# Levels 2-6 Youth, Junior, Senior & Open (excluding Coed), University and IASF U12 - 2024

## Stunts / Pyramids / Baskets - Difficulty

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|---|---|---|---|
| **Stunt Difficulty & Degree of Difficulty** | ☐ 2.5 - Skills performed do not meet 3.0 requirement<br>☐ 3.0 - 4 different LA skills performed by MOST of the team<br>☐ 3.5 - 2 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes<br>☐ 4.0 - 3 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes<br>☐ 4.5 - 4 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes | Skill 1 (ADV skill by MOST=0.1, ELITE skill by MOST=0.2) ☐0.0 ☐+0.1 ☐+0.2<br>Skill 2 (ADV skill by MOST=0.1, ELITE skill by MOST=0.2) ☐0.0 ☐+0.1 ☐+0.2<br>Skill 3 (ADV skill by MOST=0.1, ELITE skill by MOST=0.2) ☐0.0 ☐+0.1 ☐+0.2<br>Skill 4 (ADV skill by MOST=0.1, ELITE skill by MOST=0.2) ☐0.0 ☐+0.1 ☐+0.2 | /5.3 |
| **Stunt Max Participation** | ☐ 0.3 - LA Skill by MAX OR Advanced Skill by MOST<br>☐ 0.5 - Advanced Skill by MAX OR Elite Skill by MOST<br>☐ 0.7 - Elite Skill by MAX | | /0.7 |
| **Pyramid Difficulty - 2.0-2.5 BELOW / 2.5-3.0 LOW / 3.0-3.5 MID / 3.5-4.0 HIGH** | [ ] | 2.0-2.5 - Skills performed do not meet Low range requirement<br>2.5-3.0 - 2 different level appropriate skills and 2 structure<br>3.0-3.5 - 3 different level appropriate skills and 2 structures performed by MOST of the team<br>3.5-4.0 - 4 different level appropriate skills and 2 structures performed by MOST of the team | ___/4 |
| **Toss Difficulty** | ☐ 1.0 - Less than a Majority of the team performs a toss<br>☐ 1.5 - Majority of the team performs a LA toss<br>☐ 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

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|---|---|---|---|
| **Stunt Execution** | 4.0 | Top Persons ☐ -0.1 ☐ -0.2 ☐ -0.3<br>Bases / Spotters ☐ -0.1 ☐ -0.2 ☐ -0.3<br>Transitions ☐ -0.1 ☐ -0.2 ☐ -0.3<br>Synchronization ☐ -0.1 ☐ -0.2 ☐ -0.3 | ___/4 |
| **Pyramid Execution** | 4.0 | Top Persons ☐ -0.1 ☐ -0.2 ☐ -0.3<br>Bases / Spotters ☐ -0.1 ☐ -0.2 ☐ -0.3<br>Transitions ☐ -0.1 ☐ -0.2 ☐ -0.3<br>Synchronization ☐ -0.1 ☐ -0.2 ☐ -0.3 | ___/4 |
| **Toss Execution** | 2.0 | Top Persons ☐ -0.1 ☐ -0.2 ☐ -0.3<br>Bases / Spotters ☐ -0.1 ☐ -0.2 ☐ -0.3<br>Height ☐ -0.1 | ___/2 |
| **Routine Creativity (1.5-2.0) \*AVERAGED\*** | | 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\*** | | 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

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| **Standing Tumbling Difficulty / Degree of Difficulty** | ☐ 1.5 - Skills performed do not meet 2.0 requirement <br> ☐ 2.0 - Less than a MAJORITY of the team performs a level appropriate pass <br> ☐ 2.5 - MAJORITY of the team performs a level appropriate pass <br> ☐ 3.0 - MOST of the team performs a level appropriate pass | Skill/Pass 1- (LA by Majority=0.2 Adv/Elite by Majority=0.4) <br><br> Skill/Pass 2- (Adv by Most=0.4, Elite by Most=0.6) | ☐ 0.0 ☐ +0.2 ☐ +0.4 <br><br> ☐ 0.0 ☐ +0.4 ☐ +0.6 | ___/4 |
| **Running Tumbling Difficulty / Degree of Difficulty** | ☐ 1.5 - Skills performed do not meet 2.0 requirement <br> ☐ 2.0 - Less than a MAJORITY of the team performs a level appropriate pass <br> ☐ 2.5 - MAJORITY of the team performs a level appropriate pass <br> ☐ 3.0 - MOST of the team performs a level appropriate pass | Skill/Pass- (Adv by MOST=0.3, Elite by MOST=0.5) | ☐ 0.0 ☐ +0.3 ☐ +0.5 | ___/3.5 |
| **Running Tumbling - Max Participation** | ☐ 0.3 - LA Skill/Pass by MAX <br> ☐ 0.5 - Adv/Elite LA Skill/Pass by MAX | | | ___/0.5 |
| **Jump Difficulty** | ☐ 0.5 - Skills performed do not meet 1.0 requirement <br> ☐ 1.0 - MOST of the team performs 1 ADV jump <br> ☐ 1.5 - MOST of the team performs 2 connected ADV Jumps (Synchronised & Variety) <br> ☐ 2.0 - MAX of the team performs 3 connected OR 2+1 ADV jumps (Synchronised & Variety) | | | ___/2 |

### Comments

| | | |
|---|---|---|
| | TOTAL | |

# Standing & Running Tumbling & Jumps Execution

| | | | |
|---|---|---|---|
| **Standing Tumbling Execution** | 4.0 | Approach ☐-0.1 ☐-0.2 ☐-0.3 <br> Body Control ☐-0.1 ☐-0.2 ☐-0.3 <br> Landings ☐-0.1 ☐-0.2 ☐-0.3 <br> Synchronization ☐-0.1 ☐-0.2 ☐-0.3 | ___/4 |
| **Running Tumbling Execution** | 4.0 | Approach ☐-0.1 ☐-0.2 ☐-0.3 <br> Body Control ☐-0.1 ☐-0.2 ☐-0.3 <br> Landings ☐-0.1 ☐-0.2 ☐-0.3 <br> Synchronization ☐-0.1 ☐-0.2 ☐-0.3 | ___/4 |
| **Jump Execution** | 2.0 | Arm Placement ☐-0.1 ☐-0.2 ☐-0.3 <br> Leg Placement ☐-0.1 ☐-0.2 ☐-0.3 <br> Synchronization ☐-0.1 | ___/2 |
| **Routine Creativity (1.5-2.0) \*AVERAGED\*** | | Incorporation of clear visual tumbling patterns that enhance the skills performed. | ___/2 |
| **Showmanship (1.0-2.0) \*AVERAGED\*** | | 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 | |
|---|---|---|

| Overall *includes averaged score* | Score | J5 TOTALS |
|---|---|---|
| **Formations & Transitions (1.0-2.0)** <br> *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.* | | |
| **Dance Difficulty (0.5-1.0)** <br> *Visual elements ; Variety of levels ; Formation changes ; Footwork ; Floorwork ; Partner work ; Pace* | | |
| **Dance Execution (0.5-1.0)** <br> *Technique ; Perfection ; Motion Strength/Placement ; Synchronization ; Energy/Entertainment Value* | | |
| **Routine Creativity (1.5-2.0) *AVERAGED*** <br> *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.* | | |
| **Showmanship (1.0-2.0) *AVERAGED*** <br> *Impression of the entire performance encompassing all category areas focusing on the team's energy, genuine enthusiasm, confidence, eye contact, and facial expression.* | | |
| **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 | | |