

**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 <b>ONE</b> of the following: <ul style="list-style-type: none"> <li>Basic jump(s)</li> <li>1 advanced jump</li> <li>2 or more synchronized non-consecutive advanced jumps <b>performed in DIFFERENT sequences/sections</b></li> </ul>
7.0	Must perform at least <b>ONE</b> of the following: <ul style="list-style-type: none"> <li>2 synchronized non-consecutive advanced jumps by majority of team <b>performed in the SAME sequence/section</b></li> <li>3 synchronized non-consecutive advanced jumps by <b>LESS THAN</b> majority of team <b>performed in the SAME sequence/section</b></li> </ul>
8.0	Must perform at least <b>ONE</b> of the following: <ul style="list-style-type: none"> <li>3 synchronized non-consecutive advanced jumps by majority of team <b>performed in the SAME sequence/section</b></li> <li>2 or 3 synchronized consecutive connected advanced jumps by <b>LESS THAN</b> majority of team</li> </ul>
9.0	Must perform at least <b>ONE</b> of the following by majority of team: <ul style="list-style-type: none"> <li>2 or 3 synchronized consecutive connected advanced jumps with <b>NO VARIETY</b></li> <li>2 <b>synchronized consecutive connected advanced jumps with VARIETY</b></li> </ul>
10.0	3 synchronized consecutive connected advanced jumps <b>WITH VARIETY</b> by majority of team

**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

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

0.0 - 0.0	Zero skills performed
8.0 - 8.9	Must perform at least <b>ONE</b> of the following: • Knee level two leg stunts OR thigh level two leg stunts • Shoulder Sits • Swedish Falls
9.0 - 9.9	Must perform <b>ONE</b> 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/sponges
10.0 - 10.9	Must perform at least <b>ONE</b> 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 stunts • 1/4 twist mounts to extended level stunts • 1/2 twist Superman transitions
11.0 - 11.9	Must perform at least <b>ONE</b> of the following: • Prep level single leg stunt(s) (i.e. Liberty, Torch, Stretch(s), Arabesque, Scorpion, Scale - multiple variations encouraged) • Extended two leg stunts • Forward Suspended Rolls • 1/2 twist mounts/transitions to prep/extended level stunts
12.0 - 12.9	Must perform at least <b>ONE</b> of the following: • Extended single leg stunt(s) (i.e. Liberty, Torch, Stretch(s), Arabesque, Scorpion, Scale - multiple variations encouraged) • Full twist mounts/transitions to prep level stunts • Forward Flipping Leap Frogs • 3/4 twist Superman transitions
13.0-15.0	Must perform at least <b>ONE</b> of the following: • Full twist mounts/transitions to extended level stunt • Ground level inversions directly to extended level stunt • <b>Twisting Stunts to prep level greater than one full twist</b> • <b>Release moves to extended level (Tic Tocs, Switch Ups, Ball Ups, etc.)</b>

**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
8.0 - 8.9	Pyramids involving prep level stunts or lower
9.0 - 9.9	Pyramids involving extended two leg stunts
10.0 - 10.9	Pyramids involving extended single leg stunts braced on both sides
11.0 - 11.9	Pyramids involving extended single leg stunts braced on only one side
12.0 - 12.9	Must perform at least <b>ONE</b> of the following: • Pyramids involving Tic-Tocs braced on BOTH sides • Braced inversion transitions (Flat Back, Roll Up) that roll up directly to Prep
13.0 - 15.0	This point range will be awarded to teams performing the highest skill LEGALLY possible with consideration given to teams with 5 or less members. Must perform at least <b>ONE</b> of the following: • <b>Non-released Full Twist to Extended Level</b> • Release moves braced on ONE side to cradle • Twisting release moves <b>greater than half twist</b> • Braced inversion transitions (Flat Back, Roll Up) that roll up directly to Extension • <b>Braced Flips</b> braced on BOTH Sides

**DISMOUNTS DIFFICULTY - By MAJORITY of Team - Max Score: 5.0**

0.0 - 0.0	Zero skills performed
0.5 - 0.9	Must perform at least <b>ONE</b> of the following: • Bump Downs • Shove Wraps • Pop Offs
1.0 - 1.9	Must perform at least <b>ONE</b> of the following: • Straight Ride cradles • 1/4 turn cradles
2.0 - 2.9	Alternate non twisting cradles (i.e. Toe Touch, Pike Arch)
3.0 - 3.9	Single twist cradles from prep level single leg stunts or extended double leg stunts
4.0 - 5.0	Must perform at least <b>ONE</b> of the following: • <b>Non-twisting two trick cradles from Extension Prep</b> • Single twisting cradles from extended single leg stunts • <b>Two Trick Cradles that include a Single Twist from Prep Level</b>

**TUMBLING DIFFICULTY - By 1/4 of Team - Max Score: 5.0**

0.0 - 0.0	Zero skills performed
0.5 - 0.9	Forward/Backward Rolls, Handstands, Cartwheel or Round Off
1.0 - 1.4	Front/back Walkovers
1.5 - 1.9	Single non-consecutive Front/Back Handsprings
2.0 - 2.9	Must perform at least <b>ONE</b> of the following: • Front walkover through to single Back Handspring • Consecutive Handspring Series • Jump continuously to Back Handspring
3.0 - 3.9	Must perform at least <b>ONE</b> of the following: • Running Tucks/Flips • Standing Handspring Back Tuck • <b>Side Aerial</b> • Jump continuously to Back Handspring Series
4.0 - 5.0	Must perform at least <b>ONE</b> of the following: • Full Twist Flips • Layout • X-Out • Pike • Standing Tuck • <b>Front Aerial</b> • Jump Continuously to Back Handspring Back Tuck

**TOSSES DIFFICULTY - Max Score: 5.0**

0.0	Zero skills performed
1.0	Straight Ride tosses by less than majority of team
2.0	Straight Ride tosses by majority of team
3.0	Single trick non-twisting tosses by majority of team (examples: kick, pike, tuck, toe touch)
4.0	Non-twisting two trick toss by majority of team (examples: Pike-Star, Pretty Flyer-Kick)
5.0	<b>Must perform at least ONE of the following by majority of team:</b> • <b>Single twisting toss</b> • Two trick toss that includes a single twist (example: Kick Full)