

SCORING SYSTEM

LEVEL 1 DIVISIONS

STUNT DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
1 - 12	Skill(s) do not satisfy HIGH range
12 - 20	A Majority of the team performs 4 level appropriate skills

STUNT - TEAM MAJORITY

ATHLETE COUNT	MAJORITY COUNT
5 - 7	1
8 - 15	2
16 - 23	3
24 - 31	4
32 - 38	5

PYRAMID DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
1 - 12	No level appropriate skills and/or less than two structures
12 - 20	4 level appropriate skills and two structures

STUNT & PYRAMID DIFFICULTY CONSIDERATIONS

The following are considered when COMPARING teams:

- Degree of difficulty of skills
- Percentage of team participation
- Minimal use of bases
- Variety of load-ins, dismounts and transitions
- Pace, additional skills, and combination of skills (non-level appropriate included) may increase your score within range

STUNT & PYRAMID TECHNIQUE

Execution • Stability • Flexibility • Uniformity • Synchronization

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 12	12 - 18	18 - 20
<i>A zero is issued when no skills are performed</i>		

SCORING SYSTEM

LEVEL 2 - LEVEL 5 DIVISIONS

STUNT DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
1 - 12	Skill(s) do not satisfy HIGH range
12 - 20	A Majority of the team performs 4 level appropriate skills

PYRAMID DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
1 - 12	No level appropriate skills and/or less than two structures
12 - 20	4 level appropriate skills and two structures

STUNT & PYRAMID DIFFICULTY CONSIDERATIONS

The following are considered when **COMPARING** teams:

- Degree of difficulty of skills
- Percentage of team participation
- Minimal use of bases
- Variety of load-ins, dismounts and transitions
- Pace, additional skills, and combination of skills (non-level appropriate included) may increase your score within range

STUNT & PYRAMID TECHNIQUE

Execution • Stability • Flexibility • Uniformity • Synchronization

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 12	12 - 18	18 - 20

A zero is issued when no skills are performed

TOSS TECHNIQUE

Execution • Flexibility • Uniformity • Synchronization

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5

A zero is issued when no skills are performed

STUNT - TEAM MAJORITY

ATHLETE COUNT	MAJORITY COUNT
5 - 7	1
8 - 15	2
16 - 23	3
24 - 31	4
32 - 38	5

TOSS - TEAM MAJORITY

ATHLETE COUNT	MAJORITY COUNT
5 - 9	1
10 - 19	2
20 - 29	3
30 - 38	4

TOSS DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
1 - 2	No level appropriate toss performed
2 - 4	Less than a Majority of the team performs a level appropriate toss
4 - 5	A Majority of the team performs a level appropriate toss

TOSS DIFFICULTY CONSIDERATIONS

The following are considered when **COMPARING** teams:

- Degree of difficulty of tosses
- Percentage of team participation
- Variety
- Additional tosses (non-level appropriate included) may increase your score within range
- Height

SCORING SYSTEM

JUNIOR LEVEL 6 DIVISIONS

STUNT DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
1 - 12	Less than a Majority of the team performs a level appropriate skill
12 - 20	A Majority of the team performs a level appropriate skill

PYRAMID DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
1 - 12	No level appropriate skills and/or less than two structures
12 - 20	A minimum of 1 level appropriate skill and two structures

STUNT & PYRAMID DIFFICULTY CONSIDERATIONS

The following are considered when **COMPARING** teams:

- Degree of difficulty of skills
- Percentage of team participation
- Minimal use of bases
- Variety of load-ins, dismounts and transitions
- Pace, additional skills, and combination of skills (non-level appropriate included) may increase your score within range

STUNT & PYRAMID TECHNIQUE

Execution • Stability • Flexibility • Uniformity • Synchronization

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 12	12 - 18	18 - 20

A zero is issued when no skills are performed

TOSS TECHNIQUE

Execution • Flexibility • Uniformity • Synchronization

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5

A zero is issued when no skills are performed

STUNT - TEAM MAJORITY

ATHLETE COUNT	MAJORITY COUNT
5 - 7	1
8 - 15	2
16 - 23	3
24 - 31	4
32 - 38	5

TOSS - TEAM MAJORITY

ATHLETE COUNT	MAJORITY COUNT
5 - 9	1
10 - 19	2
20 - 29	3
30 - 38	4

TOSS DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
1 - 2	No level appropriate toss performed
2 - 4	Less than a Majority of the team performs a level appropriate toss
4 - 5	A Majority of the team performs a level appropriate toss

TOSS DIFFICULTY CONSIDERATIONS

The following are considered when **COMPARING** teams:

- Degree of difficulty of tosses
- Percentage of team participation
- Variety
- Additional tosses (non-level appropriate included) may increase your score within range
- Height

SCORING SYSTEM

LEVEL 1 - LEVEL 5 DIVISIONS

STANDING TUMBLING DIFFICULTY *(cumulative throughout the routine)*

0	No skills performed
1 - 6	Less than a Majority of the team performs a level appropriate pass
6 - 10	A Majority of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY *(cumulative throughout the routine)*

