

## BEG TUMBLING TESTING

Airtrack	Do not tick if
Roundoff rebound	<ul> <li>Rebound below 30cm in height</li> <li>Incorrect hand position shown on track (T hands)</li> <li>Poor shape during courbette motion</li> </ul>
Jump half turn step out cartwheel	<ul> <li>Incorrect shape shown in half turn (straight body arms up)</li> <li>Cartwheel not on purple line</li> <li>Failure to step out immediately into cartwheel</li> </ul>
Dive roll	<ul><li>Lacking height</li><li>Poor shape</li><li>Poor roll shape and motion</li></ul>
5 x bounding	<ul><li>Body shape not staying rigid</li><li>Arms bending or moving</li><li>Knees bending</li></ul>
Handstand pop flatback	<ul> <li>Arms not up in arch shape on landing</li> <li>Insufficient pop</li> <li>Body not staying rigid during movement</li> </ul>
Cartwheel cartwheel	<ul> <li>Lunge shape not shown in first cartwheel</li> <li>Slow or poor connection between the first and second cartwheel.</li> <li>Not on purple line</li> </ul>
Bunny hop to handstand	<ul> <li>Arm bend</li> <li>Feet not leaving floor simultaneously</li> <li>Failure to show control and good shape in the handstand</li> </ul>
Bridge kick over from box	<ul><li>Bent arms</li><li>No lunge shape in finish position</li><li>Bent legs</li></ul>

## **Small Errors**

- Slightly bent or loose leg/arm
- Legs slightly separated/crossed
- Unpointed or relaxed foot
- Loose body/poor posture
- Small wobble
- Slightly wonky
- Small step/hop on landing

## Medium/Large Errors

- Incorrect body shape
- Significant bent leg/arm
- Legs far apart
- Not enough height (in jumps/swings/casts)
- Very wonky
- Medium/large wobble or fall
- Shuffle between two connected elements



## BEG TUMBLING TESTING

Phys prep	Do not tick if
Kick to handstand	<ul><li>No start or end shape shown</li><li>Doesn't reach full handstand</li><li>Poor shape</li></ul>
10 x tuck leg lifts	<ul><li>Hips do not come off ladder at top of rep</li><li>Knees separate excessively</li></ul>
5 x 40cm box jumps	<ul><li>Reps are incomplete</li><li>Take offs of landings are from one foot</li></ul>
5 x push ups	<ul><li>Chest doesn't reach within 2cm of floor</li><li>Front support shape is compromised</li></ul>
10 sec coathanger	<ul><li>Wrong shape</li><li>Fall</li><li>Incomplete time</li></ul>
Floor	Do not tick if
Bridge	<ul><li>Arms bend</li><li>Bend not spread through entire body</li><li>Legs apart</li></ul>
Candle straight jump	- Failure to show full candle shape - Using hands to stand up - Bounding through roll
Backwards roll to tuck	Arms bend     Knees hitting floor on landing
Carthwheel between 2 x 60cm boxes	<ul><li>Hitting boxes</li><li>Lunge shape not shown at start of cartwheel</li><li>Falling on landing</li></ul>
Pike handstand on box, Lift to L, lift to full handstand	<ul> <li>Arms/legs bend</li> <li>Does not reach full handstand</li> <li>Does not show control in full handstand</li> </ul>