



Level 5-7 International Open Coed Non Tumbling 2024

| Stunts / Pyramids / Baskets - 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 <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 - 4 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 <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 MOST=0.1, ELITE skill by MOST=0.2) Skill 2 (ADV skill by <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 MOST=0.1, ELITE skill by MOST=0.2) Skill 3 (ADV skill by <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 MOST=0.1, ELITE skill by MOST=0.2) Skill 4 (ADV skill by <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 MOST=0.1, ELITE skill by MOST=0.2) Coed Style Skill (ADV Coed <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 skill=0.1, ELITE Coed skill=0.2) | ____/6 |
| Stunt Max Participation | <input type="checkbox"/> 0.1 - LA Skill by MAX OR Advanced Skill by MOST <input type="checkbox"/> 0.3 - Advanced Skill by MAX OR Elite Skill by MOST <input type="checkbox"/> 0.5 - Elite Skill by MAX | | ____/0.5 |
| 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 | <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 |
| Toss Difficulty | <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 |
| Comments | | | |
| | | | |

Total Score

Stunts / Pyramid / Baskets - 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 |
| Toss Execution | 2.0 | 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 Height <input type="checkbox"/> -0.1 | ____/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 |
| 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

Jumps Difficulty

| | | | |
|------------------------|---|--|--------|
| Jump Difficulty | <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 | |
|--|-------|--|

Jumps Execution

| | | | |
|--|--|---|--------|
| 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* | <div style="border: 1px solid black; width: 100px; height: 30px;"></div> | Incorporation of clear visual patterns that enhance the skills performed. | ____/2 |
| Showmanship (1.0-2.0) *AVERAGED* | <div style="border: 1px solid black; width: 100px; height: 30px;"></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 | |
|--|-------|--|

| 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 | | |