0	No skills performed
1 - 6	Less than a Majority of the team performs a level appropriate pass
6 - 10	A Majority of the team performs a level appropriate pass

TUMBLING DIFFICULTY CONSIDERATIONS

The following are considered when **COMPARING** teams:

- Degree of difficulty of skills/passes
- Percentage of team participation
- Synchronization
- Specialty combination
- Variety
- Additional skills and combination of skills (non-level appropriate included) may increase your score within range

TUMBLING TECHNIQUE

Execution • Uniformity • Body Control • Landings • Synchronization

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 6	6 - 9	9 - 10

A zero is issued when no skills are performed

JUMP TECHNIQUE

Execution • Flexibility • Uniformity • Synchronization

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5

A zero is issued when no skills are performed

TUMBLING & JUMP - TEAM MAJORITY

ATHLETE COUNT	MAJORITY COUNT
5	3
6 - 7	4
8 - 9	5
10 - 11	6
12 - 13	7
14 - 15	8
16 - 17	9
18 - 19	10
20 - 21	11
22 - 23	12
24 - 25	13
26 - 27	14
28 - 29	15
30 - 31	16
32 - 33	17
34 - 35	18
36 - 37	19
38	20

JUMP DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
1 - 4	Less than a Majority of the team performs 3 advanced jumps
4 - 5	A Majority of the team performs 3 advanced jumps

ADVANCED JUMPS

Herkie • Hurdler • Toe Touch • Pike • Double Nine

JUMP DIFFICULTY CONSIDERATIONS

The following are considered when **COMPARING** teams:

- Percentage of team participation
- Variety
- Connected jumps
- Synchronization
- Height

SCORING SYSTEM

JUNIOR LEVEL 6 DIVISIONS

STANDING TUMBLING DIFFICULTY *(cumulative throughout the routine)*

0	No skills performed
1 - 6	Less than a Majority of the team performs a level appropriate pass
6 - 10	A Majority of the team performs a level appropriate pass

RUNNING TUMBLING DIFFICULTY *(cumulative throughout the routine)*

0	No skills performed
1 - 6	Less than a Majority of the team performs a level appropriate pass
6 - 10	A Majority of the team performs a level appropriate pass

RUNNING TUMBLING

A flipping tumbling skill in addition to a full twisting tumbling skill within a pass will be considered level appropriate.
 (Example: RO-Arabian-RO-BHS-Full, Punch Front-RO-BHS-Full, etc.)

TUMBLING DIFFICULTY CONSIDERATIONS

The following are considered when **COMPARING** teams:

- Degree of difficulty of skills/passes
- Percentage of team participation
- Synchronization
- Specialty combination
- Variety
- Additional skills and combination of skills (non-level appropriate included) may increase your score within range

TUMBLING TECHNIQUE

Execution • Uniformity • Body Control • Landings • Synchronization

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 6	6 - 9	9 - 10

A zero is issued when no skills are performed

JUMP TECHNIQUE

Execution • Flexibility • Uniformity • Synchronization

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5

A zero is issued when no skills are performed

TUMBLING & JUMP - TEAM MAJORITY

ATHLETE COUNT	MAJORITY COUNT
5	3
6 - 7	4
8 - 9	5
10 - 11	6
12 - 13	7
14 - 15	8
16 - 17	9
18 - 19	10
20 - 21	11
22 - 23	12
24 - 25	13
26 - 27	14
28 - 29	15
30 - 31	16
32 - 33	17
34 - 35	18
36 - 37	19
38	20

JUMP DIFFICULTY

(cumulative throughout the routine)

0	No skills performed
1 - 4	Less than a Majority of the team performs 3 advanced jumps
4 - 5	A Majority of the team performs 3 advanced jumps

ADVANCED JUMPS

Herkie • Hurdler • Toe Touch • Pike • Double Nine

JUMP DIFFICULTY CONSIDERATIONS

The following are considered when **COMPARING** teams:

- Percentage of team participation
- Variety
- Connected jumps
- Synchronization
- Height

SCORING SYSTEM

ROUTINE CREATIVITY

A team's ability to consistently demonstrate innovative, visual, and creative ideas throughout all routine elements.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 4	4 - 8	8 - 10

FORMATIONS & TRANSITIONS

A team's ability to demonstrate precise spacing, uniform timing, strong pace, and seamless flow between elements.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5

DANCE DIFFICULTY

The following are considered:

- Visual Elements
- Variety Of Levels
- Formation Changes
- Pace & Intricacy
- Footwork & Floorwork
- Partnerwork
- Team Participation

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5
<i>A zero is issued when no skills/elements are performed</i>		

DANCE TECHNIQUE

The following are considered:

- Perfection
- Synchronization
- Precision of spacing
- Uniformity
- Arm/Motion placement
- Entertainment value
- Energy level

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5
<i>A zero is issued when no skills/elements are performed</i>		

PERFORMANCE

A team's ability to demonstrate high levels of energy, entertainment value, confidence, and showmanship.

BELOW AVERAGE	AVERAGE	ABOVE AVERAGE
1 - 2	2 - 4	4 - 5