

Judge 1

Partner Stunts		Execution (5)	Motion Technique (5)
Difficulty/Variety (10)			
Minimum Score 1.0 – 1.7	Maximum Score 1.8 – 2.5	Poor flexibility Little to no flyer body control	Beginner motions Poor technique – example: bent wrist, placements off
Two White level appropriate skills below prep level, including a 1 legged stunt (1 body position), and an additional stunt sequence with one White level appropriate skill at prep level			
Minimum Score 2.6 – 3.3	Maximum Score 3.4 – 4.0	Unsteady bases 1.0 – 2.0	Minimal variety 1.0 – 2.0
Three White level appropriate skills below or at prep level, including a 1 legged stunt (2 body positions within the same stunt sequence), and an additional stunt sequence with two White level appropriate skills at prep level. Max score for White = 4			
Minimum Score 4.1 – 4.7	Maximum Score 4.8 – 5.5	Average flexibility and average body control Some timing issues 2.1 – 3.0	Average motions, Average technique Average variety 2.1 – 3.0
Two Red level appropriate skills at prep level within the same stunt sequence including a 1 legged stunt (1 body position), and an additional stunt sequence with one Red level appropriate stunt at extension.			
Minimum Score 5.6 – 6.3	Maximum Score 6.4 – 7.0	Flyer has good flexibility and good body control Good synchronization 3.1 – 4.0	Good use of motions Good technique Good variety 3.1 – 4.0
Three Red level appropriate skills at prep level within the same stunt sequence including a 1 legged stunts (2 body positions), and an additional stunt sequence with two Red level appropriate skills one being at extension, plus one Red level appropriate stunt transition involving inversions and/or twisting. Max score for Red = 7			
Minimum Score 7.1 – 7.7	Maximum Score 7.8 – 8.5	Flyer has above average flexibility and control Solid basing Excellent synchronization 4.1 – 5.0	Excellent use of motions Excellent technique –proper placement, sharp and tight Excellent variety with level changes 4.1 – 5.0
Two Blue level appropriate skills in the same sequence, including a 1 legged extension (1 body position), and an additional stunt sequence with one Blue level appropriate skill, plus one Red level appropriate stunt transition involving inversions and/or twisting rotation.			
Minimum Score 8.6 – 9.3	Maximum Score 9.4 – 10.0		
Three Blue level appropriate skills in the same stunt sequence, including a 1 legged extension (2 body positions) and an additional sequence with two Blue level appropriate skills, plus two stunt transitions involving inversions and/or twisting rotations, one of which must be Blue level appropriate. Max score for Blue = 10			

A Team performing all but one skill in a range should score in the top of the level before. Example: a red level team performs a twist up to prep, cradle, inversion out, 2nd sequence an extension w/cradle. They should score in the 3.4 – 4.0 range providing they used maximum stunt groups.

Red level extended skill = extension or awesome. Extended T-lifts, V sits, flatbacks are **prep** level skills. Show 'n goes are transitional skills, not extended skills.

# of athletes	Minimum Stunt Groups	Maximum Stunt Groups
5 to 10	1	1-2
11 to 15	1-2	2-3
16 to 20	2-3	3-4
21 to 25	3-4	4-5
26 to 30	4-5	5-6
31 to 36	5-6	6-7

