

**CHOREOGRAPHY - By MAJORITY of Team - Max Score: 10.0**

0.0	Zero skills performed
7.0 - 7.4	MINIMAL/INCONSISTENT - pace/flow of routine, transitions, visual effects, level changes, roll offs, creativity, percent of team incorporation
7.5 - 7.9	MODERATE - pace/flow of routine, transitions, visual effects, level changes, roll off, creativity, percent of team incorporation
8.0 - 8.9	GOOD - pace and flow of routine, transitions, visual effects, level changes, roll offs, creativity, percent of team incorporation
9.0 - 10.0	EXCELLENT - pace and flow of routine, transitions, visual effects, level changes, roll offs, creativity, percent of team incorporation

**PERFORMANCE & USE OF CHEER (IF INCLUDED) - By MAJORITY of Team - Max Score: 10.0**

0.0	Zero skills performed
7.0 - 7.4	MINIMAL/INCONSISTENT - quality of presentation, <b>synchronization</b> , enthusiasm, showmanship, routine attitude/ownership, confidence, crowd appeal CHEER (if included): MINIMAL/INCONSISTENT - incorporation of cheer, crowd effective material/ <b>props</b> , crowd leading skills, voice projection/inflection, ability to lead crowd
7.5 - 7.9	MODERATE - quality of presentation, <b>synchronization</b> , enthusiasm, showmanship, routine attitude/ownership, confidence, crowd appeal CHEER (if included): MODERATE/CONSISTENT - incorporation of cheer, crowd effective material/ <b>props</b> , crowd leading skills, voice projection/inflection, ability to lead crowd
8.0 - 8.9	GOOD - quality of presentation, <b>synchronization</b> , enthusiasm, showmanship, routine attitude/ownership, confidence, crowd appeal CHEER (if included): GOOD - incorporation of cheer, crowd effective material/ <b>props</b> , crowd leading skills, voice projection/inflection, ability to lead crowd
9.0 - 10.0	EXCELLENT - quality of presentation, <b>synchronization</b> , enthusiasm, showmanship, routine attitude/ownership, confidence, crowd appeal CHEER (if included): EXCELLENT - incorporation of cheer, crowd effective material/ <b>props</b> , crowd leading skills, voice projection/inflection, ability to lead crowd

**DANCE - By MAJORITY of Team - Max Score: 9.0**

0.0	Zero skills performed
6.0 - 6.4	MINIMAL/INCONSISTENT - dance technique and placement. Lacking sharpness and overall motion control. Low energy/slow paced. Lacking creativity/variety in dance. Weak incorporation of dance visuals, transitions, level changes, footwork and floorwork
6.5 - 6.9	MODERATE - dance technique and placement. Moderate motion strength and sharpness in dance. Moderate energy/pace. Moderate creativity/variety in dance. Moderate incorporation of dance visuals, transitions, level changes, footwork and floorwork
7.0 - 7.9	GOOD - dance technique and placement. Good motion strength and sharpness in dance. Good energy/pace. Good creativity/variety in dance. Good incorporation of dance visuals, transitions, level changes, footwork and floorwork
8.0 - 9.0	EXCELLENT - dance technique and placement. Strong sharp dance. Excellent energy/pace. Excellent creativity/variety in dance. Excellent incorporation of dance visuals, transitions, level changes, footwork and floorwork

**MOTIONS - By MAJORITY of Team - Max Score: 10.0**

0.0	Zero skills performed
7.0 - 7.4	MINIMAL/INCONSISTENT - motion technique. Lacking sharpness and <b>controlled placement, pace and energy</b> . Lacking variety with minimal to zero transitions and level changes.
7.5 - 7.9	MODERATE - motion technique. Moderate sharpness and <b>controlled placement, pace and energy</b> . Moderate variety with minimal transitions and level changes.
8.0 - 8.9	GOOD - motion technique. Good sharpness and <b>controlled placement, pace and energy</b> . Included variety and visuals with some transitions and level changes.
9.0 - 10.0	EXCELLENT - motion technique. Strong and sharp motions with excellent, <b>controlled placement, pace and energy</b> . Excellent variety and visuals with multiple transitions and level changes.

**SKILL CATEGORIES TECHNIQUE/EXECUTION - Max Score: 1.0 (APPLY TO ALL CATEGORIES BELOW)**

0.0	Zero skills performed
0.1 - 0.2	MINIMAL/INCONSISTENT
0.3 - 0.4	MODERATE
0.5 - 0.7	GOOD
0.8 - 1.0	EXCELLENT

**JUMPS DIFFICULTY - Max Score: 10.0**

Advanced jumps include: Right Herkie, Left Herkie, Right Front Hurdler, Left Front Hurdler, Right Side Hurdler, Left Side Hurdler, Toe Touch, Pike, Double Nine

Basic Jumps include: pencil jump, tuck jump, spread eagle/X jump

Consecutive connected jumps will be defined as two or more jump(s) following continuously in an unbroken sequence.

Variety will be defined as 2 or more different jumps.

