



Mini Novice & Youth Novice 2024

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*	<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	<div></div>

Jumps Execution

Jumps 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 type="text"/>	Incorporation of clear visual patterns that enhance the skills performed.	____/2
Showmanship (1.0-2.0) *AVERAGED*	<input 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	
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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 :Athelete 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		