

STANDING AND RUNNING TUMBLING DIFFICULTY

2.0-2.5	Skills performed do not meet above range requirements.
2.5-3.0	Most of team performs a level 1+ pass <i>or</i> Majority of team performs a level 2+ pass <i>or</i> Less than a majority of team performs a level 3 pass
3.0-3.5	Most of team performs a level 2+ pass <i>or</i> Majority of team performs a level 3+ pass <i>or</i> Less than a majority of team performs a level 4 pass
3.5-4.0	Most of team performs a level 3+ pass <i>or</i> Majority of team performs a level 4+ pass <i>or</i> Less than a majority of team performs a level 5 pass
4.0-4.5	Most of team performs a level 4+ pass <i>or</i> Majority of team performs a level 5 pass
4.5-5.0	Most of team performs a level 5 pass
<p>Standing and Running Tumbling will be scored separately and is cumulative. + Higher level passes will accumulate and make a team eligible for a higher range.</p> <p>* View level appropriate tumbling document for a breakdown of level specific skills.</p>	

JUMP DIFFICULTY

4.0	Less than a majority of the team performs 1 advanced jump
4.2	Majority of the team performs 1 advanced jump
4.4	Most of the team performs 1 synchronized advanced jump
4.6	Most of the team performs 2 connected, synchronized advanced jumps
4.8	Most of the team performs 3 connected, synchronized advanced jumps
5.0	Most of the team performs 4 connected, synchronized advanced jumps or 3 connected, synchronized advanced jumps plus 1 additional advanced jump. Sequence must include a variety of jumps.
<p>All jump approaches must use a whip approach to be considered connected. BASIC JUMPS: Spread Eagle, Tuck Jump ADVANCED JUMPS: Pike, Front or Side Hurdlers, Toe Touch</p>	

TECHNIQUE

3.0 - 3.5	Minimal athletes execute excellent precision, form and synchronization
3.5 - 4.0	Less than a majority of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	Majority of the athletes execute excellent precision, form and synchronization
4.5 - 5.0	Most to all athletes execute excellent precision, form and synchronization

TUMBLING & JUMP QUANTITY

# of Athletes	Majority (51% of team)	Most (75% of team)
5	3	4
6	4	5
7	4	5
8	5	6
9	5	7
10	6	8
11	6	8
12	7	9
13	7	9
14	8	10
15	8	11
16	9	12
17	9	12
18	10	13
19	10	14
20	11	15
21	11	16
22	12	17
23	12	17
24	13	18
25	13	19
26	14	20
27	14	20
28	15	21
29	15	22
30	16	23
31	16	23
32	17	24
33	17	25
34	18	26
35	18	26
36	19	27

TOSS DIFFICULTY		Level Appropriate Examples	LEVEL
3.0	Skills performed do not meet the above range requirement		
3.1	Majority of team performs a level 2+ toss	Straight Ride	2
3.2	Majority of team performs a level 3+ toss	1 Skill, Non-flipping Toe Touch; Pike; Ball-Open, Full Twist	3
3.3	Majority of team performs a level 4 toss	2 Skills, Non-flipping Kick-Full Twist; Double Toe Touch Double-Twist; Full Twisting, X-out	4

+ A variety of different level tosses performed in one sequence will accumulate and make a team eligible for a higher range.

3.4	Less than a majority perform a level 5 toss		
3.5	Less than a majority perform a level 6 toss		
3.6	Less than a majority perform a level 6 elite toss		
3.7	Majority of team performs a level 5+ toss	3 Skills, Non-flipping Hitch-Kick-Full Twist Switch Kick-Full Twist Kick-Double Twist Kick-Full Twist-Kick	5
3.8	Majority of team performs a level 5+ toss, plus 1 additional toss		
3.9	Squad performs a level 5 toss		
4.0	Squad performs a level 5 toss, plus 1 additional toss		
4.1	Squad performs a majority of level 5 tosses and less than a majority of level 6+ tosses.	Flipping, Non-twisting Back Tuck Front Pike Bird Front Back Layout Back Tuck-X out	6
4.2	Majority of team performs a level 6+ toss		
4.3	Majority of team performs a level 6+ toss, plus 1 additional toss		
4.4	Squad performs a level 6 toss		
4.5	Squad performs a level 6 toss, plus 1 additional toss	Flipping & Twisting Arabian Back Full Twisting Layout Tuck flip, X-out, Full Twist Double Full-Twisting Layout Pike-Open, Double Full Twist	6 ELITE
4.6	Squad performs a majority of level 6 tosses, and less than a majority of level 6 elite tosses.		
4.7	Majority of team performs a level 6 elite toss		
4.8	Majority of team performs a level 6 elite toss, plus 1 additional toss		
4.9	Squad performs a level 6 elite toss		
5.0	Squad performs a level 6 elite toss, plus 1 additional toss		

