

Stunts / Pyramids / Baskets - Difficulty			
Stunt Difficulty & Degree of Difficulty	<input type="checkbox"/> 2.5 - Skills performed do not meet 3.0 requirement <input type="checkbox"/> 3.0 - 4 different LA skills performed by MOST of the team <input type="checkbox"/> 3.5 - 2 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes <input type="checkbox"/> 4.0 - 3 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes <input type="checkbox"/> 4.5 - 4 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes <input type="checkbox"/> 5.0 - 4 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes + a Coed style stunt (L7 - 2+ L7 skills)	Skill 1 (ADV skill by MOST=0.1, ELITE skill by MOST=0.2) <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 Skill 2 (ADV skill by MOST=0.1, ELITE skill by MOST=0.2) <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 Skill 3 (ADV skill by MOST=0.1, ELITE skill by MOST=0.2) <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 Skill 4 (ADV skill by MOST=0.1, ELITE skill by MOST=0.2) <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 Coed Style Skill (ADV=0.1, Elite=0.2) <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2	____/6
Stunt Max Participation	<input type="checkbox"/> 0.1 - LA Skill by MAX OR ADV Skill by MOST <input type="checkbox"/> 0.3 - ADV Skill by MAX OR Elite Skill by MOST <input type="checkbox"/> 0.5 - Elite Skill by MAX		____/0.5
Pyramid Difficulty - 2.0-2.5 BELOW / 2.5-3.0 LOW / 3.0-3.5 MID / 3.5-4.0 HIGH / 4.0-4.5 MAX	<div style="border: 1px solid black; width: 100px; height: 30px; margin: 0 auto;"></div>	2.0-2.5 - Skills performed do not meet Low range requirement 2.5-3.0 - 2 different level appropriate skills and 2 structures 3.0-3.5 - 3 different level appropriate skills and 2 structures performed by MOST of the team 3.5-4.0 - 4 different level appropriate skills and 2 structures performed by MOST of the team 4.0-4.5 - 5 different level appropriate skills and 2 structures performed by MOST of the team	____/4.5
Toss Difficulty	<input type="checkbox"/> 1.0 - Less than a Majority of the team performs a toss <input type="checkbox"/> 1.5 - Majority of the team performs a LA toss <input type="checkbox"/> 2.0 - Majority of the team performs a LA toss rippled or synchronized in the same section* without recycling athletes		____/2
Comments			

Total Score

Stunts / Pyramid / Baskets - Execution

Stunt Execution	4.0	Top Persons <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Bases / Spotters <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Transitions <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Synchronization <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3	____/4
Pyramid Execution	4.0	Top Persons <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Bases / Spotters <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Transitions <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Synchronization <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3	____/4
Toss Execution	2.0	Top Persons <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Bases / Spotters <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Height <input type="checkbox"/> -0.1	____/2
Routine Creativity (1.5-2.0) *AVERAGED*	<div></div>	Incorporation of creative, innovative and visual elements in the Entries, Transitions and Dismounts of all Building skills. This includes both level and non-level appropriate skills. Pace/connection of skills will be considered.	____/2
Showmanship (1.0-2.0) *AVERAGED*	<div></div>	Impression of the entire performance encompassing all category areas focusing on the team's energy, genuine enthusiasm, confidence, eye contact, and facial expression.	____/2

Comments

Total Score

Standing & Running Tumbling & Jumps Difficulty

Standing Tumbling	<input type="checkbox"/> 1.5 - Skills performed do not meet 2.0 requirement <input type="checkbox"/> 2.0 - Less than MAJORITY of the team performs a level appropriate pass <input type="checkbox"/> 2.5 - MAJORITY of the team performs a level appropriate pass <input type="checkbox"/> 3.0 - MOST of the team performs a level appropriate pass	Skill/Pass 1- (ADV by MOST=0.3, <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.3 <input type="checkbox"/> +0.5 Elite by MOST=0.5	____/3.5
Running Tumbling	<input type="checkbox"/> 1.5 - Skills performed do not meet 2.0 requirement <input type="checkbox"/> 2.0 - Less than MAJORITY of the team performs a level appropriate pass <input type="checkbox"/> 2.5 - MAJORITY of the team performs a level appropriate pass <input type="checkbox"/> 3.0 - MOST of the team performs a level appropriate pass	Skill/Pass 1- (ADV by MOST=0.3, <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.3 <input type="checkbox"/> +0.5 Elite by MOST=0.5	____/3.5
Jump Difficulty	<input type="checkbox"/> 0.5 - Skills performed do not meet 1.0 requirement <input type="checkbox"/> 1.0 - MOST of the team performs 1 ADV jump <input type="checkbox"/> 1.5 - MOST of the team performs 2 connected ADV Jumps (Synchronised & Variety) <input type="checkbox"/> 2.0 - MOST of the team performs 3 connected OR 2+1 ADV jumps (Synchronised & Variety)		____/2

Comments

TOTAL	
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Standing & Running Tumbling & Jumps Execution

Standing Tumbling Execution	4.0	Approach <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Body Control <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Landings <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Synchronization <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3	____/4
Running Tumbling Execution	4.0	Approach <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Body Control <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Landings <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Synchronization <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3	____/4
Jump Execution	2.0	Arm Placement <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Leg Placement <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Synchronization <input type="checkbox"/> -0.1	____/2
Routine Creativity (1.5-2.0) *AVERAGED*	<div></div>	Incorporation of clear visual tumbling patterns that enhance the skills performed.	____/2
Showmanship (1.0-2.0) *AVERAGED*	<div></div>	Impression of the entire performance encompassing all category areas focusing on the team's energy, genuine enthusiasm, confidence, eye contact, and facial expression.	____/2
Comments			
<div></div>			
<div>TOTAL</div>		<div></div>	

Overall *includes averaged score*	Score	J5 TOTALS
Formations & Transitions (1.0-2.0) <i>A team's ability to demonstrate precise spacing and uniform movement. Starts at 2.0 and reduced .1 for EACH formation and transition that lacks precision.</i>		
Dance Difficulty (0.5-1.0) <i>Visual elements ; Variety of levels ; Formation changes ; Footwork ; Floorwork ; Partner work ; Pace</i>		
Dance Execution (0.5-1.0) <i>Technique ; Perfection ; Motion Strength/Placement ; Synchronization ; Energy/Entertainment Value</i>		
Routine Creativity (1.5-2.0) *AVERAGED* <i>Innovative, visual and intricate ideas and any additional skills performed that enhance the overall appeal and flow of the routine. Overall judges scores encapsulate the entire routine from start to finish.</i>		
Showmanship (1.0-2.0) *AVERAGED* <i>Impression of the entire performance encompassing all category areas focusing on the team's energy, genuine enthusiasm, confidence, eye contact, and facial expression.</i>		
TOTAL:		
COMMENTS		

Cheer Deductions	Timestamp	Explanation	J6 DEDUCTIONS
AF :Athlete Fall (0.15) (0.15)			
BB :Building Bobble (0.25) (0.25)			
BF :Building Fall (0.75) (0.75)			
MBF :Major Building Fall (1.25) (1.25)			
B :Boundary Violation (0.05) (0.05)			
TL :Time Limit Violation (0.05) (0.05)			
Routine Time			
	TOTAL POINTS		

Safety / Legality	Timestamp	Explanation	J7 DEDUCTIONS
GOLT :General Rules/Out of Level Tumbling (0.05) (0.05)			
BOL :Building Out of Level (0.10) (0.1)			
BAL :Building All Level Rules (0.50) (0.5)			
IP :Image Policy (0.01) (0.01)			
Warning (0)			
	TOTAL POINTS		