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Day:

Tally:

Level 2-7 Non Tumbling (excluding IASF Coed divisions). United Scoring System.**Stunts / Pyramids / Baskets - Difficulty**

Stunt Difficulty & Degree of Difficulty	<input type="checkbox"/> 2.5 - Skills performed do not meet 3.0 requirement	Skill 1 (ADV skill <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 by MOST=0.1, ELITE skill by MOST=0.2)	0.00 /5.5
	<input type="checkbox"/> 3.0 - 5 different LA skills performed by MOST of the team	Skill 2 (ADV skill <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 by MOST=0.1, ELITE skill by MOST=0.2)	
	<input type="checkbox"/> 3.5 - 3 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes	Skill 3 (ADV skill <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 by MOST=0.1, ELITE skill by MOST=0.2)	
	<input type="checkbox"/> 4.0 - 4 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes	Skill 4 (ADV skill <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 by MOST=0.1, ELITE skill by MOST=0.2)	
	<input type="checkbox"/> 4.5 - 5 different LA skills performed by MOST of the team at the same time rippled or synchronized without recycling athletes	Skill 5 (ADV skill <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1 <input type="checkbox"/> +0.2 by MOST=0.1, ELITE skill by MOST=0.2)	
Stunt Max Participation	<input type="checkbox"/> 0.4 - LA Skill by MAX OR Advanced Skill by MOST <input type="checkbox"/> 0.5 - Advanced Skill by MAX OR Elite Skill by MOST <input type="checkbox"/> 0.6 - Elite Skill by MAX		0.00 /0.6
Stunt Pace & Connection		Pace & Connection <input type="checkbox"/> 0.0 <input type="checkbox"/> +0.1	0.00 /0.1
Pyramid Difficulty - 2.0-2.5 BELOW / 2.5-3.0 LOW / 3.0-3.5 MID / 3.5-4.0 HIGH	<input type="text"/>		0.00 /4
Toss Difficulty	<input type="checkbox"/> 1.0 - Less than a Majority of the team performs a toss <input type="checkbox"/> 1.5 - Majority of the team performs a LA toss <input type="checkbox"/> 2.0 - Majority of the team performs a LA toss rippled or synchronized in the same section* without recycling athletes		0.00 /2
Comments			
		Total Score	0.00

Stunts / Pyramid / Baskets - Execution

25/10/2022, 23:26Admin ScoreSheets

Stunt Execution	4.0	Top Persons <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Bases/Spotters <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Transitions <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Synchronization <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3	4.00 /4
Pyramid Execution	4.0	Top Persons <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Bases/Spotters <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Transitions <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Synchronization <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3	4.00 /4
Toss Execution	2.0	Top Persons <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Bases/Spotters <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Height <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3	2.00 /2
Routine Creativity (1.5-2.0) *AVERAGED*	<input type="text"/>		0.00 /2
Showmanship (1.0-2.0) *AVERAGED*	<input type="text"/>		0.00 /2
Comments			
<div></div>			
Total Score		10.00	

Jumps Difficulty

Jump Difficulty	<input type="checkbox"/> 0.5 - Skills performed do not meet 1.0 requirement <input type="checkbox"/> 1.0 - MOST of the team performs 1 ADV jump <input type="checkbox"/> 1.5 - MOST of the team performs 2 connected ADV Jumps (Synchronised & Variety) <input type="checkbox"/> 2.0 - MAX of the team performs 3 connected OR 2+1 ADV jumps (Synchronised & Variety)	0.00 /2
Comments		
<div></div>		
TOTAL		0.00

Jumps Execution

Jump Execution	2.0	Arm Placement <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Leg Placement <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3 Synchronization <input type="checkbox"/> -0.1 <input type="checkbox"/> -0.2 <input type="checkbox"/> -0.3	<div>2.00</div> /2
Routine Creativity (1.5-2.0) *AVERAGED*	<div></div>		<div>0.00</div> /2
Showmanship (1.0-2.0) *AVERAGED*	<div></div>		<div>0.00</div> /2
Comments			
<div></div>			
TOTAL		<div>2.00</div>	

Overall *includes averaged score*	Points	J5 TOTALS
Formations & Transitions (1.0-2.0) A team’s ability to demonstrate precise spacing, formations, and transitions. Starting at 2.0 and reduced .1 for EACH formation, spacing and/or transition that lacks precision.	<div></div>	<div>0.00</div>
Dance Difficulty (0.5-1.0) Visual elements • Variety of levels • Formation changes • Footwork • Floorwork • Partner work • Pace	<div></div>	<div>0.00</div>
Dance Execution (0.5-1.0) Technique • Perfection • Motion Strength/Placement • Synchronization	<div></div>	<div>0.00</div>
Routine Creativity (1.5-2.0) *AVERAGED*	<div></div>	<div>0.00</div>
Showmanship (1.0-2.0) *AVERAGED*	<div></div>	<div>0.00</div>
Total		<div>0.00</div>
Comments		
<div></div>		

Cheer Deductions	Timestamp		Explanation	J6 DEDUCTIONS
Routine Time	<div></div>			
TOTAL POINTS			<div>0.00</div>	

Safety / Legality	Timestamp		Explanation	J7 DEDUCTIONS
TOTAL POINTS			<div>0.00</div>	

Event ID: 0	Div Code:	Acct ID:	Team ID:	SuperSquad:	ScoreSheetID: 9649
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