



2017/2018

Event: _____
 Team: _____
 Division: _____
 Number of Athletes: _____

Date: _____
 Panel #: _____
 Day: _____
 Team Number: _____

Version 09.13.17

BUILDING SKILLS

* SCHOOL

Stunt Difficulty

- 3.0 - 3.5 Skills performed do not meet low range requirement
- 3.5 - 5.0 4 Different Level Appropriate Skills performed by Most of the team

*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.

Comments:

/5

/5

/2.5

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:

/25



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JUMPS & TUMBLING

* SCHOOL

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 and must include a variety.
- 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.

* 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

Comments:

/5

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

/5

Tumbling Difficulty (Standing and Running)

- 3.0 - 3.5 Skills performed do not meet low range requirement
- 3.5 - 4.0 Less than majority of team performs a level appropriate pass
- 4.0 - 4.5 Majority of team performs a level appropriate pass
- 4.5 - 5.0 Most of team performs a level appropriate pass

/5

Tumbling Technique (Standing and Running)

- 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

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

Comments:

JUMPS / TUMBLING TOTAL:

** (/10 for non-tumble divisions)

/20



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TOSES & OVERALL

* SCHOOL

(Reminder - No Tosses 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, 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 (No Tosses) OVERALL TOTAL:

/30

Additional Comments:

TOSES & OVERALL TOTAL:

/40



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TOSSES & OVERALL (with Cheer)

* SCHOOL

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

/5

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

/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, 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

Cheer

- 9.0 - 9.2 Cheers that include poor use of motions, skills, crowd effective material and/or props. Poor execution, motion technique and/or voice.
- 9.2 - 9.5 Cheers that include average use of motions, skills, crowd effective material and/or props. Average execution, motion technique and/or voice.
- 9.5 - 10 Cheers that include excellent use of motions, skills, crowd effective material and/or props. Excellent execution, motion technique and/or voice.

/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 (No Tosses) OVERALL TOTAL:

/40

Additional Comments:

TOSSES & OVERALL TOTAL:

/50