Judge 2

Pyramids			Tosses <small>(not allowed for white level or division 8 teams)</small>		
Difficulty/Variety (10)		Execution (5)	Difficulty/Variety (5)		Execution (5)
Min. Score 1.0 – 1.7	Max Score 1.8 – 2.5	Poor flexibility Little to no body control	Min Score .1 - .5	Max Score .6 – 1.0	Poor form Little to no height Timing issues 1.0 – 2.0
One White level appropriate structure, at or below prep level, no transitions.			One toss sequence with a straight ride.		
Min Score 2.6 – 3.3	Max Score 3.4 – 4.0	Unsteady bases 1.0 – 2.0			
Two White level appropriate structures, one of which includes an extension, and one White level appropriate transition. Max score for White = 4.0					
Min Score 4.1 – 4.7	Max Score 4.8 – 5.5	Average flexibility, body control, and technique some timing issues 2.1 – 3.0	Min Score 1.1 – 1.5	Max Score 1.6 – 2.0	Average form Average height Some timing issues 2.1 – 3.0
Two structures, only one of which is Red level appropriate, with one Red level appropriate transition.			One toss sequence with 1- skill tosses.		
Min Score 5.6 – 6.3	Max Score 6.4 – 7.0	Good flexibility, body control, and technique Good synchronization 3.1 – 4.0	Min Score 2.1 – 2.5	Max Score 2.6 – 3.0	Good form Good height Good timing 3.1 – 4.0
Three Structures, two of which are Red level appropriate, one must include 1 legged extended stunts, with two Red level appropriate transitions. Max score for Red = 7			One toss sequence with 1- skill tosses, plus one additional toss with one skill performed by 1 stunt group. Max score for Red = 3.0		
Min Score 7.1 – 7.7	Max Score 7.8 – 8.5	Above average flexibility, body control, and technique Excellent synchronization 4.1 – 5.0	Min Score 3.1 – 3.5	Max Score 3.6 – 4.0	Excellent form Excellent height Excellent timing 4.1 – 5.0
Two structures, one of which is Blue level appropriate, with two Red or Blue level transitions, one of which involves a Blue level appropriate braced release.			One toss sequence with 2 – skill tosses.		
Min Score 8.6 – 9.3	Max Score 9.4 – 10.0			Min Score 4.1 – 4.5	Max Score 4.6 – 5.0
Three structures, one of which must be Blue level appropriate, with three transitions, one of which must be Blue level appropriate involving a Blue level flip, and a Red or Blue level appropriate dismount. Max score for Blue = 10				One toss sequence with 2 – skill tosses, plus one additional toss with 2 skills performed by 1 stunt group. Max score for Blue = 5	

Pyramid must connect in order to receive points. Difficulty points should be given if the pyramid doesn't connect because of a performance error, a zero will be scored in pyramid execution if the connection is not made. If no attempt to build or connect a pyramid the team would receive a zero for difficulty as well as execution.

Structure and picture are synonymous.

Transitions and skills leading to the pyramid are included in pyramid points and not partner stunts.

Blue level pyramid would be one with hand to foot connection and no hand to hand connect

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# of athletes	Minimum Pyramid Groups	Maximum Pyramid Groups	# of athletes	Minimum Toss Groups	Maximum Toss Groups
5 to 10	1	2	5 to 10	1	1-2
11 to 15	2	2-3	11 to 15	1-2	2-3
16 to 20	3	4-5	16 to 20	2-3	3-4
21 to 25	4	5-6	21 to 25	3-4	4-5
26 to 30	5	6-7	26 to 30	4-5	5-6
31 to 36	5-6	6-7	31 to 36	5-6	6-7

Judge 3

TUMBLING						DANCE		
Difficulty/Variety Running Tumbling (5)			Difficulty/Variety Standing Tumbling (5)			Execution for running and standing tumbling (5)	Creativity (5)	Execution (5)
.1 - .3	.4 - .6	.7 - 1.0	.1 - .3	.4 - .6	.7 - 1.0	Poor technique Not completing skill Landing on face/knees .1 - 1.0		
Cartwheel			Forward/backward roll Handstand Cartwheel					
1.1 - 1.3	1.4 - 1.6	1.7 - 2.0	1.1 - 1.3	1.4 - 1.6	1.7 - 2.0	Bent arms/legs landing issues timing issues 1.1 - 2.0	Little to no transitions Simple moves Little to no level changes or footwork .1 - 2.0	Slow pace Not Sharp Multiple timing issues .1 - 2.0
Round off Front/back walkovers Max score for White = 2			Front/back walkovers Handstand forward roll Max score for White = 2					
2.1 - 2.3	2.4 - 2.6	2.7 - 3.0	2.1 - 2.3	2.4 - 2.6	2.7 - 3.0	Average technique Average landing Average timing 2.1 - 3.0	Average transitions Moderate variety of moves Some level changes and some footwork 2.1 - 3.0	Average pace with minimum 'and' counts Average placement Some timing issues 2.1 - 3.0
Front handspring Round off back handspring			Front or back handspring					
3.1 - 3.3	3.4 - 3.6	3.7 - 4.0	3.1 - 3.3	3.4 - 3.6	3.7 - 4.0	Good technique Good landing Good timing 3.1 - 4.0	Good transitions Good variety of moves Good level changes and good footwork 3.1 - 4.0	Good pace with reasonable 'and' counts Good placement Good timing 3.1 - 4.0
Series of front/back handsprings Connecting another running tumbling skill to a round off back handspring Max score for Red = 4.0			Series back handsprings Back walkover to BHS Cartwheel to BHS BHS to back walkover Max score for Red = 4.0					
4.1 - 4.3	4.4 - 4.6	4.7 - 5.0	4.1 - 4.3	4.4 - 4.6	4.7 - 5.0	Excellent technique Excellent height Excellent landing Excellent timing 4.1 - 5.0	Seamless transitions Excellent variety of moves Excellent level changes to enhance the visual effect with excellent footwork 4.1 - 5.0	Fast pace with several 'and' counts Excellent placement Excellent timing 4.1 - 5.0
Round off to tuck/layout/full Round off back handspring(s) to tuck/layout/full Max score Blue = 5			Back tuck Back handspring back tuck/layout/full Series to back tuck/layout/full Max score Blue = 5					

