



Level 1 Stunt Groups 2024

DIFFICULTY	Score	J1 TOTALS
Stunt Difficulty <i>Difficulty of level appropriate and elite skills, transitions, load ins, dismounts, body positions and combinations. (4.0-5.0 Excellent; 3.0-4.0 Good; 2.0-3.0 Fair; 1.0-2.0 Needs Improvement)</i>		
Skill Quantity <i>Number of Level Appropriate Skills. (0 LAPS ; 2.0 (Below); 1-2 LAPS ; 2.5 (Low); 3-5 LAPS ; 3.0 (Min); 6-8 LAPS ; 3.5 (Mid); 9-11 LAPS ; 4.0 (Above); 12-14 LAPS - 4.5 (High); 15+ LAPS ; 5.0 (Max))</i>		
Pace <i>Pace difficulty, including set downs and breaks in routine. (4.0-5.0 Excellent; 3.0-4.0 Good; 2.0-3.0 Fair; 1.0-2.0 Needs Improvement)</i>		
Overall Impression <i>Overall Routine Impression and entertainment value. (4.0-5.0 Excellent; 3.0-4.0 Good; 2.0-3.0 Fair; 1.0-2.0 Needs Improvement)</i>		
COMMENTS		

TECHNIQUE	Score	J2 TOTALS
Skill Technique <i>Overall stunting technique, body positions, control, flexibility and precision. (4.0-5.0 Excellent; 3.0-4.0 Good; 2.0-3.0 Fair; 1.0-2.0 Needs Improvement)</i>		
Routine Execution <i>Mastery of skills, solid clean routine, Stamina, Unity, Stability. (4.0-5.0 Excellent; 3.0-4.0 Good; 2.0-3.0 Fair; 1.0-2.0 Needs Improvement)</i>		
Choreography <i>Flow of routine, variety and creativity. (4.0-5.0 Excellent; 3.0-4.0 Good; 2.0-3.0 Fair; 1.0-2.0 Needs Improvement)</i>		
Showmanship <i>Crowd appeal, Confidence, Energy, Ease of movement. (4.0-5.0 Excellent; 3.0-4.0 Good; 2.0-3.0 Fair; 1.0-2.0 Needs Improvement)</i>		
COMMENTS		

Cheer Deductions	Timestamp	# Penalty Points	Explanation	J6 DEDUCTIONS
AF :Athlete Fall (0.15)				
BB :Building Bobble (0.25)				
BF :Building Fall (0.75)				
MBF :Major Building Fall (1.25)				
BV :Boundary Violation (0.05)				
TL :Time Limit Violation (0.05)				
Time of Routine				
	Total Deductions			

Cheer Safety	Timestamp	# Penalty Points	Explanation	J7 DEDUCTIONS
GOLT :General Rules/Out of Level Tumbling (0.05) (0.05)				
BOL :Building Out of Level (0.1) (0.1)				
BAL :Building All Level Rules (0.50) (0.5)				
IP :Image Policy (0.01) (0.01)				
Warning (0)				
	Total			