



2017/2018

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 09.13.17

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

- 3.5 - 4.0 Less than 50% of the athletes execute excellent precision and form
- 4.0 - 4.5 50% of the athletes execute excellent precision and form
- 4.5 - 5.0 75% of the athletes execute excellent precision and form

Stunt Creativity

- 2.0 - 2.3 Less than 50% of the stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.
- 2.3 - 2.5 50% of the stunt skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.

Stunt Quantity/ Coed Quantity (See grid)

- 4.0 4.2 4.4
- 4.6 4.8 5.0

Co-Ed Quantity Only: If skills performed do not meet 4.0 requirement the score will be 3.5

Comments:

/5

/5

/2.5

/5

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

- 3.5 - 4.0 Less than 50% of the athletes execute excellent precision and form
- 4.0 - 4.5 50% of the athletes execute excellent precision and form
- 4.5 - 5.0 75% of the athletes execute excellent precision and form

Pyramid Creativity

- 2.0 - 2.3 Less than 50% of the pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.
- 2.3 - 2.5 50% of the pyramid skills incorporate visual, unique or innovative ideas. This includes level and non-level appropriate skills.

/5

/5

/2.5

Difficulty Drivers:

- Difficulty of skill
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

Technique Drivers:

- Top Person
- Bases / Spotters
- Transitions / Dismounts
- Perfection
- Synchronization

BUILDING SKILLS TOTAL:

/30



2017/2018

Event: _____

Team: _____

Division: _____

Number of Athletes: _____

Date: _____

Panel #: _____

Day: _____

Team Number: _____

Version 09.13.17

JUMPS & TUMBLING

* ALL STAR

Jump Difficulty

- 3.5 Skills performed do not meet 4.0 requirement
- 4.0 Most of the team performs 1 advanced jump
- 4.5 Most of the team performs 2 connected advanced jumps. Must be synchronized & must include a variety. TINY/MINI: Most of the team performs 2 advanced jumps, must be synchronized but DO NOT need to be connected.
- 5.0 Most of the team performs 3 connected advanced jumps, or 2 connected advanced jumps plus 1 additional advanced jump. Must be synchronized and include a variety. TINY/MINI: Most of the team performs 3 advanced jumps must be synchronized, but DO NOT need to be connected.

* All approaches must be whip to be considered "connected". **BASIC JUMPS:** Spread Eagle, Tuck Jump, etc.
ADVANCED JUMPS: Pike, Right / Left Hurdlers (front or side), Toe Touch, etc

Jump Technique

- 3.5 - 4.0 Less than 50% of the athletes execute excellent precision and form
- 4.0 - 4.5 50% of the athletes execute excellent precision and form
- 4.5 - 5.0 75% of the athletes execute excellent precision and form

Comments:

/5

/5

Standing Tumbling Difficulty

- 3.0 - 3.5 Skills performed do not meet low range requirement
- 3.5 - 4.0 Majority of team performs a level appropriate pass (Most for L5/L6)
- 4.0 - 4.5 Most of the team performs same level appropriate pass, synchronized from initiation
L5/L6: Majority of the team performs an Elite level appropriate pass
- 4.5 - 5.0 Most of the team performs same level appropriate pass, synchronized from initiation, PLUS Majority of the team performs an additional level appropriate pass
L5/L6: Most of the team performs an Elite level appropriate pass in the same section

Standing Tumbling Technique

- 3.5 - 4.0 Less than 50% of the athletes execute excellent precision and form
- 4.0 - 4.5 50% of the athletes execute excellent precision and form
- 4.5 - 5.0 75% of the athletes execute excellent precision and form

/5

/5

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 (Majority for L5/L6)
- 4.0 - 4.5 Majority of team performs a level appropriate pass (Most for L5/L6)
- 4.5 - 5.0 Most of the team performs a level appropriate pass
L5/L6: Majority of the team performs an Elite* level appropriate pass.

Running Tumbling Technique

- 3.5 - 4.0 Less than 50% of the athletes execute excellent precision and form
- 4.0 - 4.5 50% of the athletes execute excellent precision and form
- 4.5 - 5.0 75% of the athletes execute excellent precision and form

/5

/5

Difficulty Drivers:

- Difficulty of skill
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

Jump Technique:

- Arm Placement
- Leg Placement
- Hyperextension / Height
- Landings
- Synchronization

Tumbling Technique:

- Approach
- Speed
- Body Control
- Landings
- Synchronization

JUMPS / TUMBLING TOTAL:

/30

** (/10 for non-tumble divisions)



2017/2018

Event: _____

Team: _____

Division: _____

Number of Athletes: _____

Date: _____

Panel #: _____

Day: _____

Team Number: _____

Version 09.13.17

TOSES & OVERALL

* ALL STAR

(Reminder - No Toses for Level 1 = Zero)

Toss Difficulty (Levels 2-6 only)

- 4.0 Less than a majority of the team performs a toss
- 4.5 Majority of the team performs a level appropriate toss
- 5.0 Majority of the team performs a level appropriate toss rippled or synchronized in the same section

Toss Technique (Levels 2-6 only)

- 3.5 - 4.0 Less than 50% of the athletes execute excellent precision and form
- 4.0 - 4.5 50% of the athletes execute excellent precision and form
- 4.5 - 5.0 75% of the athletes execute excellent precision and form

Comments:

/5

/5

Dance 9.0 - 10.0

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.

/10

Performance 9.0 - 10.0

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

/10

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

Difficulty Drivers:

- Difficulty of skill
- Percent of team participation
- Combination of skills (level and non-level appropriate)
- Pace of skills performed

Toss Technique:

- Top Person
- Bases / Spotters
- Height
- Dismount / Cradle
- Synchronization / Timing

LEVEL 1 OVERALL TOTAL:

/30

Additional Comments:

TOSES & OVERALL TOTAL:

/40