Legacy Cheer & Dance

Level 3 & 4 Senior & Open Coed - 2024

Stunts / Pyramids / Baskets - Difficulty

Stunt Difficulty & Degree of Difficulty	☐ 2.5 - Skills performed do not meet 3.0 requirement ☐ 3.0 - 4 different LA skills performed by MOST of the team ☐ 3.5 - 2 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes ☐ 4.0 - 3 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes ☐ 4.5 - 3 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes, plus a Coed Style Stunt	Skill 1 (ADV skill by MOST=0.1, ELITE skill by MOST=0.2) ☐ 0.0 ☐ +0.1 ☐ +0.2 Skill 2 (ADV skill by MOST=0.1, ELITE skill by MOST=0.2) ☐ 0.0 ☐ +0.1 ☐ +0.2 Skill 3 (ADV skill by MOST=0.1, ELITE skill by MOST=0.2) ☐ 0.0 ☐ +0.1 ☐ +0.2 Coed Style Skill (ADV Coed Style=0.1, ELITE Coed Style=0.2) ☐ 0.0 ☐ +0.1 ☐ +0.2	___/5.3
Stunt Max Participation	☐ 0.3 - LA Skill by MAX OR Advanced Skill by MOST ☐ 0.5 - Advanced Skill by MAX OR Elite Skill by MOST ☐ 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 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
Toss Difficulty	☐ 1.0 - Less than a Majority of the team performs a toss ☐ 1.5 - Majority of the team performs a LA toss ☐ 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 ☐ -0.1 ☐ -0.2 ☐ -0.3 Bases / Spotters ☐ -0.1 ☐ -0.2 ☐ -0.3 Transitions ☐ -0.1 ☐ -0.2 ☐ -0.3 Synchronization ☐ -0.1 ☐ -0.2 ☐ -0.3	___/4
Pyramid Execution	4.0	Top Persons ☐ -0.1 ☐ -0.2 ☐ -0.3 Bases / Spotters ☐ -0.1 ☐ -0.2 ☐ -0.3 Transitions ☐ -0.1 ☐ -0.2 ☐ -0.3 Synchronization ☐ -0.1 ☐ -0.2 ☐ -0.3	___/4
Toss Execution	2.0	Top Persons ☐ -0.1 ☐ -0.2 ☐ -0.3 Bases / Spotters ☐ -0.1 ☐ -0.2 ☐ -0.3 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

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

Comments

	TOTAL	

Standing & Running Tumbling & Jumps Execution

			/4
Standing Tumbling Execution	4.0	Approach ☐ -0.1 ☐ -0.2 ☐ -0.3 Body Control ☐ -0.1 ☐ -0.2 ☐ -0.3 Landings ☐ -0.1 ☐ -0.2 ☐ -0.3 Synchronization ☐ -0.1 ☐ -0.2 ☐ -0.3	___/4
Running Tumbling Execution	4.0	Approach ☐ -0.1 ☐ -0.2 ☐ -0.3 Body Control ☐ -0.1 ☐ -0.2 ☐ -0.3 Landings ☐ -0.1 ☐ -0.2 ☐ -0.3 Synchronization ☐ -0.1 ☐ -0.2 ☐ -0.3	___/4
Jump Execution	2.0	Arm Placement ☐ -0.1 ☐ -0.2 ☐ -0.3 Leg Placement ☐ -0.1 ☐ -0.2 ☐ -0.3 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) *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) *Visual elements ; Variety of levels ; Formation changes ; Footwork ; Floorwork ; Partner work ; Pace*		
Dance Execution (0.5-1.0) *Technique ; Perfection ; Motion Strength/Placement ; Synchronization ; Energy/Entertainment Value*		
Routine Creativity (1.5-2.0) *AVERAGED* *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* *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		