TOSS TECHNIQUE	
3.0 - 3.5	Minimal athletes execute excellent precision, form and synchronization
3.5 - 4.0	Less than a majority of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	Majority of athletes execute excellent precision, form and synchronization
4.5 - 5.0	Most to all athletes execute excellent precision, form and synchronization

DANCE DIFFICULTY	
4.0 - 4.5	Dance incorporates multiple visual elements including a variety of levels, formation changes, partner work, footwork, floor work, pace and intricacy of dance moves.

DANCE TECHNIQUE	
0.1 - 0.5	A team's ability to demonstrate proper placement and execution, synchronization, and appropriate timing of dance moves performed.

PERFORMANCE	
9.0 - 10.0	A team's ability to demonstrate high levels of energy and excitement while maintaining consistent uniformity, genuine enthusiasm and showmanship. This will include appropriate athletic impression throughout the routine.

ROUTINE COMPOSITION	
9.0 - 10.0	A team's ability to demonstrate precise spacing and seamless patterns of movement performed throughout the routine. This includes innovative, visual, and intricate ideas; as well as any additional skills performed to enhance the overall appeal.

STUNT DIFFICULTY	
2.0-2.5	Skills performed do not meet the above range requirements
2.5-3.0	Most of team performs 4 - level 2 skills or
	Most of team performs 2 or 3 - level 3 skills or Majority of team performs 1 - level 4 skill
3.0-3.5	Most of team performs 4 - level 3 skills or
	Most of team performs 2 or 3 - level 4 skills or Majority of team performs 1 - level 5 skill
3.5-4.0	Most of team performs 4 - level 4 skills or
	Most of team performs 2 or 3 - level 5 skills or Majority of team performs 1 - level 6 skill
4.0-4.5	Most of team performs 4 - level 5 skills or
	Most of team performs 1 - level 6 skill, and 3 - level 5 skills or Majority of team performs 2 - level 6 skills, and 2 - level 5 or 6 skills
4.5-5.0	Most of team performs 2 - level 6 skills, and 2 - level 5 or 6 skills

* View level appropriate building document for a breakdown of level specific skills.

PYRAMID DIFFICULTY	
A pyramid consists of 2 or more connected top persons.	
2.0-2.5	Skills performed to not meet the above range requirements.
2.5-3.0	Most of team performs 2 structures, and 4 - level 2 skills
	Most of team performs 2 structures, and 2 or 3 - level 3 skills
3.0-3.5	Most of team performs 2 structures and 4 - level 3 skills
	Most of team performs 2 structures, and 2 or 3 - level 4 skills
3.5-4.0	Most of team performs 2 structures, and 4 - level 4 skills
	Most of team performs 2 structures, and 2 or 3 - level 5 skills
4.0-4.5	Most of team performs 2 structures, and 4 - level 5 skills
	Most of team performs 2, 2 1/2 high structures and 2 or 3 - level 6 skills
4.5-5.0	Most of team performs 2, 2 1/2 high structures, and 4 - level 6 skills

BUILDING QUANTITY CHART		
# of ATHLETES	MAJORITY (51% of team)	MOST (75% of team)
5 - 7		1
8 - 11		1
12 - 15	1	2
16 - 19	2	3
20 - 23	3	4
24 - 27	4	5
28 - 31	4-5	6
32-35	5	6
36	5-6	7

STUNT/PYRAMID CREATIVITY	
4.0 - 4.2	Minimal skills incorporate creativity
4.2 - 4.4	Less than a majority of the skills incorporate creativity
4.4 - 4.7	Majority of the skills incorporate creativity
4.7 - 5.0	Most to all skills incorporate creativity

BUILDING TECHNIQUE	
3.0 - 3.5	Minimal athletes execute excellent precision, form and synchronization
3.5 - 4.0	Less than a majority of the athletes execute excellent precision, form and synchronization
4.0 - 4.5	Majority of athletes execute excellent precision, form and synchronization
4.5 - 5.0	Most to all athletes execute excellent precision, form and synchronization