



## Level 6 International Global All-Girl 2024

<b>Stunts / Pyramids / Baskets - Difficulty</b>			
<b>Stunt Difficulty &amp; Degree of Difficulty</b>	<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 - 5 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes (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  Skill 5 (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	____/6
<b>Stunt Max Participation</b>	<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
<b>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</b>	<div style="border: 1px solid black; width: 100px; height: 40px; 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
<b>Toss Difficulty</b>	<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
<b>Comments</b>			

<table border="1" style="display: inline-table; margin: auto;"> <tr> <td style="width: 20%;"></td> <td style="width: 20%; text-align: center;">Total Score</td> <td style="width: 60%;"></td> </tr> </table>		Total Score	
	Total Score		

**Stunts / Pyramid / Baskets - Execution**

Stunt Execution	4.0	<div>Top Persons <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3</div> <div>Bases / Spotters <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3</div> <div>Transitions <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3</div> <div>Synchronization <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3</div>	____/4
Pyramid Execution	4.0	<div>Top Persons <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3</div> <div>Bases / Spotters <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3</div> <div>Transitions <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3</div> <div>Synchronization <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3</div>	____/4
Toss Execution	2.0	<div>Top Persons <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3</div> <div>Bases / Spotters <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3</div> <div>Height <input type="checkbox"/> -0.1</div>	____/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
Cheer (1.0-2.0) *AVERAGED*	<div></div>	Crowd Leading - Ability to lead the crowd ; Crowd Effectiveness - Voice, Pace & Flow ; Proper use of signs, poms, megaphones, flags & motion technique ; Practical use of stunts/pyramids to lead the crowd ; Execution	____/2

Comments	

<table border="1" style="display: inline-table; margin: auto;"> <tr> <td style="width: 20%;"></td> <td style="width: 20%; text-align: center;">Total Score</td> <td style="width: 60%;"></td> </tr> </table>		Total Score	
	Total Score		

## Standing & Running Tumbling & Jumps Difficulty

<b>Standing Tumbling Difficulty / Degree of Difficulty</b>	<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
<b>Running Tumbling Difficulty / Degree of Difficulty</b>	<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
<b>Jump Difficulty</b>	<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	
--	-------	--

## Standing & Running Tumbling & Jumps Execution

<b>Standing Tumbling Execution</b>	<b>4.0</b>	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
<b>Running Tumbling Execution</b>	<b>4.0</b>	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
<b>Jump Execution</b>	<b>2.0</b>	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
<b>Routine Creativity (1.5-2.0) *AVERAGED*</b>	<div style="border: 1px solid black; width: 100px; height: 30px; margin: 0 auto;"></div>	Incorporation of clear visual tumbling patterns that enhance the skills performed.	____/2
<b>Cheer (1.0-2.0) *AVERAGED*</b>	<div style="border: 1px solid black; width: 100px; height: 30px; margin: 0 auto;"></div>	Crowd Leading - Ability to lead the crowd ; Crowd Effectiveness - Voice, Pace & Flow ; Proper use of signs, poms, megaphones, flags & motion technique ; Practical use of stunts/pyramids to lead the crowd ; Execution	____/2
<b>Comments</b>			
<div style="border: 1px solid black; padding: 5px; display: inline-block;">TOTAL</div>		<div style="border: 1px solid black; width: 150px; height: 30px; margin: 0 auto;"></div>	

Overall *includes averaged score*	Score	J5 TOTALS
<b>Formations &amp; Transitions (1.0-2.0)</b> <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>		
<b>Dance Difficulty (0.5-1.0)</b> <i>Visual elements ; Variety of levels ; Formation changes ; Footwork ; Floorwork ; Partner work ; Pace</i>		
<b>Dance Execution (0.5-1.0)</b> <i>Technique ; Perfection ; Motion Strength/Placement ; Synchronization ; Energy/Entertainment Value</i>		
<b>Routine Creativity (1.5-2.0) *AVERAGED*</b> <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>		
<b>Cheer (1.0-2.0) *AVERAGED*</b> <i>Crowd Leading - Ability to lead the crowd ; Crowd Effectiveness - Voice, Pace &amp; Flow ; Proper use of signs, poms, megaphones, flags &amp; motion technique ; Practical use of stunts/pyramids to lead the crowd ; Execution</i>		
<b>TOTAL:</b>		
<b>COMMENTS</b>		

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			
	<b>TOTAL POINTS</b>		

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)			
	<b>TOTAL POINTS</b>		