0.0	Zero skills performed
6.0	Must perform at least <u>ONE</u> of the following: • Basic jump(s) • 1 advanced jump by LESS THAN majority of team
7.0	• 1 synchronized advanced jump by majority of team
8.0	<b>Must perform at least ONE of the following:</b> • 2 or more synchronized non-consecutive advanced jumps by LESS THAN majority of team performed in the SAME sequence/section • 2 synchronized non-consecutive advanced jumps by majority of team performed in DIFFERENT sequences/sections
9.0	Must perform at least ONE of the following: • 2 synchronized non-consecutive advanced jumps by majority of team performed in the SAME sequence/section • 2 synchronized consecutive connected advanced jumps with NO VARIETY by majority of team
10.0	2 synchronized consecutive connected advanced jumps WITH VARIETY by majority

**STUNTS DIFFICULTY - By MAJORITY of Team - Max Score: 15.0**

0.0 - 0.0	Zero skills performed
9.0 - 9.9	Knee level two leg stunts
10.0 - 10.9	Must perform at least <u>ONE</u> of the following: • Thigh level two leg stunts • Single twisting Barrel Rolls • Shoulder Sits • Superman transitions • Swedish Falls
11.0 - 11.9	Must perform at least <u>ONE</u> of the following: • Prep level two leg stunts • Below prep level single leg stunt(s) (i.e. Liberty, Torch, Stretch(s), Arabesque, Scorpion, Scale - multiple variations encouraged) • Ground level inversions to load-in/sponge
12.0 - 12.9	Must perform at least ONE of the following: • Prep level two leg stunt AND below prep level single leg stunt(s) (i.e. Liberty, Torch, Stretch(s), Arabesque, Scorpion, Scale - multiple variations encouraged) • 1/4 twist mounts to prep level <b>single</b> leg stunts • 1/4 twist mounts to extended <b>two</b> leg stunts
13.0 - 15.0	Must perform at least <u>ONE</u> of the following: • Prep level single leg stunt(s) (i.e. Liberty, Torch, Stretch(s), Arabesque, Scorpion, Scale - one variation required but multiple encouraged) AND extended two leg stunt • 1/2 twist mounts to prep level two leg stunts • 1/2 twist mounts to prep level single leg stunts • 1/2 twist mounts to extended level two leg stunts

**SKILL CATEGORIES TECHNIQUE/EXECUTION - Max Score: 1.0 (APPLY TO ALL CATEGORIES BELOW)**

0.0	Zero skills performed
0.1 - 0.2	MINIMAL/INCONSISTENT
0.3 - 0.4	MODERATE
0.5 - 0.7	GOOD
0.8 - 1.0	EXCELLENT

**PYRAMIDS DIFFICULTY - Must Perform Skill at Least Once - Max Score: 15.0**

A pyramid will be defined as stunt(s) connected to other stunt(s) OR ground level individual(s).

0.0 - 0.0	Zero skills performed
10.0 - 10.9	Below prep level stunts braced on both or one side
11.0 - 11.9	Prep level two leg stunts braced on both or one side
12.0 - 12.9	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> <li>Extended two leg stunts braced on both or one side</li> <li>Prep level single leg stunts braced on both or one side</li> </ul>
13.0 - 15.0	<ul style="list-style-type: none"> <li>1/2 twist pyramid transition to prep level two leg stunt</li> <li>Extended single leg stunts braced on both or one side</li> <li>1/2 twist pyramid transition to prep level single leg stunt</li> <li>1/2 twist pyramid transition to extended level stunt</li> </ul> <p>This point range will be awarded to teams performing the highest skill LEGALLY possible with consideration given to teams with 5 or less members.</p>

**DISMOUNTS DIFFICULTY - Max Score: 5.0**

0.0 - 0.0	Zero skills performed
1.0 - 1.9	Must perform <u>ONE</u> of the following:    • Bump Down    • Shove Wrap    • Pop Off
2.0 - 2.9	Straight Ride Cradles by majority of team
3.0 - 3.9	1/4 Turn Cradles from prep level two leg stunt by majority of team
4.0 - 5.0	Must perform at least <u>ONE</u> of the following: <ul style="list-style-type: none"> <li>1/4 Turn Cradles from prep level single leg OR extended two leg stunt by majority of team</li> <li>Non-twisting Alternate Cradles (i.e. Toe Touch, Kick, Ball, Pike etc.) by majority of team</li> </ul>

**TUMBLING DIFFICULTY - Max Score: 5.0**

0.0 - 0.0	Zero skills performed.
0.1 - 0.4	Must perform at least <u>ONE</u> of the following by LESS THAN 1/4 of team:    • Forward/Backward Rolls    • Handstands
0.5 - 0.9	Must perform at least <u>ONE</u> of the following by AT LEAST 1/4 of the team:    • Forward/Backward Rolls    • Handstands
1.0 - 1.9	Cartwheels by 1/4 of team
2.0 - 2.9	Round Offs by 1/4 of team
3.0 - 3.9	Front/Back Walkovers by 1/4 of team
4.0 - 5.0	Must perform at least <u>ONE</u> of the following by AT LEAST 1/4 of the team: <ul style="list-style-type: none"> <li>Single Front/Back Handsprings</li> <li>Advanced Jumps to Back Handsprings</li> </ul>

**TOSSES DIFFICULTY - Max Score: 5.0**

0.0	Zero skills performed
3.0	Straight Ride tosses (i.e. Sponge, Basket, Squishy, or Scrunch) by LESS THAN 1/4 of team
4.0	Straight Ride tosses (i.e. Sponge, Basket, Squishy, or Scrunch) by LESS THAN majority but MORE THAN 1/4 of team
5.0	Straight Ride tosses (i.e. Sponge, Basket, Squishy, or Scrunch) by MAJORITY of team