Parkour/Freerunning Competency Assessment Checklist (For Tutor/Assessor Use Only)

The checklist aims to provide the Tutor/Assessor with a means to assess learners' competency in variety of Parkour/Freerunning movements and should be used for the completion of Task 11. It is comprised of 10 competency groups, consisting of 46 movements. Learners will need to be able to technically demonstrate and/or explain the fundamental principles of a variety of Parkour/Freerunning movement competencies to the Tutor/Assessor.

Each Learner will be asked by the Tutor/Assessor to technically demonstrate and/or explain at least one movement from each of the 10 competency groups. A minimum of 3 movements must be technically demonstrated and a minimum of 3 must be explained. Each movement competency has one outcome mark available, therefore 10 marks are available and the pass mark is 80% (8 marks).

The method of assessment should also be recorded: 'D' = Demonstrated; 'E' = Explained; and 'Q' = Questioning. A 'C' is to be entered where the learner is deemed competent, and 'NYC' for not yet competent. 'RA' = Reasonable Adjustment in the case of any injuries, illnesses, permanent, long-term or temporary disability, a learning difficulty or indisposition

Comp	Competency Group		Outcome C / NYC	Comments			
Vaults	Vaults (Passement)						
1	Cat Pass/Kong						
2	Pop Vault						
3	Speed Vault						
4	Turn Vault (left and/or right)						
5	Dash Vault						
6	Vault to Precision						
7	Vault to Arm Jump/Cat Leap						
8	Lazy/Thief Vault						

Rolls	Rolls (Roulade)					
9	Drop Roll - Left					
10	Drop Roll - Right					
11	Dive Roll - Left					
12	Dive Roll - Right					
13	Roll over/across obstacle					
Arm 、	Arm Jump (Saut de Bras)					
14	Standing Arm Jump					
15	Running Arm Jump (left)					
16	Running Arm Jump (right)					
17	Arm Jump 180 Left					
18	Arm Jump 180 Right					
19	Level Arm Jump (walls approximately same height)					
Swing	Swings (Lache)					
20	Lache to precision					
21	Lache to arm jump/cat leap/re-grab					
22	Underbar					

Climl	Climbing & Traversing				
23	Traverse (using feet)				
24	Traverse (without using feet)				
25	Dyno				
Jump	ing (Saut de Precision)				
26	Rail/bar precision				
27	Wall Precision				
28	Precision jump at height				
29	Running jump - Left foot				
30	Running jump - Right foot				
31	Downward precision				
32	Plyometric jumps (sticking at end)				
Balar	nce (équilibre)				
33	Longitudinal dynamic balance (walking along a rail and/or bar)				
34	Perpendicular balance (rail/ bar precision landing)				
35	Raised Quadrupedal Movement				

Wall I	Wall Runs and Tic-Tacs						
36	Wall run (either foot - up and over)						
37	Tic-Tac Precision (left foot)						
38	Tic-Tac Precision (right foot)						
Route	Routes						
39	Vault - Roll - Arm Jump						
40	Swing - Climb - Jump						
41	Balance - Wall Run/Tic-Tac -Strength Movement						
Strength Movements							
40	Climb Up (symmetrical)						
41	Muscle Up (symmetrical)						
42	Quadrupedal Movement						
43	Pull Up						
44	Chin Up						
45	Push Up (narrow arms)						
46	Dip						
Total				Competent / Not Yet Competent			

Tutor/Assessor Feedback

Post assessment discussion to clarify observations and fill any gaps

Movement Number	Feedback						
Overall sumr	nary - Identify an action plan	for on-going personal development					
Learner signa	ture:	Date:					
Tutor/Assessor signature:		Date:					
Internal/external verifier signature:		Date:					

Reassessment Record

If learners are unsuccessful in achieving any of the assessment components, they are required to be presented with two opportunities for reassessment. This record is to be used if learners are unsuccessful in the completion of any assessment. Learners who have successfully completed a reassessment can only claim certification through Parkour UK.

First Reassessment				
Learner's name:				
Tutor/Assessor's name:				
Reassessment date:		Venue:		
Outcome (please circle):	Competent		Not yet	competent
Feedback				
Learner's Action Plan			Complete	ed by:
Learner's signature:			Data	
Tutor/Assessor's signature:			Date:	
Second Reassessment				
Learner's name:				
Tutor/Assessor's name:				
Reassessment date:		Venue:		
Outcome (please circle):	Competent		Not yet cor	mpetent
Feedback				
Learner's Action Plan			Comple	ted by:
Learner's signature:				
Learner's signature: Tutor/Assessor's signature:			Date:	