LEGACY
CHEER & DANCE

Stunts & Pyramids	MAX	Score
Stunts *Use of all athletes in stunts throughout routine, Execution of skills, Proper technique, Synchronization, Difficulty (Level of skill), Creativity, Variety*	**20**	
Pyramids *Use of all athletes in pyramids throughout routine, Execution of skills, Synchronization (when applicable), Difficulty (level of skill), Creativity, Variety*	**20**	
Maximum Points: 40	**J1 TOTAL**	

Comments:

Tumbling / Individual Skills & Choreography	MAX	Score
Tumbling / Individual Skills *Group tumbling, Execution of skills (includes jumps if applicable), Difficulty, Proper Technique, Synchronization*	**5**	
Choreography *Routine creativity for crowd effectiveness, Effective use of all athletes throughout the routine, Synchronization, Variety*	**25**	
Maximum Points: 30	**J3 TOTAL**	

Comments:

Flow of Routine/Transitions & Overall Presentation, Crowd Appeal, Dance	MAX	Score:
Flow of routine / Transitions *Execution of routine components: flow, pace, timing of skills, transitions*	**10**	
Overall Presentation, Crowd Appeal, Dance *Overall presentation, showmanship, dance, crowd effect*	**10**	
Maximum Points: 20	**J5 TOTAL**	

Comments:

Cheer Deductions	Timestamp	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		

Safety / Legality	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			