



All Prep & Schools Divisions 2024

Stunts / Pyramids - 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	Skill 1 (LA skill by MOST=0.1, ADV/ELITE skill by MOST=0.2) <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 Skill 2 (LA skill by MOST=0.1, ADV/ELITE skill by MOST=0.2) <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 Skill 3 (LA skill by MOST=0.1, ADV/ELITE skill by MOST=0.2) <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2	_____/4.6
Stunt Max Participation		Max Participation (LA by MAX or ADV by Most) <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.4	_____/0.4
Pyramid Difficulty - 2.0-2.5 BELOW / 2.5-3.0 LOW / 3.0-3.5 MID	<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

Comments

Total Score

Stunt / Pyramid - 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
Routine Creativity (1.5-2.0) *AVERAGED*	<input style="width: 100px; height: 20px;" type="text"/>	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*	<input style="width: 100px; height: 20px;" type="text"/>	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

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

Comments

TOTAL

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*	<input style="width: 100px; height: 20px;" type="text"/>	Incorporation of clear visual tumbling patterns that enhance the skills performed	___/2
Showmanship (1.0-2.0) *AVERAGED*	<input style="width: 100px; height: 20px;" type="text"/>	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	<input style="width: 90%; height: 20px;" type="text"/>
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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		