Tumbling connected to jumps do NOT count towards standing tumbling they are scored with jumps.

Recycled running tumbling - teams will be required to perform one sequence with all their running tumbling, any additional tumbling passes before or after that will be added to their total number of passes. Teams that have recycled tumblers will score the lowest end of the "some" or "many" range depending on how many athletes on the team and how many skills are recycled. Teams with "some" or "many" athletes performing running tumbling without recycling will score on the high end of the range.

Judge 4

JUMPS				Energy & Crowd Appeal (5)*all music	Crowd Leading (5) *cheer	Voice (5) *cheer
Difficulty/Variety (5) Majority = 51% Maximum = 75%		Execution (5)				
Majority Score 0 – .5		Max Score .6 – 1.0				
Sequence containing single jump performed by the entire team. (Advanced jumps will increase scores in this range)		Majority of jumps performed below level, toes flexed Synchronization needs work Chest down on landing and jump .1 – 1.0				
Majority Score 1.1 – 1.5		Max Score 1.6 – 2.0		Low energy	Material not a crowd participation cheer Low energy	Not loud enough pace too slow or too fast
Sequence containing two or more jumps, of which 2 must be connected. (Higher percentage of team and variety will increase scores in this range)		Majority of jumps at level, some below Some toes flexed Average Synchronization Chest down on jump 1.1 – 2.0		Lacks enthusiasm .1 – 2.0	Basic execution of motions used to lead the crowd .1 – 2.0	.1 – 2.0
Majority Score 2.1 – 2.5		Max Score 2.6 – 3.0		Average energy	Material a little hard to follow	Average volume
Sequence containing 3 or more advanced connected jumps. (Higher percentage of team and variety of advanced jumps will increase scores in this range) Max score white= 3.0		Majority of jumps at level or better Majority of toes pointed Good landing with feet together Good synchronization 2.1 – 3.0		Average confidence Average crowd appeal 2.1 – 3.0	Average energy Average execution of motions, poms, sign(s), and/or megaphone(s) used to lead the crowd 2.1 – 3.0	Average pace 2.1 – 3.0
Majority Scores 3.1 – 3.5		Max Scores 3.6 – 4.0		Good energy	Material easy to understand and follow Fun, good energy	Good volume
Sequence containing 3 connected advanced jumps, plus 1 advanced jump connected to a back handspring by some of the team. (Higher percentage of team and variety of advanced jumps will increase scores in this range) Max score Red = 4.0		Majority of jumps at level or better Majority of toes pointed Good timing and form 3.1 – 4.0		Good confidence	Good use of motions, poms, sign(s), and/or megaphone(s) used to lead the crowd 3.1 – 4.0	Good pace Can understand what is said 3.1 – 4.0
Majority Scores 4.0 – 4.5		Max Scores 4.6 – 5.0		Excellent energy	Effective material used to encourage crowd participation	Very loud
Sequence containing 3 connected advanced jumps, plus 1 advanced jump connected to tuck by some of the team. (Higher percentage of team and variety of advanced jumps will increase scores in this range) Max score Blue=5		Hyper-extended Excellent landing with feet together and chest upright Great synchronization 4.1 – 5.0		Exciting to watch Excellent confidence Visually appealing 4.1 – 5.0	Positive and exciting to watch Excellent use of motions, poms, sign(s), and/or megaphone(s) used to lead the crowd 4.1 – 5.0	Easy to understand and follow 4.1 – 5.0

# of athletes	Few	Some	Many
5 to 10	1	2	3+
11 to 15	1-2	3-5	6+
16 to 20	2-4	5-7	8+
21 to 25	3-5	6-9	10+
26 to 30	3-7	8-12	13+
31 to 36	4-8	9-14	15+

A Jump connected to BHS or BT should use “few” range to score in majority and “some” to score in max score.

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