



SCRIPT SHEET - BUILDING - COMPARATIVE

DIVISION	STUNTS	STUNTS EXECUTION	PYRAMID	PYRAMID EXECUTION
	<ul style="list-style-type: none"> • Degree of difficulty (amplitude, twisting, inversions) • Percentage of team participation • Variety of load-ins, dismounts and transitional elements • Additional skills and combination of skills (non level included) • Minimal use of bases (including coed style skills). 		<ul style="list-style-type: none"> • Degree of difficulty (releases, twisting, inversions, structures) • Percentage of team participation • Variety of load-ins, dismounts and transitional elements • Additional skills and combination of skills (non level included) • Minimal use of bases 	
TEAM NAME		<ul style="list-style-type: none"> • Stability • Control during transitions (amplitude, dismounts) • Uniformity of technique (flexibility, styles) • Sync/Timing (loads, transitions, dismounts) • Execution/Transitions 		<ul style="list-style-type: none"> • Stability • Control during transitions (amplitude, dismounts) • Uniformity of technique (flexibility, styles) • Sync/Timing (loads, transitions, dismounts) • Execution/Transitions

DIVISION	TOSSES	TOSS EXECUTION	BUILDING CREATIVITY	
	<ul style="list-style-type: none"> • Degree of Difficulty (Except in Level 2) • Height of Tosses • Percentage of team participation (total number divided by 5) • Additional skills, variety of skills and combination of skills (non level included) (except for Level 2) • Minimal use of bases does NOT apply in tosses 			
TEAM NAME		<ul style="list-style-type: none"> • Execution of the skill • Synchronization • Flexibility • Height • Cradles • Base and flyer technique 	<ul style="list-style-type: none"> • Innovative • Visuals / Unique • Intricate ideas/elements • Visual mounts, transitions and dismounts • Combination of skills • Creativity 	