



PYRAMIDS OVERALL PERFORMANCE

TEAM:		NUMBER OF ATHLETES:	
DIVISION:		JUDGE 2:	
Category	Point Value	Points Earned	Skills Performed
PYRAMIDS Difficulty (Level of skill, number of bases, number of stunt groups, transitions moving into or dismounting out of skills)			
Difficulty	10		
Execution	10		
OVERALL PERFORMANCE	5		
POSSIBLE POINTS	25		TOTAL POINTS

Pyramids (8) * Choose correct denominator if Inversions, Releases or Dismounts are unobserved.	✓	Overall (5)	✓	Comments
Execution/Form		Confidence		
Incorporation		Enthusiasm		
Flexibility		Eye Contact		
Building		Smile		
Transitions		Dynamic Performance		
Inversions/Releases *				
Dismounts *				
Synchronization				

Judges Reminders:

Synchronization of stunts, **minimum number of bases used to perform skills in stunts and pyramid sequence compared to the number of athletes on the floor. Minimum of 75% of the team must be involved in the pyramid section. If team uses 100%, use the 2nd entry score.**

- Pyramid skills will be evaluated cumulatively throughout the routine.
- Teams must perform a minimum **3 DIFFERENT skills**.
- The three highest point value skills will be used and averaged to determine difficulty score. Remember sprinkles for teams not using front bases. **0.2 (use of some) 0.4 (use of one) 0.6 (no front bases)**
- If a team does not use Inversions/Releases or dismounts use the correct number of indicators to find the score on the Indicator Reference Guide. Indicate using an X when any of these criteria are not observed. This **ONLY** applies to these criteria.
- If any of the other areas are not observed or need improvement, leave blank and comment.
- If a team **needs to show improvement**, the indicator is left **blank**.
- Teams only need to do one single based stunt to count as a skill**
- Teams not hitting three skills: Add the scores of the skills completed and STILL DIVIDE by 3 for Difficulty Score**