



2016/2017

Event: _____

Team: _____

Division: _____

Number of Athletes: _____

Number of Males: _____
(Coed L3-L6 Only; N/A to 5R or 4.2)

Date: _____

Panel #: _____

Day: _____

Team Number: _____

Version 06.17.16

BUILDING SKILLS

* ALL STAR

Stunt Difficulty

- 3.0 - 3.5 Skills performed do not meet low range requirement
 - 3.5 - 4.0 4 Different Level Appropriate Skills performed by most of the team
 - 4.0 - 4.5 4 Different Level Appropriate Skills performed by most of the team; 1 is Elite
 - 4.5 - 5.0 4 Different Level Appropriate Skills performed by most of the team; 2 are Elite
- *L6: L5 & L6 skills will count for L6, however, at least 2 different L6 skills are required to score in High range.

Stunt Technique

- 3.0 - 3.5 Minimal athletes execute excellent precision, form & synchronization
- 3.5 - 4.0 Less than majority of athletes execute excellent precision, form & synchronization
- 4.0 - 4.5 Majority of the athletes execute excellent precision, form & synchronization
- 4.5 - 5.0 Most to all of the athletes execute excellent precision, form & synchronization

Stunt Creativity

- 4.0 - 4.2 Minimal skills incorporate creativity
- 4.2 - 4.4 Less than a majority of the skills incorporate creativity
- 4.4 - 4.7 Majority of the skills incorporate creativity
- 4.7 - 5.0 Most to all of the skills incorporate creativity

Stunt Quantity/ Coed Quantity (See grid)

- 2.5 4.0 4.2 4.4
- 4.6 4.8 5.0

Comments:

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Pyramid Difficulty

- 3.0 - 3.5 Skills performed do not meet low range requirement
- 3.5 - 4.0 2 Different Level Appropriate Skills, 2 Structures performed by most of the team
- 4.0 - 4.5 3 Different Level Appropriate Skills, 2 Structures performed by most of the team
- 4.5 - 5.0 4 Different Level Appropriate Skills, 2 Structures performed by most of the team

Pyramid Technique

- 3.0 - 3.5 Minimal athletes execute excellent precision, form & synchronization
- 3.5 - 4.0 Less than majority of athletes execute excellent precision, form & synchronization
- 4.0 - 4.5 Majority of the athletes execute excellent precision, form & synchronization
- 4.5 - 5.0 Most to all of the athletes execute excellent precision, form & synchronization

Pyramid Creativity

- 4.0 - 4.2 Minimal skills incorporate creativity
- 4.2 - 4.4 Less than a majority of the skills incorporate creativity
- 4.4 - 4.7 Majority of the skills incorporate creativity
- 4.7 - 5.0 Most to all of the skills incorporate creativity

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Comments:

BUILDING SKILLS TOTAL:

/35



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JUMPS & TUMBLING

* ALL STAR

Jump Difficulty

- 4.0 Less than majority of the team performs 1 advanced jump
- 4.2 Majority of the team performs 1 advanced jump
- 4.4 Most of the team performs 1 advanced jump, must be synchronized
- 4.6 Most of the team performs 2 connected advanced jumps, must be synchronized
- 4.8 Most of the team performs 3 connected advanced jumps, must be synchronized
- 5.0 Most of the team performs 4 connected advanced jumps, or 3 connected advanced jumps plus 1 additional advanced jump. Must be synchronized and include a variety.

* All approaches must be whip to be "connected". **BASIC JUMPS:** Spread Eagle, Tuck Jump, etc.

ADVANCED JUMPS: Pike, Right / Left Hurdlers (front or side), Toe Touch, etc

Jump Technique

- 3.0 - 3.5 Minimal athletes execute excellent precision, form & synchronization
- 3.5 - 4.0 Less than majority of the athletes execute excellent precision, form & synch.
- 4.0 - 4.5 Majority of the athletes execute excellent precision, form & synchronization
- 4.5 - 5.0 Most to all of the athletes execute excellent precision, form & synchronization

Comments:

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Standing Tumbling Difficulty

- 3.0 - 3.5 Skills performed do not meet low range requirement
- 3.5 - 4.0 Most of team performs a level appropriate pass
- 4.0 - 4.5 Majority performs 2 different appropriate passes; 1 synchronized from initiation
- 4.5 - 5.0 Most of team performs 2 different level appropriate passes....
 - L1 - L2: One of which must be synchronized from initiation of the pass
 - L3 - L6: 1 must be a synch. advanced jump / tumble combo at initiation of jump

Standing Tumbling Technique

- 3.0 - 3.5 Minimal athletes execute excellent precision, form & synchronization
- 3.5 - 4.0 Less than majority of the athletes execute excellent precision, form & synch.
- 4.0 - 4.5 Majority of the athletes execute excellent precision, form & synchronization
- 4.5 - 5.0 Most to all of the athletes execute excellent precision, form & synchronization

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Running Tumbling Difficulty

- 3.0 - 3.5 Skills performed do not meet low range requirement
- 3.5 - 4.0 Less than a majority of team performs a level appropriate pass
- 4.0 - 4.5 **L1 - L5R: Majority** performs a L.A.P. - OR - **L5-L6: Most** performs a L.A.P.
- 4.5 - 5.0 L1 - L5R: Most of the team performs a level appropriate pass
 - L5 - L6 Worlds: Majority of the team performs an Elite* Level Appropriate Pass,
 - * Elite L.A.P.s include: specialty passes to fulls, double fulls, specialty pass to double fulls. (Elite passes do not include aerials, FWO or front handsprings)

Running Tumbling Technique

- 3.0 - 3.5 Minimal athletes execute excellent precision, form & synchronization
- 3.5 - 4.0 Less than majority of the athletes execute excellent precision, form & synch.
- 4.0 - 4.5 Majority of the athletes execute excellent precision, form & synchronization
- 4.5 - 5.0 Most to all of the athletes execute excellent precision, form & synchronization

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Comments:

JUMPS/TUMBLING TOTAL:

** (/10 for non-tumble divisions)

/30



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TOSSES & OVERALL

* ALL STAR

(Reminder - No Tosses for Level 1 = Zero)

Toss Difficulty (Levels 2-6 only)

- 4.0 Tosses are thrown, but none are level appropriate
- 4.2 Less than a majority performs a level appropriate toss
- 4.4 Majority performs a level appropriate toss
- 4.6 Majority performs a level appropriate toss, plus one additional toss
- 4.8 Squad (with or without front spots) performs a level appropriate toss
- 5.0 Squad (with or without front spots) performs a level appropriate toss, plus one additional toss

Squad = The maximum number of tosses that can be thrown during one sequence.

Comments:

/5

Toss Technique (Levels 2-6 only)

- 3.0 - 3.5 Minimal athletes execute excellent precision, form & synch.
- 3.5 - 4.0 Less than majority athletes execute excellent precision, form & synch.
- 4.0 - 4.5 Majority of the athletes execute excellent precision, form & synch.
- 4.5 - 5.0 Most to all of the athletes execute excellent precision, form & synch.

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Dance 4.0 - 5.0

A team's ability to demonstrate a high level of energy and entertainment value which incorporates multiple visual elements including a variety of levels, formation changes, changes, partner work, foot work and floor work. This includes technique, perfection, synchronization, pace and intricacy of dance moves performed.

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Performance 9.0 - 10.0

A team's ability to demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

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Routine Composition 9.0 - 10.0

A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual and intricate ideas; as well as any additional skills performed to enhance the overall appeal.

/10

Comments:

LEVEL 1 OVERALL TOTAL:

/25

TOSSES & OVERALL TOTAL:

/35