

Majority of the team must perform the skill set below to ensure credit is earned in desired range.
 (Additional skills performed can increase the teams score in the range.) Skills performed by less than majority will earn a score in a lower range.

STUNT DIFFICULTY	PYRAMID DIFFICULTY	TOSS DIFFICULTY	STANDING TUMBLING DIFFICULTY	RUNNING TUMBLING DIFFICULTY
0 - 1	0 - 1	0 - 1	0 - 1	0 - 1
Prep level 2 leg stunts <i>or</i> 1 Leg variations below prep level	Braced extended 2 leg stunts <i>or</i> Braced 1 leg stunts at prep level	Straight Ride	Cartwheel <i>or</i> Forward/Backward Roll	Cartwheel <i>or</i> Round-off
1 - 2	1 - 2	1 - 2	1 - 2	1 - 2
Extended 2 leg stunts <i>or</i> 1 Leg variations at prep level	Braced Extended 1 leg stunts	1 Skill Non-inverted	Back Handspring	Round-off Back Handspring
2 - 3	2 - 3	2 - 3	2 - 3	2 - 3
Extended 1 leg stunts & Single Twist from 2 leg stunts	Extended 1 leg stunts with multiple transitional sequences, at least 1 of which is a release pyramid transition and multiple extended structures	2 Skill Non-inverted	Back Handspring Series <i>or</i> Jump-Handspring combinations	Round-off Back Handspring Back Tuck <i>or</i> Round-off Tucks
3 - 4	3 - 4	3 - 4	3 - 4	3 - 4
Advanced skills, Single Twist from 1 leg stunts, <i>or</i> extended stunt sequences performed by an unassisted single base	Extended 1 leg stunts with multiple transitional sequences, at least 1 of which is a braced flip transition/arm braced tic tock and multiple extended structures	3 Skill Non-inverted	Back Tucks <i>or</i> Back Handspring Back Tuck	Round-off Back Handspring Layout <i>or</i> Round-off Layout
4 - 5	4 - 5	4 - 5	4 - 5	4 - 5
Unbraced rewinds, Free flipping skills, <i>or</i> double downs from 1 leg stunts	Multiple 2 1/2 high Structures	Flipping <i>or</i> Flipping & Twisting	Standing Fulls <i>or</i> Back Handspring Full	Round-off Back Handspring Full <i>or</i> Round-off Full

BUILDING QUANTITY CHART

# of Athletes	# of Groups (Majority)
5 - 11	1
12 - 19	2
20 - 27	3
28 - 35	4
36	5

JUMP DIFFICULTY

- 3.5 - Skills performed do not meet the 4.0 requirement
- 4.0 - Majority of the team performs 1 advanced jump
- 4.5 - Majority of team performs 2 advanced jumps
- 5.0 - Majority of team performs 3 connected advanced jumps, or 2 connected advanced jumps plus 1 additional advanced jump. The sequence must include two types of variety.
 - * All jump combinations must be connected with a whip approach.
 - * Advanced jumps include toe touch, side and front hurdler, pike, and double nine.

CHEER/CHANT: VOICE/INFLECTION (9.0 - 10.0)

Pace, flow, and pronunciation of words

TECHNIQUE (25.0 - 30.0)

Execution of Stunts, Pyramids, Tosses, Standing Tumbling, Running Tumbling, and Jumps will each receive a score out of 5.0

- 4.0 - 4.3: Most skills performed with below average execution
- 4.3 - 4.6: Most skills performed with average execution
- 4.6 - 5.0: Most skills performed with above average execution

CHOREOGRAPHY: ROUTINE COMPOSITION (9.0 - 10.0)

Spacing, seamless movement patterns, and execution of formations

OVERALL: PERFORMANCE/SHOWMANSHIP (9.0 - 10.0)

Genuine enthusiasm and energy level throughout routine

MOTIONS/DANCE (9.0 - 10.0)

Team's ability to incorporate transitions, level changes, footwork and floor work, with a variety of visual movement with a high level of perfection in all dance movement as well as motion sequences throughout the routine.

TUMBLING/JUMP QUANTITY CHART

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