

SCHOOL

2018/2019

Event: _____
 Team: _____
 Division: _____
 Number of Athletes: _____

Date: _____
 Panel #: _____
 Day: _____
 Team Number: _____

Version 09.14.18

BUILDING SKILLS

* SCHOOL

Stunt Difficulty

- 3.0 - 3.5 Skills performed do not meet low range requirement
- 3.5 - 5.0 4 Different Level Appropriate Skills performed by Most of the team

*Stunt Skills will only receive credit if they show control through the dismount or transition to another skill

*L6: L5 & L6 skills will count for L6, however, at least 2 different L6 skills are required to score in High range.

Stunt Technique

3.5 - 5.0 A team's ability to execute Stunts with excellent precision and form

-0.2 -0.3

DRIVERS:

Top Person/Body Control		
Bases/Spotters/Stability of the Stunt		
Entries/Transitions/Dismounts		
Obvious Mistakes		
Synchronization		

Stunt Creativity

2.0 - 2.5 Stunt Skills incorporate visual, unique or innovative ideas.
 This includes level and non-level appropriate skills.

Comments:

/5

/5

/2.5

Pyramid Difficulty

- 3.0 - 3.5 Skills performed do not meet low range requirement
- 3.5 - 4.0 2 Different Level Appropriate Skills, 2 Structures performed by Most of the team
- 4.0 - 4.5 3 Different Level Appropriate Skills, 2 Structures performed by Most of the team
- 4.5 - 5.0 4 Different Level Appropriate Skills, 2 Structures performed by Most of the team

Pyramid Technique

3.5 - 5.0 A team's ability to execute Pyramids with excellent precision and form

-0.2 -0.3

DRIVERS:

Top Person/Body Control		
Bases/Spotters/Stability of the Stunt		
Entries/Transitions/Dismounts		
Obvious Mistakes		
Synchronization		

Pyramid Creativity

2.0 - 2.5 Pyramid Skills incorporate visual, unique or innovative ideas.
 This includes level and non-level appropriate skills.

/5

/5

/2.5

Difficulty Drivers:

- Degree of Difficulty
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

BUILDING SKILLS TOTAL:

/25

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JUMPS & TUMBLING

* SCHOOL

Jump Difficulty

- 3.5 Skills performed do not meet 4.0 requirement
- 4.0 Most of the team performs 1 advanced jump
- 4.5 Most of the team performs 2 connected advanced jumps. Must be synchronized and must include a variety.
- 5.0 Most of the team performs 3 connected advanced jumps, or 2 connected advanced jumps plus 1 additional advanced jump. Must be synchronized and include a variety.

* All approaches must be whip to be considered "connected". **BASIC JUMPS:** Spread Eagle, Tuck Jump, etc.
ADVANCED JUMPS: Pike, Right / Left Hurdlers (front or side), Toe Touch, etc

Comments:

/5

Jump Technique

3.5 - 5.0 A team's ability to execute Jumps with excellent precision and form

	-0.2	-0.3
DRIVERS:		
Arm Placement		
Leg Placement		
Hyperextension/Height		
Landings		
Synchronization		

/5

Tumbling Difficulty (Standing and Running)

- 3.0 - 3.5 Skills performed do not meet low range requirement
- 3.5 - 4.0 Less than majority of team performs a level appropriate pass
- 4.0 - 4.5 Majority of team performs a level appropriate pass
- 4.5 - 5.0 Most of team performs a level appropriate pass

/5

Tumbling Technique

3.5 - 5.0 A team's ability to execute Tumbling with excellent precision and form

	-0.2	-0.3
DRIVERS:		
Approach		
Speed		
Body Control		
Landings		
Synchronization		

/5

Tumbling Difficulty Drivers:

- Degree of difficulty
- Percent of team participation
- Combination of skills
- Synchronization of passes
- Variety of Passes

JUMPS /
TUMBLING TOTAL:

**(/10 for non-tumble divisions)

/20

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TOSES & OVERALL

* SCHOOL

(Reminder - No Tosses for Level 1 = Zero)

Toss Difficulty (Levels 2-6 only)

- 4.0 Less than a majority of the team performs a toss
- 4.5 Majority of the team performs a level appropriate toss
- 5.0 Majority of the team performs a level appropriate toss rippled or synchronized in the same section

Toss Technique

3.5 - 5.0 A team's ability to execute Tosses with excellent precision and form.

DRIVERS:

	-0.2	-0.3
Top Person		
Bases/Spotters		
Height		
Cradle		
Synchronization/Timing		

Comments:

/5

/5

Dance 9.0 - 10.0

A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, partner work, foot work and floor work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.

/10

Performance 9.0 - 10.0

A team's ability to demonstrate high levels of energy and excitement while maintaining genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

/10

Routine Composition 9.0 - 10.0

A team's ability to demonstrate precise spacing in formations and seamless patterns of movement in transitions performed throughout the routine. This includes innovative, visual and intricate ideas, as well as any additional skills performed to enhance the overall appeal.

/10

Difficulty Drivers:

- Degree of Difficulty
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

Additional Comments:

LEVEL 1 (No Tosses) OVERALL TOTAL:

/30

TOSES & OVERALL TOTAL:

/40