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Day: **Tally:**

All Prep Divisions & All Schools Divisions. United Scoring System.

Stunts / Pyramids - 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	Skill 1 (LA skill by MOST=0.1, ADV/ELITE skill by MOST=0.2) ☐ 0.0 ☐ +0.1 ☐ +0.2 Skill 2 (LA skill by MOST=0.1, ADV/ELITE skill by MOST=0.2) ☐ 0.0 ☐ +0.1 ☐ +0.2 Skill 3 (LA skill by MOST=0.1, ADV/ELITE skill by MOST=0.2) ☐ 0.0 ☐ +0.1 ☐ +0.2	0.00 **/4.6**
Stunt Max Participation		Max Participation (LA by MAX or ADV by Most) ☐ 0.0 ☐ +0.4	0.00 **/0.4**
Stunt Pace & Connection		Pace & Connection ☐ 0.0 ☐ +0.1	0.00 **/0.1**
Pyramid Difficulty - 2.0-2.5 BELOW / 2.5-3.0 LOW / 3.0-3.5 MID			0.00 **/3.5**

Comments

Total Score	0.00

Stunt / Pyramid - 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	4.00 **/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	4.00 **/4**
Routine Creativity (1.5-2.0) *AVERAGED*			0.00 **/2**

Showmanship (1.0-2.0) *AVERAGED*			0.00 **/2**

Comments

Total Score	**8.00**

Standing & Running Tumbling & Jumps Difficulty

Standing Tumbling Difficulty / Degree of Difficulty	☐ 1.5 - Skills performed do not meet 2.0 requirement ☐ 2.0 - MAJORITY of the team performs a level appropriate pass ☐ 2.5 - MOST of the team performs a level appropriate pass	Skill/Pass 1- (LA by MOST=0.2, Adv/Elite by MOST=0.3) ☐ 0.0 ☐ +0.1 ☐ +0.2	0.00 **/2.7**
Standing Tumbling - Max Participation in the Same Section	☐ 0.1 - LA/Adv/Elite Skill/Pass by Majority ☐ 0.2 - LA Skill/Pass by MOST ☐ 0.3 - Adv/Elite Skill/Pass by MOST		0.00 **/0.3**
Running Tumbling Difficulty / Degree of Difficulty	☐ 1.5 - Skills performed do not meet 2.0 requirement ☐ 2.0 - MAJORITY of the team performs a level appropriate pass ☐ 2.5 - MOST of the team performs a level appropriate pass	Skill/Pass 1- (LA by MOST=0.2, Adv/Elite by MOST=0.3) ☐ 0.0 ☐ +0.1 ☐ +0.2	0.00 **/2.7**
Running Tumbling - Max Participation in the Same Section	☐ 0.1 - LA/Adv/Elite Skill/Pass by Majority ☐ 0.2 - LA Skill/Pass by MOST ☐ 0.3 - Adv/Elite Skill/Pass by MOST		0.00 **/0.3**
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 ADV Jumps - Synchronised ☐ 2.0 - MAX of the team performs 3 ADV jumps - Synchronised		0.00 **/2**

Comments

TOTAL	0.00

Standing & Running Tumbling & Jumps Execution

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	4.00 /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	4.00 /4
Jump Execution	**2.0**	Arm Placement ☐ -0.1 ☐ -0.2 ☐ -0.3 Leg Placement ☐ -0.1 ☐ -0.2 ☐ -0.3 Synchronization ☐ -0.1 ☐ -0.2 ☐ -0.3	2.00 /2
Routine Creativity (1.5-2.0) *AVERAGED*			0.00 /2
Showmanship (1.0-2.0) *AVERAGED*			0.00 /2

Comments

TOTAL	10.00

Overall *includes averaged score*	Points	J5 TOTALS
Formations & Transitions (1.0-2.0) A team's ability to demonstrate precise spacing, formations, and transitions. Starting at 2.0 and reduced .1 for EACH formation, spacing and/or transition that lacks precision.		0.00
Dance Difficulty (0.5-1.0) Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work • Pace		0.00

Dance Execution (0.5-1.0) Technique • Perfection • Motion Strength/Placement • Synchronization		0.00
Routine Creativity (1.5-2.0) *AVERAGED*		0.00
Showmanship (1.0-2.0) *AVERAGED*		0.00
Total		**0.00**

Comments

Cheer Deductions	Timestamp		Explanation	J6 DEDUCTIONS
Routine Time				
	TOTAL POINTS			**0.00**

Safety / Legality	Timestamp		Explanation	J7 DEDUCTIONS
	TOTAL POINTS			**0.00**

Event ID: 0 Div Code: Acct ID: Team ID: SuperSquad: ScoreSheetID: 9586