have a Start Value (SV) of 2.0.

Likewise, any of the **Coach’s Choice** passes begin with SV = 2.0. However, the judges may reduce the SV should they evaluate that the pass does not meet the expected level of **Difficulty**.

The judges will also evaluate the **Coach’s Choice** passes in terms of expectations and requirements related to the **Composition** category.

Of course, the judges may apply the standard and regular deductions for all technical faults within the **Execution** category.

The 2013 **TeamGym Squad Competition Information Form** will include space for the coach to detail any **Coach’s Choice** passes that will be performed by their squad along with indication of planned Intensification. The Head Coach is required to complete and submit **TeamGym Squad Competition Information Form** at least 30 minutes prior to the scheduled start-time for the competition. Failure to submit this form on time is subject to a 0.5 deduction from the Squad’s Group Jump Final Score.